By using this document, in addition to any agreements you have with Intel, you accept the terms set forth below.

You may not use or facilitate the use of this document in connection with any infringement or other legal analysis concerning Intel products described herein. You agree to grant Intel a non-exclusive, royalty-free license to any patent claim thereafter drafted which includes subject matter disclosed herein.

INFORMATION IN THIS DOCUMENT IS PROVIDED IN CONNECTION WITH INTEL PRODUCTS. NO LICENSE, EXPRESS OR IMPLIED, BY ESTOPPEL OR OTHERWISE, TO ANY INTELLECTUAL PROPERTY RIGHTS IS GRANTED BY THIS DOCUMENT. EXCEPT AS PROVIDED IN INTEL’S TERMS AND CONDITIONS OF SALE FOR SUCH PRODUCTS, INTEL ASSUMES NO LIABILITY WHATSOEVER AND INTEL DISCLAIMS ANY EXPRESS OR IMPLIED WARRANTY, RELATING TO SALE AND/OR USE OF INTEL PRODUCTS INCLUDING LIABILITY OR WARRANTIES RELATING TO FITNESS FOR A PARTICULAR PURPOSE, MERCHANTABILITY, OR INFRINGEMENT OF ANY PATENT, COPYRIGHT OR OTHER INTELLECTUAL PROPERTY RIGHT.

A "Mission Critical Application" is any application in which failure of the Intel Product could result, directly or indirectly, in personal injury or death. SHOULD YOU PURCHASE OR USE INTEL’S PRODUCTS FOR ANY SUCH MISSION CRITICAL APPLICATION, YOU SHALL INDEMNIFY AND HOLD INTEL AND ITS SUBSIDIARIES, SUBCONTRACTORS AND AFFILIATES, AND THE DIRECTORS, OFFICERS, AND EMPLOYEES OF EACH, HARMLESS AGAINST ALL CLAIMS COSTS, DAMAGES, AND EXPENSES AND REASONABLE ATTORNEYS’ FEES ARISING OUT OF, DIRECTLY OR INDIRECTLY, ANY CLAIM OF PRODUCT LIABILITY, PERSONAL INJURY, OR DEATH ARISING IN ANY WAY OUT OF SUCH MISSION CRITICAL APPLICATION, WHETHER OR NOT INTEL OR ITS SUBCONTRACTOR OR AFFILIATE WAS NEGLIGENT IN THE DESIGN, MANUFACTURE, OR WARNING OF THE INTEL PRODUCT OR ANY OF ITS PARTS.

Intel may make changes to specifications and product descriptions at any time, without notice. Designers must not rely on the absence or characteristics of any features or instructions marked "reserved" or "undefined". Intel reserves these for future definition and shall have no responsibility whatsoever for conflicts or incompatibilities arising from future changes to them. The information here is subject to change without notice. Do not finalize a design with this information.

The products described in this document may contain design defects or errors known as errata which may cause the product to deviate from published specifications. Current characterized errata are available on request.

Intel processor numbers are not a measure of performance. Processor numbers differentiate features within each processor family, not across published specifications. Current characterized errata are available on request.

Intel® Advanced Vector Extensions (Intel® AVX)1 are designed to achieve higher throughput to certain integer and floating point operations. Due to varying processor power characteristics, utilizing AVX instructions may cause a) some parts to operate at less than the rated frequency and b) some parts with Intel® Turbo Boost Technology 2.0 to not achieve any or maximum turbo frequencies. Performance varies depending on hardware, software, and system configuration and you should consult your system manufacturer for more information.

1 Intel® Advanced Vector Extensions refers to Intel® AVX, Intel® AVX2 or Intel® AVX-512. For more information on Intel® Turbo Boost Technology 2.0, visit http://www.intel.com/go/turbo.

Intel® Data Protection Technology (includes the following features: Secure Key and Advanced Encryption Standard New Instructions (Intel® AES-NI)): No computer system can provide absolute security. Requires an enabled Intel® processor and software optimized for use of the technology. Consult your system manufacturer and/or software vendor for more information.

Enhanced Intel SpeedStep® Technology: See the Processor Spec Finder at http://ark.intel.com/ or contact your Intel representative for more information.

Intel® Hyper-Threading Technology (Intel® HT Technology): Available on select Intel® processors. Requires an Intel® HT Technology-enabled system. Consult your system manufacturer. Performance will vary depending on the specific hardware and software used. For more information including details on which processors support HT Technology, visit http://www.intel.com/info/hyperthreading.

Intel® 64 architecture: Requires a system with a 64-bit enabled processor, chipset, BIOS and software. Performance will vary depending on the specific hardware and software you use. Consult your PC manufacturer for more information. For more information, visit http://www.intel.com/info/em64t.

Intel® Virtualization Technology requires a computer system with an enabled Intel® processor, BIOS, and virtual machine monitor (VMM). Functionality, performance or other benefits will vary depending on hardware and software configurations. Software applications may not be compatible with all operating systems. Consult your PC manufacturer. For more information, visit http://www.intel.com/go/virtualization.

Intel® Platform/Device Protection Technology (includes the following features: Bios guard; Boot Guard; Platform Trust Technology {PTT}; OS Guard; Anti-Theft Technology {AT}; Trusted Execution Technology {TXT}; and Execute Disable Bit): No computer system can provide absolute security. Requires an enabled Intel® processor, enabled chipset, firmware, software and may require a subscription with a capable service provider (may not be available in all countries). Intel assumes no liability for lost or stolen data and/or systems or any other damages resulting thereof. Consult your system or service provider for availability and functionality.

Intel, the Intel logo, Intel Atom, Intel Core, Intel SpeedStep, MMX, Pentium, VTune, and Xeon are trademarks of Intel Corporation in the U.S. and/or other countries.

*Other names and brands may be claimed as the property of others.

Contact your local Intel sales office or your distributor to obtain the latest specifications and before placing your product order.

Copies of documents which have an order number and are referenced in this document, or other Intel literature, may be obtained by calling 1-800-548-4725, or go to: http://www.intel.com/design/literature.htm

Copyright © 1997-2014 Intel Corporation. All rights reserved.
CONTENTS

3.1 INTERPRETING THE INSTRUCTION REFERENCE PAGES .......................... 3-1
   3.1.1 Instruction Format .......................................................... 3-1
   3.1.2 Opcode Column in the Instruction Summary Table (Instructions without VEX prefix) .... 3-2
   3.1.3 Instruction Column in the Opcode Summary Table ................................ 3-4
   3.1.4 Operand Encoding Column in the Instruction Summary Table .................. 3-7
   3.1.5 64/32-bit Mode Column in the Instruction Summary Table .................. 3-7
   3.1.6 CPUID Support Column in the Instruction Summary Table .................... 3-7
   3.1.7 Description Column in the Instruction Summary Table ....................... 3-7
   3.1.8 Description Section ......................................................... 3-7
   3.1.9 Operation Section ............................................................ 3-8
   3.1.10 Intel® C/C++ Compiler Intrinsics Equivalents Section ..................... 3-11
   3.1.11 Flags Affected Section ..................................................... 3-13
   3.1.12 FPU Flags Affected Section .............................................. 3-13
   3.1.13 Protected Mode Exceptions Section ....................................... 3-13
   3.1.14 Real-Address Mode Exceptions Section .................................... 3-14
   3.1.15 Virtual-8086 Mode Exceptions Section ................................... 3-14
   3.1.16 Floating-Point Exceptions Section ....................................... 3-14
   3.1.17 SIMD Floating-Point Exceptions Section .................................. 3-15
   3.1.18 Compatibility Mode Exceptions Section .................................... 3-15
   3.1.19 64-Bit Mode Exceptions Section .......................................... 3-15

3.2 INSTRUCTIONS (A-M) ................................................................. 3-15
   AAA—ASCII Adjust After Addition .............................................. 3-16
   AAD—ASCII Adjust AX Before Division ....................................... 3-18
   AAM—ASCII Adjust AX After Multiply ....................................... 3-20
   AAS—ASCII Adjust AL After Subtraction ..................................... 3-22
   ADC—Add with Carry ............................................................... 3-24
   ADCX — Unsigned Integer Addition of Two Operands with Carry Flag ........... 3-27
   ADD—Add ........................................................................... 3-29
   ADDPD—Add Packed Double-Precision Floating-Point Values ..................... 3-31
   ADDPS—Add Packed Single-Precision Floating-Point Values ..................... 3-33
   ADDSD—Add Scalar Double-Precision Floating-Point Values ..................... 3-35
   ADDSS—Add Scalar Single-Precision Floating-Point Values ..................... 3-36
   ADDSUBPD—Packed Double-FP Add/Subtract .................................... 3-37
   ADDSUBPS—Packed Single-FP Add/Subtract .................................... 3-39
   ADOX — Unsigned Integer Addition of Two Operands with Overflow Flag ....... 3-42
   AESDEC—Perform One Round of an AES Decryption Flow .......................... 3-44
   AESDECLAST—Perform Last Round of an AES Decryption Flow ................... 3-46
   ASENCE—Perform One Round of an AES Encryption Flow .......................... 3-48
   ASENCLAST—Perform Last Round of an AES Encryption Flow .................... 3-50
<table>
<thead>
<tr>
<th>Instruction</th>
<th>Description</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>AESIMC</td>
<td>Perform the AES InvMixColumn Transformation</td>
<td>3-52</td>
</tr>
<tr>
<td>AESKEYGENASSIST</td>
<td>AES Round Key Generation Assist</td>
<td>3-53</td>
</tr>
<tr>
<td>AND</td>
<td>Logical AND</td>
<td>3-55</td>
</tr>
<tr>
<td>ANDPD</td>
<td>Bitwise Logical AND of Packed Double-Precision Floating-Point Values</td>
<td>3-57</td>
</tr>
<tr>
<td>ANDPS</td>
<td>Bitwise Logical AND of Packed Single-Precision Floating-Point Values</td>
<td>3-58</td>
</tr>
<tr>
<td>ANDNDPD</td>
<td>Bitwise Logical AND NOT of Packed Double-Precision Floating-Point Values</td>
<td>3-60</td>
</tr>
<tr>
<td>ANDNPS</td>
<td>Bitwise Logical AND NOT of Packed Single-Precision Floating-Point Values</td>
<td>3-62</td>
</tr>
<tr>
<td>ARPL</td>
<td>Adjust RPL Field of Segment Selector</td>
<td>3-64</td>
</tr>
<tr>
<td>BLENDPD</td>
<td>Blend Packed Double Precision Floating-Point Values</td>
<td>3-66</td>
</tr>
<tr>
<td>BLENDPS</td>
<td>Blend Packed Single Precision Floating-Point Values</td>
<td>3-68</td>
</tr>
<tr>
<td>BLENDVDPD</td>
<td>Variable Blend Packed Double Precision Floating-Point Values</td>
<td>3-70</td>
</tr>
<tr>
<td>BLENDVPS</td>
<td>Variable Blend Packed Single Precision Floating-Point Values</td>
<td>3-72</td>
</tr>
<tr>
<td>BLSI</td>
<td>Extract Lowest Set Isolated Bit</td>
<td>3-74</td>
</tr>
<tr>
<td>BLSMSK</td>
<td>Get Mask Up to Lowest Set Bit</td>
<td>3-76</td>
</tr>
<tr>
<td>BLSR</td>
<td>Reset Lowest Set Bit</td>
<td>3-78</td>
</tr>
<tr>
<td>BOUND</td>
<td>Check Array Index Against Bounds</td>
<td>3-80</td>
</tr>
<tr>
<td>BSWAP</td>
<td>Byte Swap</td>
<td>3-81</td>
</tr>
<tr>
<td>BTC</td>
<td>Bit Test and Complement</td>
<td>3-83</td>
</tr>
<tr>
<td>BTR</td>
<td>Bit Test and Reset</td>
<td>3-85</td>
</tr>
<tr>
<td>BTS</td>
<td>Bit Test and Set</td>
<td>3-87</td>
</tr>
<tr>
<td>BZHI</td>
<td>Zero High Bits Starting with Specified Bit Position</td>
<td>3-89</td>
</tr>
<tr>
<td>CALL</td>
<td>Call Procedure</td>
<td>3-91</td>
</tr>
<tr>
<td>CBW/CWD/CDE/QQE—</td>
<td>Convert Byte to Word/Convert Word to Doubleword/Convert Doubleword to Quadword</td>
<td>3-93</td>
</tr>
<tr>
<td>CLAC</td>
<td>Clear AC Flag in EFLAGS Register</td>
<td>3-95</td>
</tr>
<tr>
<td>CLC</td>
<td>Clear Carry Flag</td>
<td>3-97</td>
</tr>
<tr>
<td>CLD</td>
<td>Clear Direction Flag</td>
<td>3-99</td>
</tr>
<tr>
<td>CLFLUSH</td>
<td>Flush Cache Line</td>
<td>3-101</td>
</tr>
<tr>
<td>CLI</td>
<td>Clear Interrupt Flag</td>
<td>3-103</td>
</tr>
<tr>
<td>CLTS</td>
<td>Clear Task-Switched Flag in CR0</td>
<td>3-105</td>
</tr>
<tr>
<td>CMC</td>
<td>Complement Carry Flag</td>
<td>3-107</td>
</tr>
<tr>
<td>CMOVcc</td>
<td>Conditional Move</td>
<td>3-109</td>
</tr>
<tr>
<td>CMP</td>
<td>Compare Two Operands</td>
<td>3-111</td>
</tr>
<tr>
<td>CMPD</td>
<td>Compare Packed Double-Precision Floating-Point Values</td>
<td>3-113</td>
</tr>
<tr>
<td>CMPPS</td>
<td>Compare Packed Single-Precision Floating-Point Values</td>
<td>3-115</td>
</tr>
<tr>
<td>CMPSE/CMPSP/CMPSW/CMPSD/CMPSQ—</td>
<td>Compare String Operands</td>
<td>3-117</td>
</tr>
<tr>
<td>CMPSD</td>
<td>Compare Scalar Double-Precision Floating-Point Values</td>
<td>3-119</td>
</tr>
<tr>
<td>CMPSS</td>
<td>Compare Scalar Single-Precision Floating-Point Values</td>
<td>3-121</td>
</tr>
<tr>
<td>CMPXCHG</td>
<td>Compare and Exchange</td>
<td>3-123</td>
</tr>
<tr>
<td>CMPXCHGB/CMPXCHG16B—</td>
<td>Compare and Exchange Bytes</td>
<td>3-125</td>
</tr>
<tr>
<td>COMISO</td>
<td>Compare Scalar Ordered Double-Precision Floating-Point Values and Set EFLAGS</td>
<td>3-127</td>
</tr>
<tr>
<td>COMISS</td>
<td>Compare Scalar Ordered Single-Precision Floating-Point Values and Set EFLAGS</td>
<td>3-129</td>
</tr>
<tr>
<td>CPUID</td>
<td>CPU Identification</td>
<td>3-131</td>
</tr>
<tr>
<td>CRC32</td>
<td>Accumulate CRC32 Value</td>
<td>3-133</td>
</tr>
<tr>
<td>CVTDQ2PD</td>
<td>Convert Packed Dword Integers to Packed Double-Precision FP Values</td>
<td>3-135</td>
</tr>
<tr>
<td>CVTDQ2PS</td>
<td>Convert Packed Dword Integers to Packed Single-Precision FP Values</td>
<td>3-137</td>
</tr>
<tr>
<td>CVTDPD2Q</td>
<td>Convert Packed Double-Precision FP Values to Packed Dword Integers</td>
<td>3-139</td>
</tr>
<tr>
<td>CVTDPD2PI</td>
<td>Convert Packed Double-Precision FP Values to Packed Dword Integers</td>
<td>3-141</td>
</tr>
<tr>
<td>CVTDP2PS</td>
<td>Convert Packed Double-Precision FP Values to Packed Single-Precision FP Values</td>
<td>3-143</td>
</tr>
<tr>
<td>CVTPI2PD</td>
<td>Convert Packed Dword Integers to Packed Double-Precision FP Values</td>
<td>3-145</td>
</tr>
<tr>
<td>CVTPI2PS</td>
<td>Convert Packed Dword Integers to Packed Single-Precision FP Values</td>
<td>3-147</td>
</tr>
<tr>
<td>CVTPS2PD</td>
<td>Convert Packed Single-Precision FP Values to Packed Dword Integers</td>
<td>3-149</td>
</tr>
<tr>
<td>CVTPS2PD</td>
<td>Convert Packed Single-Precision FP Values to Packed Double-Precision FP Values</td>
<td>3-151</td>
</tr>
<tr>
<td>CVTPS2PI</td>
<td>Convert Packed Single-Precision FP Values to Packed Dword Integers</td>
<td>3-153</td>
</tr>
<tr>
<td>CVTSD2SI</td>
<td>Convert Scalar Double-Precision FP Value to Integer</td>
<td>3-155</td>
</tr>
<tr>
<td>CONTENTS</td>
<td></td>
<td></td>
</tr>
<tr>
<td>---------------------------</td>
<td>---------------------------</td>
<td></td>
</tr>
<tr>
<td>CVTSQ2SS—Convert Scalar Double-Precision FP Value to Scalar Single-Precision FP Value</td>
<td>3-212</td>
<td></td>
</tr>
<tr>
<td>CVTSI2SD—Convert Dword Integer to Scalar Double-Precision FP Value</td>
<td>3-214</td>
<td></td>
</tr>
<tr>
<td>CVTSQ2SS—Convert Scalar Double-Precision FP Value to Scalar Single-Precision FP Value</td>
<td>3-216</td>
<td></td>
</tr>
<tr>
<td>CVTSQ2SD—Convert Scalar Single-Precision FP Value to Scalar Double-Precision FP Value</td>
<td>3-218</td>
<td></td>
</tr>
<tr>
<td>CVTSQ2SI—Convert Scalar Single-Precision FP Value to Dword Integer</td>
<td>3-219</td>
<td></td>
</tr>
<tr>
<td>CVTTPD2DQ—Convert with Truncation Packed Double-Precision FP Values to Packed Dword Integers</td>
<td>3-221</td>
<td></td>
</tr>
<tr>
<td>CVTTPD2PI—Convert with Truncation Packed Double-Precision FP Values to Packed Integer</td>
<td>3-223</td>
<td></td>
</tr>
<tr>
<td>CVTTPS2DQ—Convert with Truncation Packed Single-Precision FP Values to Packed Dword Integers</td>
<td>3-224</td>
<td></td>
</tr>
<tr>
<td>CVTTPS2PI—Convert with Truncation Packed Single-Precision FP Values to Packed Integer</td>
<td>3-226</td>
<td></td>
</tr>
<tr>
<td>CVTTSD2SI—Convert with Truncation Scalar Double-Precision FP Value to Signed Integer</td>
<td>3-227</td>
<td></td>
</tr>
<tr>
<td>CVTTS2SI—Convert with Truncation Scalar Single-Precision FP Value to Dword Integer</td>
<td>3-229</td>
<td></td>
</tr>
<tr>
<td>CwD/CDQ/CQO—Convert Word to Doubleword/Convert Doubleword to Quadword</td>
<td>3-231</td>
<td></td>
</tr>
<tr>
<td>DAA—Decimal Adjust AL after Addition</td>
<td>3-232</td>
<td></td>
</tr>
<tr>
<td>DAS—Decimal Adjust AL after Subtraction</td>
<td>3-234</td>
<td></td>
</tr>
<tr>
<td>DEC—Decrement by 1</td>
<td>3-236</td>
<td></td>
</tr>
<tr>
<td>DIV—Divide</td>
<td>3-238</td>
<td></td>
</tr>
<tr>
<td>DIVD—Divide Packed Double-Precision Floating-Point Values</td>
<td>3-241</td>
<td></td>
</tr>
<tr>
<td>DIVPS—Divide Packed Single-Precision Floating-Point Values</td>
<td>3-243</td>
<td></td>
</tr>
<tr>
<td>DIVSD—Divide Scalar Double-Precision Floating-Point Values</td>
<td>3-245</td>
<td></td>
</tr>
<tr>
<td>DIVSS—Divide Scalar Single-Precision Floating-Point Values</td>
<td>3-246</td>
<td></td>
</tr>
<tr>
<td>DPPD—Dot Product of Packed Double-Precision Floating-Point Values</td>
<td>3-247</td>
<td></td>
</tr>
<tr>
<td>DPPS—Dot Product of Packed Single-Precision Floating-Point Values</td>
<td>3-249</td>
<td></td>
</tr>
<tr>
<td>EMMS—Empty MMX Technology State</td>
<td>3-252</td>
<td></td>
</tr>
<tr>
<td>ENTER—Make Stack Frame for Procedure Parameters</td>
<td>3-254</td>
<td></td>
</tr>
<tr>
<td>EXTRACTPS—Extract Packed Single Precision Floating-Point Value</td>
<td>3-257</td>
<td></td>
</tr>
<tr>
<td>F2XM1—Compute 2x-1</td>
<td>3-259</td>
<td></td>
</tr>
<tr>
<td>FABS—Absolute Value</td>
<td>3-261</td>
<td></td>
</tr>
<tr>
<td>FADD/FADDP/FIADD—Add</td>
<td>3-263</td>
<td></td>
</tr>
<tr>
<td>FADD/FADDP/FIADD—Add</td>
<td>3-263</td>
<td></td>
</tr>
<tr>
<td>FBLD—Load Binary Coded Decimal</td>
<td>3-266</td>
<td></td>
</tr>
<tr>
<td>FBSTP—Store BCD Integer and Pop</td>
<td>3-268</td>
<td></td>
</tr>
<tr>
<td>FCLEX/FNCLEX—Clear Exceptions</td>
<td>3-270</td>
<td></td>
</tr>
<tr>
<td>FCMOVcc—Floating-Point Conditional Move</td>
<td>3-272</td>
<td></td>
</tr>
<tr>
<td>FCMP—Compare Floating Point Values</td>
<td>3-274</td>
<td></td>
</tr>
<tr>
<td>FCMP/FCOMP/FCOMPP—Compare Floating Point Values</td>
<td>3-276</td>
<td></td>
</tr>
<tr>
<td>FCOMI/FUCOMI/FUCOMIP—Compare Floating Point Values and Set EFLAGS</td>
<td>3-279</td>
<td></td>
</tr>
<tr>
<td>FCP—Cosine</td>
<td>3-282</td>
<td></td>
</tr>
<tr>
<td>FDECSTP—Decrement Stack-Top Pointer.</td>
<td>3-284</td>
<td></td>
</tr>
<tr>
<td>FDIV/FDIVP/FDIV—Divide</td>
<td>3-285</td>
<td></td>
</tr>
<tr>
<td>FDIVR/FDIVRP/FDIVR—Reverse Divide</td>
<td>3-288</td>
<td></td>
</tr>
<tr>
<td>FFREE—Free Floating-Point Register</td>
<td>3-291</td>
<td></td>
</tr>
<tr>
<td>FICMP—Compare Integer</td>
<td>3-292</td>
<td></td>
</tr>
<tr>
<td>FILD—Load Integer</td>
<td>3-294</td>
<td></td>
</tr>
<tr>
<td>FINCSTP—Increment Stack-Top Pointer</td>
<td>3-296</td>
<td></td>
</tr>
<tr>
<td>FINIT/FNINIT—Initialize Floating-Point Unit</td>
<td>3-297</td>
<td></td>
</tr>
<tr>
<td>FIST/FISTP—Store Integer</td>
<td>3-299</td>
<td></td>
</tr>
<tr>
<td>FISTTP—Store Integer with Truncation</td>
<td>3-302</td>
<td></td>
</tr>
<tr>
<td>FLDR—Load Floating Point Value</td>
<td>3-304</td>
<td></td>
</tr>
<tr>
<td>FLD1/FDLT2/FLDL2E/FLDL2F/FLDLG2/FLDLN2/FLDZ—Load Constant</td>
<td>3-306</td>
<td></td>
</tr>
<tr>
<td>FLDCw—Load x87 FPU Control Word</td>
<td>3-308</td>
<td></td>
</tr>
<tr>
<td>FLDENV—Load x87 FPU Environment</td>
<td>3-310</td>
<td></td>
</tr>
<tr>
<td>FMUL/FMULP/FMUL—Multiply</td>
<td>3-312</td>
<td></td>
</tr>
<tr>
<td>FNOOp—No Operation</td>
<td>3-315</td>
<td></td>
</tr>
<tr>
<td>FPATAN—Partial Arctangent</td>
<td>3-316</td>
<td></td>
</tr>
<tr>
<td>FPREM—Partial Remainder</td>
<td>3-318</td>
<td></td>
</tr>
<tr>
<td>FPREM1—Partial Remainder</td>
<td>3-320</td>
<td></td>
</tr>
<tr>
<td>FPTAN—Partial Tangent</td>
<td>3-322</td>
<td></td>
</tr>
<tr>
<td>FRNDINT—Round to Integer</td>
<td>3-324</td>
<td></td>
</tr>
<tr>
<td>FRSTOR—Restore x87 FPU State</td>
<td>3-325</td>
<td></td>
</tr>
<tr>
<td>FSAVE/FNSAVE—Store x87 FPU State</td>
<td>3-327</td>
<td></td>
</tr>
</tbody>
</table>
FSCLAE—Scale .............................................................. 3-330
FSIN—Sine .................................................................. 3-332
FSINCF—Sine and Cosine ............................................. 3-334
FSQRT—Square Root .................................................... 3-336
FST/FSTP—Store Floating Point Value .................................. 3-338
FSTCW/FNSTCW—Store x87 FPU Control Word ............ 3-340
FSTENV/FNSTENV—Store x87 FPU Environment ............ 3-342
FSTSW/FNSTSW—Store x87 FPU Status Word .............. 3-344
FSUB/FSUFP/FSUBR—Subtract ...................................... 3-346
FSUBR/FSUBRP/FSUBRP—Reverse Subtract ............... 3-348
FTST—TEST ................................................................ 3-352
FUCOM/FUCOMP/FUCOMPP—Unordered Compare Floating Point Values .................. 3-354
FXAM—Examine ModR/M .............................................. 3-356
FXCH—Exchange Register Contents ................................. 3-358
FXRSTOR—Restore x87 FPU, MMX, XMM, and MXCSR State ........................................ 3-360
FXSAVE—Save x87 FPU, MMX Technology, and SSE State .................. 3-363
FXTRACT—Extract Exponent and Significand ................. 3-371
FYL2X—Compute y * log2x ........................................... 3-373
FYL2XPI—Compute y * log2(x +1) ................................... 3-375
HADDPD—Packed Double-FP Horizontal Add .................. 3-377
HADDPD—Packed Single-FP Horizontal Add .................... 3-380
HLT—Halt ................................................................... 3-383
HSUBPD—Packed Double-FP Horizontal Subtract ............ 3-384
HSUBPS—Packed Single-FP Horizontal Subtract .............. 3-387
IDIV—Signed Divide .................................................... 3-390
IMUL—Signed Multiply ................................................ 3-393
IN—Input from Port ..................................................... 3-398
INC—Increment by 1 .................................................... 3-400
INS/INSB/INSW/INSD—Input from Port to String ........ 3-402
INSETPS—Insert Packed Single Precision Floating-Point Value ........................................ 3-405
INT n/INTO/INT 3—Call to Interrupt Procedure ............. 3-408
INVD—Invalidates Internal Caches ................................. 3-420
INVLPG—Invalidates TLB Entries .................................. 3-422
INVPIDC—Invalidates Process-Context Identifier ............ 3-424
IRET/IRETD—Interrupt Return ....................................... 3-427
Jcc—Jump if Condition Is Met ......................................... 3-435
JMP—Jump ................................................................ 3-440
LAHF—Load Status Flags into AH Register .................... 3-448
LAR—Load Access Rights Byte ...................................... 3-449
LDDQU—Load Unaligned Integer 128 Bits ..................... 3-452
LDMXCSR—Load MXCSR Register ................................... 3-454
LDS/LES/LFS/LSS—Load Far Pointer ............................ 3-455
LEA—Load Effective Address ........................................ 3-459
LEAVE—High Level Procedure Exit ............................... 3-462
LFENCE—Load Fence ................................................... 3-464
LGDTL/UDTL—Load Global/Interrupt Descriptor Table Register ........................................ 3-465
LLTD—Load Local Descriptor Table Register .................... 3-468
LMSW—Load Machine Status Word .................................. 3-470
LOCK—Assert LOCK# Signal Prefix ............................... 3-472
LODS/LODSB/LODSW/LODSQ—Load String ................. 3-474
LOOP/LOOPC—Loop According to ECX Counter .......... 3-477
LSL—Load Segment Limit ............................................. 3-479
LTR—Load Task Register ............................................. 3-482
LZCNT—Count the Number of Leading Zero Bits ............. 3-484
MASKMOVDQU—Store Selected Bytes of Double Quadword ........................................ 3-486
MASKMOVDQ—Store Selected Bytes of Quadword .......... 3-488
MAXPD—Return Maximum Packed Double-Precision Floating-Point Values .................. 3-490
MAXPS—Return Maximum Packed Single-Precision Floating-Point Values .............. 3-492
MAXSD—Return Maximum Scalar Double-Precision Floating-Point Value .................. 3-494
4.1.3 Aggregation Operation

4.1.1 General Description

IMM8 CONTROL BYTE OPERATION FOR PCMPESTRI / PCMPESTRM / PCMPISTRI / PCMPISTRM

MWAIT—Monitor Wait

MULX — Unsigned Multiply Without Affecting Flags

MULSS—Multiply Scalar Single-Precision Floating-Point Values

MULPS—Multiply Packed Single-Precision Floating-Point Values

MULPD—Multiply Packed Double-Precision Floating-Point Values

MOVAPD—Move Aligned Packed Double-Precision Floating-Point Values

MOVAPS—Move Aligned Packed Single-Precision Floating-Point Values

MOVBE—Move Data After Swapping Bytes

MOVQ2DQ—Move Quadword from MMX Technology to XMM Register

MOVQ—Move Quadword

MOVQ/Q2DQ—Move One Double-FP and Duplicate

MOVQDA—Move Aligned Double Quadword

MOVQDU—Move Unaligned Double Quadword

MOVQDQ—Move Quadword from XMM to MMX Technology Register

MOVHLPS—Move Packed Single-Precision Floating-Point Values High to Low

MOVHPD—Move High Packed Double-Precision Floating-Point Value

MOVHPS—Move High Packed Single-Precision Floating-Point Values

MOVLPD—Move Low Packed Single-Precision Floating-Point Value

MOVLPS—Move Low Packed Single-Precision Floating-Point Values

MOVLHPS—Move Packed Single-Precision Floating-Point Values Low to High

MOVNP不仅—Move Aligned Single-Precision Floating-Point Values

MOVQ—Move Quadword

MOVQ2DQ—Move Quadword from MMX Technology to XMM Register

MOVS/MOVSB/MOVSW/MOVSD/MOVQ—Move Data from String to String

MOVSD—Move Scalar Double-Precision Floating-Point Value

MOVSHDUP—Move Packed Single-FP High and Duplicate

MOVSLDUP—Move Packed Single-FP Low and Duplicate

MOVSS—Move Scalar Single-Precision Floating-Point Values

MOVX/MOVXD—Move with Sign-Extension

MOVUPD—Move Unaligned Packed Double-Precision Floating-Point Values

MOVUPS—Move Unaligned Packed Single-Precision Floating-Point Values

MOVZX—Move with Zero-Extend

MPSADBW—Compute Multiple Packed Sums of Absolute Difference

MUL—Unsigned Multiply

MULPD—Multiply Packed Double-Precision Floating-Point Values

MULPS—Multiply Packed Single-Precision Floating-Point Values

MULSD—Multiply Scalar Double-Precision Floating-Point Values

MULSS—Multiply Scalar Single-Precision Floating-Point Values

MULX—Unsigned Multiply Without Affecting Flags

MWAIT—Monitor Wait
4.1.5 Output Selection ................................................................. 4-3
4.1.6 Valid/Invalid Override of Comparisons ............................. 4-3
4.1.7 Summary of Im8 Control byte .......................................... 4-4
4.1.8 Diagram Comparison and Aggregation Process .................... 4-5
4.2 INSTRUCTIONS (N-Z).............................................................. 4-5

NEG—Two’s Complement Negation .......................................... 4-6
NOP—No Operation ............................................................... 4-8
NOT—One’s Complement Negation .......................................... 4-9
OR—Logical Inclusive OR ...................................................... 4-11
ORPD—Bitwise Logical OR of Double-Precision Floating-Point Values 4-13
ORPS—Bitwise Logical OR of Single-Precision Floating-Point Values 4-15
OUT—Output to Port ............................................................. 4-17
OUTS/OUTSB/OUTSw/OUTSD—Output String to Port ................ 4-19
PABS/PABSw/PABSD — Packed Absolute Value ....................... 4-23
PACKSSWB/PACKSSDW—Pack with Signed Saturation ............... 4-27
PACKUDW — Pack with Unsigned Saturation ............................ 4-32
PACKUSWB—Pack with Unsigned Saturation ......................... 4-35
PADD/PADDD — Add Packed Integers .................................... 4-38
PADDQ—Add Packed Quadword Integers ................................ 4-42
PADDUSW/PADDUSw—Add Packed Signed Integers with Signed Saturation 4-44
PADDUSB/PADDUSw—Add Packed Unsigned Integers with Unsigned Saturation 4-47
PALIGNR — Packed Align Right ............................................. 4-50
PAND—Logical AND .............................................................. 4-53
PANDN—Logical AND NOT ..................................................... 4-55
PAUSE—Spin Loop Hint .......................................................... 4-57
PAVGB/PAVGw—Average Packed Integers ............................... 4-58
PBLENDVB — Variable Blend Packed Bytes ............................. 4-61
PBLENDW — Blend Packed Words .......................................... 4-65
PCLMULQDQ - Carry-Less Multiplication Quadword .................. 4-68
PCMPQ/PCEQW/PCEQD—Compare Packed Data for Equal ............ 4-71
PCMPQ — Compare Packed Word Data for Equal ....................... 4-75
PCMPESTRI — Packed Compare Explicit Length Strings, Return Index 4-77
PCMPESTRM — Packed Compare Explicit Length Strings, Return Mask 4-79
PCMPGTB/PCMPGTW/PCMPGTD—Compare Packed Signed Integers for Greater Than 4-81
PCMPGTQ — Compare Packed Data for Greater Than ................ 4-85
PCMPISTRI — Packed Compare Implicit Length Strings, Return Index 4-87
PCMPISTRM — Packed Compare Implicit Length Strings, Return Mask 4-89
PDEP — Parallel Bits Deposit .................................................. 4-91
PEXT — Parallel Bits Extract .................................................. 4-93
PEXTRB/PEXTRD/PEXTRQ — Extract Byte/Dword/Qword .......... 4-95
PEXTRW—Extract Word ........................................................ 4-98
PHADDP/PHADDW—Packed Horizontal Add ............................. 4-101
PHADDSW — Packed Horizontal Add and Saturate .................... 4-105
PHMINPOSUW—Packed Horizontal Word Minimum .................... 4-107
PHSUBW/PHSUBD — Packed Horizontal Subtract ........................ 4-109
PHSUBSW — Packed Horizontal Subtract and Saturate ............... 4-112
PINSRN/PINSRD/PINSQ — Insert Byte/Dword/Qword .................. 4-114
PINSRW—Insert Word .......................................................... 4-116
PMADDBW—Multiply and Add Packed Signed and Unsigned Bytes 4-118
PMADDBD—Multiply and Add Packed Integers ......................... 4-120
PMAXSB — Maximum of Packed Signed Byte Integers ................. 4-123
PMAXSD — Maximum of Packed Signed Dword Integers ............... 4-126
PMAXSW—Maximum of Packed Signed Word Integers .................. 4-128
PMAXUB—Maximum of Packed Unsigned Byte Integers ............... 4-131
PMAXUD — Maximum of Packed Unsigned Dword Integers ............. 4-134
PMAXW — Maximum of Packed Word Integers ........................... 4-136
PMINSB — Minimum of Packed Signed Byte Integers ................. 4-138
PMINSW — Minimum of Packed Signed Word Integers ................ 4-141
PMINSW—Minimum of Packed Signed Word Integers .................. 4-143
<table>
<thead>
<tr>
<th>Instruction</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>PMINUB—Minimum of Packed Unsigned Byte Integers</td>
<td>4-146</td>
</tr>
<tr>
<td>PMINUD — Minimum of Packed Dword Integers</td>
<td>4-149</td>
</tr>
<tr>
<td>PMINULw — Minimum of Packed Word Integers</td>
<td>4-151</td>
</tr>
<tr>
<td>PMOVMSKB—Move Byte Mask</td>
<td>4-153</td>
</tr>
<tr>
<td>PMOVSX — Packed Move with Sign Extend</td>
<td>4-155</td>
</tr>
<tr>
<td>PMOVZX — Packed Move with Zero Extend</td>
<td>4-159</td>
</tr>
<tr>
<td>PMULDQ — Multiply Packed Signed Dword Integers</td>
<td>4-163</td>
</tr>
<tr>
<td>PMULHRSw — Packed Multiply High with Round and Scale</td>
<td>4-165</td>
</tr>
<tr>
<td>PMULHUw—Multiply Packed Unsigned Integers and Store High Result</td>
<td>4-168</td>
</tr>
<tr>
<td>PMULHw—Multiply Packed Signed Integers and Store High Result</td>
<td>4-172</td>
</tr>
<tr>
<td>PMULD — Multiply Packed Signed Dword Integers and Store Low Result</td>
<td>4-175</td>
</tr>
<tr>
<td>PMULLw—Multiply Packed Signed Integers and Store Low Result</td>
<td>4-177</td>
</tr>
<tr>
<td>PMULDQ—Multiply Packed Unsigned Doubleword Integers</td>
<td>4-180</td>
</tr>
<tr>
<td>POP—Pop a Value from the Stack</td>
<td>4-182</td>
</tr>
<tr>
<td>POPA/POPAD—Pop All General-Purpose Registers</td>
<td>4-187</td>
</tr>
<tr>
<td>POPCNT—Return the Count of Number of Bits Set to 1</td>
<td>4-189</td>
</tr>
<tr>
<td>POPF/POPF/POPFQ—Pop Stack into EFLAGS Register</td>
<td>4-191</td>
</tr>
<tr>
<td>POR—Bitwise Logical OR</td>
<td>4-196</td>
</tr>
<tr>
<td>PREFETCHh—Prefetch Data Into Caches</td>
<td>4-198</td>
</tr>
<tr>
<td>PREFETCHw—Prefetch Data into Caches in Anticipation of a Write</td>
<td>4-200</td>
</tr>
<tr>
<td>PREFETCHwT1—Prefetch Vector Data Into Caches with Intent to Write and T1 Hint</td>
<td>4-202</td>
</tr>
<tr>
<td>PSADBw—Compute Sum of Absolute Differences</td>
<td>4-204</td>
</tr>
<tr>
<td>PSHUFB — Packed Shuffle Bytes</td>
<td>4-207</td>
</tr>
<tr>
<td>PSHUFD—Shuffle Packed Doublewords</td>
<td>4-210</td>
</tr>
<tr>
<td>PSHUFW/H—Shuffle Packed High Words</td>
<td>4-212</td>
</tr>
<tr>
<td>PSHUFLw—Shuffle Packed Low Words</td>
<td>4-214</td>
</tr>
<tr>
<td>PSHUWF—Shuffle Packed Words</td>
<td>4-216</td>
</tr>
<tr>
<td>PSIGNb/PSIGNw/PSIGNd — Packed SIGN</td>
<td>4-217</td>
</tr>
<tr>
<td>PSLLDQ—Shift Double Quadword Left Logical</td>
<td>4-221</td>
</tr>
<tr>
<td>PSLLW/PSLLD/PSLLQ—Shift Packed Data Left Logical</td>
<td>4-223</td>
</tr>
<tr>
<td>PSRAw/PSRAD—Shift Packed Data Right Arithmetic</td>
<td>4-229</td>
</tr>
<tr>
<td>PSRLDQ—Shift Double Quadword Right Logical</td>
<td>4-234</td>
</tr>
<tr>
<td>PSRLW/PSRLD/PSRLQ—Shift Packed Data Right Logical</td>
<td>4-236</td>
</tr>
<tr>
<td>PSUBB/PSUBW/PSUBD—Subtract Packed Integers</td>
<td>4-242</td>
</tr>
<tr>
<td>PSUBQ—Subtract Packed Quadword Integers</td>
<td>4-247</td>
</tr>
<tr>
<td>PSUBSB/PSUBSW—Subtract Packed Signed Integers with Signed Saturation</td>
<td>4-249</td>
</tr>
<tr>
<td>PSUSB/S_SUBW—Subtract Packed Unsigned Integers with Unsigned Saturation</td>
<td>4-252</td>
</tr>
<tr>
<td>PTEST—Logical Compare</td>
<td>4-256</td>
</tr>
<tr>
<td>PUNPCKHBw/PUNPCKHd/PUNPCKHd/Q/PUNPCKHd/Q—Unpack High Data</td>
<td>4-257</td>
</tr>
<tr>
<td>PUNPCKHLw/PUNPCKLd/PUNPCKLd/Q/PUNPCKLd/Q—Unpack Low Data</td>
<td>4-264</td>
</tr>
<tr>
<td>PUSH—Push Word, Doubleword or Quadword Onto the Stack</td>
<td>4-271</td>
</tr>
<tr>
<td>PUSHA/PUSHAD—Push All General-Purpose Registers</td>
<td>4-274</td>
</tr>
<tr>
<td>PUSHF/PUSHFD—Push EFLAGS Register onto the Stack</td>
<td>4-276</td>
</tr>
<tr>
<td>PXOR—Logical Exclusive OR</td>
<td>4-278</td>
</tr>
<tr>
<td>RCL/RRC/ROL/RROR—Rotate</td>
<td>4-280</td>
</tr>
<tr>
<td>RCPS—Compute Reciprocals of Packed Single-Precision Floating-Point Values</td>
<td>4-285</td>
</tr>
<tr>
<td>RCPS—Compute Reciprocal of Scalar Single-Precision Floating-Point Values</td>
<td>4-287</td>
</tr>
<tr>
<td>RDFSBASE/RDSB—Read FS/GS Segment Base</td>
<td>4-289</td>
</tr>
<tr>
<td>RDSR—Read from Model Specific Register</td>
<td>4-291</td>
</tr>
<tr>
<td>RDPMC—Read Performance-Monitoring Counters</td>
<td>4-293</td>
</tr>
<tr>
<td>RDRAND—Read Random Number</td>
<td>4-297</td>
</tr>
<tr>
<td>RDSEE—Read Random SEED</td>
<td>4-299</td>
</tr>
<tr>
<td>RDTSC—Read Time-Stamp Counter</td>
<td>4-301</td>
</tr>
<tr>
<td>RDTSCP—Read Time-Stamp Counter and Processor ID</td>
<td>4-303</td>
</tr>
<tr>
<td>REP/REP/REPZ/REPNE/REPNZ—Repeat String Operation Prefix</td>
<td>4-305</td>
</tr>
<tr>
<td>RET—Return from Procedure</td>
<td>4-309</td>
</tr>
<tr>
<td>RORX—Rotate Right Logical Without Affecting Flags</td>
<td>4-319</td>
</tr>
<tr>
<td>ROUNDP—Round Packed Double Precision Floating-Point Values</td>
<td>4-320</td>
</tr>
<tr>
<td>ROUNDP—Round Packed Single Precision Floating-Point Values</td>
<td>4-323</td>
</tr>
<tr>
<td>Instruction</td>
<td>Description</td>
</tr>
<tr>
<td>-------------</td>
<td>-------------</td>
</tr>
<tr>
<td>ROUNDSD</td>
<td>Round Scalar Double Precision Floating-Point Values</td>
</tr>
<tr>
<td>ROUNDSS</td>
<td>Round Scalar Single Precision Floating-Point Values</td>
</tr>
<tr>
<td>RSM</td>
<td>Resume from System Management Mode</td>
</tr>
<tr>
<td>RSQRTPS</td>
<td>Compute Reciprocals of Square Roots of Packed Single-Precision Floating-Point Values</td>
</tr>
<tr>
<td>RSQRTSS</td>
<td>Compute Reciprocal of Square Root of Scalar Single-Precision Floating-Point Value</td>
</tr>
<tr>
<td>SAHF</td>
<td>Store AH into Flags</td>
</tr>
<tr>
<td>SAL/SAR/SHL/SHR</td>
<td>Shift</td>
</tr>
<tr>
<td>SARX/SHLX/SHRX</td>
<td>Shift Without Affecing Flags</td>
</tr>
<tr>
<td>SBB</td>
<td>Integer Subtraction with Borrow</td>
</tr>
<tr>
<td>SCAS/SCASB/SCASW/SCASD</td>
<td>Scan String</td>
</tr>
<tr>
<td>SETc</td>
<td>Set Byte on Condition</td>
</tr>
<tr>
<td>SFENCE</td>
<td>Store Fence</td>
</tr>
<tr>
<td>SGDT</td>
<td>Store Global Descriptor Table Register</td>
</tr>
<tr>
<td>SHLD</td>
<td>Double Precision Shift Left</td>
</tr>
<tr>
<td>SHRD</td>
<td>Double Precision Shift Right</td>
</tr>
<tr>
<td>SHUFD</td>
<td>Shuffle Packed Double-Precision Floating-Point Values</td>
</tr>
<tr>
<td>SHUFPS</td>
<td>Shuffle Packed Single-Precision Floating-Point Values</td>
</tr>
<tr>
<td>SIDT</td>
<td>Store Interrupt Descriptor Table Register</td>
</tr>
<tr>
<td>SLDT</td>
<td>Store Local Descriptor Table Register</td>
</tr>
<tr>
<td>SMSW</td>
<td>Store Machine Status Word</td>
</tr>
<tr>
<td>SQRTPD</td>
<td>Compute Square Roots of Packed Double-Precision Floating-Point Values</td>
</tr>
<tr>
<td>SQRTPS</td>
<td>Compute Square Roots of Packed Single-Precision Floating-Point Values</td>
</tr>
<tr>
<td>SQRTSD</td>
<td>Compute Square Root of Scalar Double-Precision Floating-Point Value</td>
</tr>
<tr>
<td>SQRTSS</td>
<td>Compute Square Root of Scalar Single-Precision Floating-Point Value</td>
</tr>
<tr>
<td>STAC</td>
<td>Set AC Flag in EFLAGS Register</td>
</tr>
<tr>
<td>STC</td>
<td>Set Carry Flag</td>
</tr>
<tr>
<td>STD</td>
<td>Set Direction Flag</td>
</tr>
<tr>
<td>STI</td>
<td>Set Interrupt Flag</td>
</tr>
<tr>
<td>STMXCSR</td>
<td>Store MXCSR Register State</td>
</tr>
<tr>
<td>STOS/STOSB/STOSW/STOSD/STOSQ</td>
<td>Store String</td>
</tr>
<tr>
<td>STR</td>
<td>Store Task Register</td>
</tr>
<tr>
<td>SUB</td>
<td>Subtract</td>
</tr>
<tr>
<td>SUBPD</td>
<td>Subtract Packed Double-Precision Floating-Point Values</td>
</tr>
<tr>
<td>SUBPS</td>
<td>Subtract Packed Single-Precision Floating-Point Values</td>
</tr>
<tr>
<td>SUBSD</td>
<td>Subtract Scalar Double-Precision Floating-Point Values</td>
</tr>
<tr>
<td>SUBSS</td>
<td>Subtract Scalar Single-Precision Floating-Point Values</td>
</tr>
<tr>
<td>SWAPCS</td>
<td>Swap GS Base Register</td>
</tr>
<tr>
<td>SYSCALL</td>
<td>Fast System Call</td>
</tr>
<tr>
<td>SYSENTER</td>
<td>Fast System Call</td>
</tr>
<tr>
<td>SYSEXIT</td>
<td>Fast Return from Fast System Call</td>
</tr>
<tr>
<td>SYSRET</td>
<td>Return From Fast System Call</td>
</tr>
<tr>
<td>TEST</td>
<td>Logical Compare</td>
</tr>
<tr>
<td>TZCNT</td>
<td>Count the Number of Trailing Zero Bits</td>
</tr>
<tr>
<td>UCOMISD</td>
<td>Unordered Compare Scalar Double-Precision Floating-Point Values and Set EFLAGS</td>
</tr>
<tr>
<td>UCOMISS</td>
<td>Unordered Compare Scalar Single-Precision Floating-Point Values and Set EFLAGS</td>
</tr>
<tr>
<td>UD2</td>
<td>Undefined Instruction</td>
</tr>
<tr>
<td>UNPKHPS</td>
<td>Unpack and Interleave High Packed Single-Precision Floating-Point Values</td>
</tr>
<tr>
<td>UNPKHPSB</td>
<td>Unpack and Interleave High Packed Single-Precision Floating-Point Values</td>
</tr>
<tr>
<td>UNPKLPD</td>
<td>Unpack and Interleave Low Packed Double-Precision Floating-Point Values</td>
</tr>
<tr>
<td>UNPKLPS</td>
<td>Unpack and Interleave Low Packed Single-Precision Floating-Point Values</td>
</tr>
<tr>
<td>VDOUBLECAST</td>
<td>Broadcast Floating-Point Data</td>
</tr>
<tr>
<td>VCTVPH2PS</td>
<td>Convert 16-bit FP Values to Single-Precision FP Values</td>
</tr>
<tr>
<td>VCTVPHS2PH</td>
<td>Convert Single-Precision FP value to 16-bit FP value</td>
</tr>
<tr>
<td>VERR/VERW</td>
<td>Verify a Segment for Reading or Writing</td>
</tr>
<tr>
<td>VEXTRACTF128</td>
<td>Extract Packed Floating-Point Values</td>
</tr>
<tr>
<td>VEXTRACTI128</td>
<td>Extract packed Integer Values</td>
</tr>
<tr>
<td>VFMAADD132PD/VFMAADD213PD/VFMAADD231PD</td>
<td>Fused Multiply-Add of Packed Double-Precision Floating-Point Values</td>
</tr>
<tr>
<td>VFMAADD132PS/VFMAADD213PS/VFMAADD231PS</td>
<td>Fused Multiply-Add of Packed Single-Precision Floating-Point Values</td>
</tr>
</tbody>
</table>
# CONTENTS

| Vol. 2A | xiii |

# CHAPTER 5

## SAFER MODE EXTENSIONS REFERENCE

<table>
<thead>
<tr>
<th>Section</th>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>5.1</td>
<td>OVERVIEW</td>
<td>5-1</td>
</tr>
<tr>
<td>5.2</td>
<td>SMX FUNCTIONALITY</td>
<td>5-1</td>
</tr>
<tr>
<td>5.2.1</td>
<td>Detecting and Enabling SMX</td>
<td>5-1</td>
</tr>
<tr>
<td>5.2.2</td>
<td>SMX Instruction Summary</td>
<td>5-2</td>
</tr>
<tr>
<td>5.2.2.1</td>
<td>GETSEC[CAPABILITIES]</td>
<td>5-2</td>
</tr>
<tr>
<td>5.2.2.2</td>
<td>GETSEC[ENTERACCS]</td>
<td>5-3</td>
</tr>
<tr>
<td>5.2.2.3</td>
<td>GETSEC[EXITAC]</td>
<td>5-3</td>
</tr>
<tr>
<td>5.2.2.4</td>
<td>GETSEC[SENTER]</td>
<td>5-3</td>
</tr>
<tr>
<td>5.2.2.5</td>
<td>GETSEC[SEXIT]</td>
<td>5-4</td>
</tr>
<tr>
<td>5.2.2.6</td>
<td>GETSEC[PARAMETERS]</td>
<td>5-4</td>
</tr>
<tr>
<td>5.2.2.7</td>
<td>GETSEC[SMCTRL]</td>
<td>5-4</td>
</tr>
<tr>
<td>5.2.2.8</td>
<td>GETSEC[WAKEUP]</td>
<td>5-4</td>
</tr>
<tr>
<td>5.2.3</td>
<td>Measured Environment and SMX</td>
<td>5-4</td>
</tr>
<tr>
<td>5.3</td>
<td>GETSEC LEAF FUNCTIONS</td>
<td>5-5</td>
</tr>
</tbody>
</table>

### GETSEC LEAF FUNCTIONS

<table>
<thead>
<tr>
<th>Function</th>
<th>Description</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>GETSEC[CAPABILITIES]</td>
<td>Report the SMX Capabilities</td>
<td>5-7</td>
</tr>
<tr>
<td>GETSEC[ENTERACCS]</td>
<td>Execute Authenticated Chipset Code</td>
<td>5-9</td>
</tr>
<tr>
<td>GETSEC[EXITAC]</td>
<td>Exit Authenticated Code Execution Mode</td>
<td>5-17</td>
</tr>
<tr>
<td>GETSEC[SENTER]</td>
<td>Enter a Measured Environment</td>
<td>5-20</td>
</tr>
<tr>
<td>GETSEC[SEXIT]</td>
<td>Exit Measured Environment</td>
<td>5-29</td>
</tr>
<tr>
<td>GETSEC[PARAMETERS]</td>
<td>Report the SMX Parameters</td>
<td>5-32</td>
</tr>
<tr>
<td>GETSEC[SMCTRL]</td>
<td>SMX Mode Control</td>
<td>5-36</td>
</tr>
<tr>
<td>GETSEC[WAKEUP]</td>
<td>Wake up sleeping processors in measured environment</td>
<td>5-39</td>
</tr>
</tbody>
</table>

# APPENDIX A

## OPCODE MAP

<table>
<thead>
<tr>
<th>Section</th>
<th>Title</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>A.1</td>
<td>USING OPCODE TABLES</td>
<td>A-1</td>
</tr>
<tr>
<td>A.2</td>
<td>KEY TO ABBREVIATIONS</td>
<td>A-1</td>
</tr>
<tr>
<td>A.2.1</td>
<td>Codes for Addressing Method</td>
<td>A-1</td>
</tr>
<tr>
<td>A.2.2</td>
<td>Codes for Operand Type</td>
<td>A-2</td>
</tr>
<tr>
<td>A.2.3</td>
<td>Register Codes</td>
<td>A-3</td>
</tr>
<tr>
<td>A.2.4</td>
<td>Opcode Look-up Examples for One, Two, and Three-Byte Opcodes</td>
<td>A-3</td>
</tr>
</tbody>
</table>
B.19 SMX INSTRUCTIONS ................................................................. B-118

APPENDIX C
INTEL® C/C++ COMPILER INTRINSICS AND FUNCTIONAL EQUIVALENTS
C.1 SIMPLE INTRINSICS ............................................................... C-2
C.2 COMPOSITE INTRINSICS ......................................................... C-14
<table>
<thead>
<tr>
<th>Figure</th>
<th>Description</th>
<th>Page</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-1</td>
<td>Bit and Byte Order</td>
<td>1-4</td>
</tr>
<tr>
<td>1-2</td>
<td>Syntax for CPUID, CR, and MSR Data Presentation</td>
<td>1-6</td>
</tr>
<tr>
<td>2-1</td>
<td>Intel 64 and IA-32 Architectures Instruction Format</td>
<td>2-1</td>
</tr>
<tr>
<td>2-2</td>
<td>Table Interpretation of ModR/M Byte (C8H)</td>
<td>2-4</td>
</tr>
<tr>
<td>2-3</td>
<td>Prefix Ordering in 64-bit Mode</td>
<td>2-8</td>
</tr>
<tr>
<td>2-4</td>
<td>Memory Addressing Without an SIB Byte; REX.X Not Used</td>
<td>2-9</td>
</tr>
<tr>
<td>2-5</td>
<td>Register-Register Addressing (No Memory Operand); REX.X Not Used</td>
<td>2-9</td>
</tr>
<tr>
<td>2-6</td>
<td>Memory Addressing With a SIB Byte</td>
<td>2-10</td>
</tr>
<tr>
<td>2-7</td>
<td>Register Operand Coded in Opcode Byte; REX.X &amp; REX.R Not Used</td>
<td>2-10</td>
</tr>
<tr>
<td>2-8</td>
<td>Instruction Encoding Format with VEX Prefix</td>
<td>2-13</td>
</tr>
<tr>
<td>2-9</td>
<td>VEX bit fields</td>
<td>2-15</td>
</tr>
<tr>
<td>3-1</td>
<td>Bit Offset for BIT[RAX, 21]</td>
<td>3-10</td>
</tr>
<tr>
<td>3-2</td>
<td>Memory Bit Indexing</td>
<td>3-11</td>
</tr>
<tr>
<td>3-3</td>
<td>ADDSUBPD—Packed Double-FP Add/Subtract</td>
<td>3-38</td>
</tr>
<tr>
<td>3-4</td>
<td>ADDSUBPS—Packed Single-FP Add/Subtract</td>
<td>3-40</td>
</tr>
<tr>
<td>3-5</td>
<td>Version Information Returned by CPUID in EAX</td>
<td>3-173</td>
</tr>
<tr>
<td>3-6</td>
<td>Feature Information Returned in the ECX Register</td>
<td>3-174</td>
</tr>
<tr>
<td>3-7</td>
<td>Feature Information Returned in the EDX Register</td>
<td>3-176</td>
</tr>
<tr>
<td>3-8</td>
<td>Determination of Support for the Processor Brand String</td>
<td>3-184</td>
</tr>
<tr>
<td>3-9</td>
<td>Algorithm for Extracting Processor Frequency</td>
<td>3-185</td>
</tr>
<tr>
<td>3-10</td>
<td>CVTDQ2PD (VEX.256 encoded version)</td>
<td>3-194</td>
</tr>
<tr>
<td>3-11</td>
<td>VCVTDP2DQ (VEX.256 encoded version).</td>
<td>3-199</td>
</tr>
<tr>
<td>3-12</td>
<td>VCVTDP2PS (VEX.256 encoded version).</td>
<td>3-201</td>
</tr>
<tr>
<td>3-13</td>
<td>CVTSP2PD (VEX.256 encoded version)</td>
<td>3-207</td>
</tr>
<tr>
<td>3-14</td>
<td>VCVTTPD2DQ (VEX.256 encoded version)</td>
<td>3-222</td>
</tr>
<tr>
<td>3-15</td>
<td>HADDPD—Packed Double-FP Horizontal Add</td>
<td>3-377</td>
</tr>
<tr>
<td>3-16</td>
<td>VHADDPDP operation</td>
<td>3-378</td>
</tr>
<tr>
<td>3-17</td>
<td>HADDPDP—Packed Single-FP Horizontal Add</td>
<td>3-381</td>
</tr>
<tr>
<td>3-18</td>
<td>VHADDPDP operation</td>
<td>3-381</td>
</tr>
<tr>
<td>3-19</td>
<td>HSUBPD—Packed Double-FP Horizontal Subtract</td>
<td>3-384</td>
</tr>
<tr>
<td>3-20</td>
<td>VSUBPDP operation</td>
<td>3-385</td>
</tr>
<tr>
<td>3-21</td>
<td>HSUBPDP—Packed Single-FP Horizontal Subtract</td>
<td>3-388</td>
</tr>
<tr>
<td>3-22</td>
<td>VSUBPDP operation</td>
<td>3-388</td>
</tr>
<tr>
<td>3-23</td>
<td>INVPCID Descriptor</td>
<td>3-425</td>
</tr>
<tr>
<td>3-24</td>
<td>MOVDDUP—Move One Double-FP and Duplicate</td>
<td>3-528</td>
</tr>
<tr>
<td>3-25</td>
<td>MOVSDUP—Move Packed Single-FP High and Duplicate</td>
<td>3-571</td>
</tr>
<tr>
<td>3-26</td>
<td>MOVSDUP—Move Packed Single-FP Low and Duplicate</td>
<td>3-573</td>
</tr>
<tr>
<td>3-27</td>
<td>256-bit VMPSADBW Operation</td>
<td>3-586</td>
</tr>
<tr>
<td>4-1</td>
<td>Operation of PCMPESTRx and PCMPESTRx</td>
<td>4-5</td>
</tr>
<tr>
<td>4-2</td>
<td>Operation of the PACKSSDW Instruction Using 64-bit Operands</td>
<td>4-28</td>
</tr>
<tr>
<td>4-3</td>
<td>256-bit VPALIGN Instruction Operation</td>
<td>4-51</td>
</tr>
<tr>
<td>4-4</td>
<td>PDEP Example</td>
<td>4-91</td>
</tr>
<tr>
<td>4-5</td>
<td>PEXT Example</td>
<td>4-93</td>
</tr>
<tr>
<td>4-6</td>
<td>256-bit VPHADD Instruction Operation</td>
<td>4-102</td>
</tr>
<tr>
<td>4-7</td>
<td>PMADDWD Execution Model Using 64-bit Operands</td>
<td>4-121</td>
</tr>
<tr>
<td>4-8</td>
<td>PMULHUW and PMULHW Instruction Operation Using 64-bit Operands</td>
<td>4-169</td>
</tr>
<tr>
<td>4-9</td>
<td>PMULLU Instruction Operation Using 64-bit Operands</td>
<td>4-178</td>
</tr>
<tr>
<td>4-10</td>
<td>PSADBW Instruction Operation Using 64-bit Operands</td>
<td>4-205</td>
</tr>
<tr>
<td>4-11</td>
<td>PSHUFBW with 64-Bit Operands</td>
<td>4-209</td>
</tr>
<tr>
<td>4-12</td>
<td>256-bit VPUSHUF Instruction Operation</td>
<td>4-210</td>
</tr>
<tr>
<td>4-13</td>
<td>PSLW, PSLLD, and PSLLQ Instruction Operation Using 64-bit Operands</td>
<td>4-224</td>
</tr>
<tr>
<td>4-14</td>
<td>PSRAW and PSRAD Instruction Operation Using a 64-bit Operand</td>
<td>4-230</td>
</tr>
<tr>
<td>4-15</td>
<td>PSRLW, PSRLD, and PSRLQ Instruction Operation Using 64-bit Operand</td>
<td>4-237</td>
</tr>
<tr>
<td>4-16</td>
<td>PUNPCKHBW Instruction Operation Using 64-bit Operands</td>
<td>4-258</td>
</tr>
<tr>
<td>4-17</td>
<td>256-bit VUNPCKHDQ Instruction Operation</td>
<td>4-258</td>
</tr>
<tr>
<td>4-18</td>
<td>PUNPCKLBW Instruction Operation Using 64-bit Operands</td>
<td>4-265</td>
</tr>
<tr>
<td>4-19</td>
<td>256-bit VUNPCKLDQ Instruction Operation</td>
<td>4-265</td>
</tr>
<tr>
<td>Figure</td>
<td>Description</td>
<td>Page</td>
</tr>
<tr>
<td>--------</td>
<td>-----------------------------------------------------------------------------</td>
<td>--------</td>
</tr>
<tr>
<td>4-20</td>
<td>Bit Control Fields of Immediate Byte for ROUNDxx Instruction</td>
<td>4-321</td>
</tr>
<tr>
<td>4-21</td>
<td>SHUFPD Shuffle Operation</td>
<td>4-364</td>
</tr>
<tr>
<td>4-22</td>
<td>SHUFPS Shuffle Operation</td>
<td>4-367</td>
</tr>
<tr>
<td>4-23</td>
<td>UNPCKHPD Instruction High Unpack and Interleave Operation</td>
<td>4-424</td>
</tr>
<tr>
<td>4-24</td>
<td>UNPCKHPS Instruction High Unpack and Interleave Operation</td>
<td>4-426</td>
</tr>
<tr>
<td>4-25</td>
<td>UNPCKLPD Instruction Low Unpack and Interleave Operation</td>
<td>4-428</td>
</tr>
<tr>
<td>4-26</td>
<td>UNPCKLPS Instruction Low Unpack and Interleave Operation</td>
<td>4-430</td>
</tr>
<tr>
<td>4-27</td>
<td>VROADCASTSS Operation (VEX.256 encoded version)</td>
<td>4-433</td>
</tr>
<tr>
<td>4-28</td>
<td>VROADCASTSS Operation (128-bit version)</td>
<td>4-433</td>
</tr>
<tr>
<td>4-29</td>
<td>VROADCASTSD Operation</td>
<td>4-433</td>
</tr>
<tr>
<td>4-30</td>
<td>VROADCASTF128 Operation</td>
<td>4-434</td>
</tr>
<tr>
<td>4-31</td>
<td>VCVTPH2PS (128-bit Version)</td>
<td>4-436</td>
</tr>
<tr>
<td>4-32</td>
<td>VCVTPS2PH (128-bit Version)</td>
<td>4-438</td>
</tr>
<tr>
<td>4-33</td>
<td>VPBROADCASTD Operation (VEX.256 encoded version)</td>
<td>4-521</td>
</tr>
<tr>
<td>4-34</td>
<td>VPBROADCASTD Operation (128-bit version)</td>
<td>4-521</td>
</tr>
<tr>
<td>4-35</td>
<td>VPBROADCASTQ Operation</td>
<td>4-521</td>
</tr>
<tr>
<td>4-36</td>
<td>VPBROADCASTI128 Operation</td>
<td>4-522</td>
</tr>
<tr>
<td>4-37</td>
<td>VPERMLP2I28 Operation</td>
<td>4-528</td>
</tr>
<tr>
<td>4-38</td>
<td>VPERMLP2I128 Operation</td>
<td>4-530</td>
</tr>
<tr>
<td>4-39</td>
<td>VPERMLP2I128 Shuffle Control</td>
<td>4-531</td>
</tr>
<tr>
<td>4-40</td>
<td>VPERMLPS Operation</td>
<td>4-533</td>
</tr>
<tr>
<td>4-41</td>
<td>VPERMLPS Shuffle Control</td>
<td>4-534</td>
</tr>
<tr>
<td>4-42</td>
<td>VPERMLPS2I128 Operation</td>
<td>4-536</td>
</tr>
<tr>
<td>4-26</td>
<td>ModR/M Byte nnn Field (Bits 5, 4, and 3).</td>
<td>A-18</td>
</tr>
<tr>
<td>B-1</td>
<td>General Machine Instruction Format</td>
<td>B-1</td>
</tr>
<tr>
<td>B-2</td>
<td>Hybrid Notation of VEX-Encoded Key Instruction Bytes</td>
<td>B-73</td>
</tr>
</tbody>
</table>
CONTENTS

TABLES

Table 2-1. 16-Bit Addressing Forms with the ModR/M Byte .................................................. 2-5
Table 2-2. 32-Bit Addressing Forms with the ModR/M Byte .................................................. 2-6
Table 2-3. 32-Bit Addressing Forms with the SIB Byte ....................................................... 2-7
Table 2-4. REX Prefix Fields [BITS: 0100wRXB] ................................................................. 2-9
Table 2-6. Direct Memory Offset Form of MOV ................................................................. 2-11
Table 2-5. Special Cases of REX Encodings ........................................................................... 2-11
Table 2-7. RIP-Relative Addressing ...................................................................................... 2-12
Table 2-8. VEX.vvvv to register name mapping .................................................................. 2-17
Table 2-9. Instructions with a VEX.vvvv destination ............................................................ 2-17
Table 2-10. VEX.m-mmm interpretation ................................................................................. 2-18
Table 2-11. VEXL interpretation .......................................................................................... 2-18
Table 2-12. VEX.pp interpretation ....................................................................................... 2-19
Table 2-13. 32-Bit VSIB Addressing Forms of the SIB Byte ............................................. 2-20
Table 2-14. Exception class description ............................................................................. 2-22
Table 2-15. Instructions in each Exception Class ............................................................... 2-23
Table 2-16. #UD Exception and VEX.W=1 Encoding ......................................................... 2-24
Table 2-17. #UD Exception and VEX.L Field Encoding ..................................................... 2-25
Table 2-18. Type 1 Class Exception Conditions ................................................................. 2-26
Table 2-19. Type 2 Class Exception Conditions ................................................................. 2-27
Table 2-20. Type 3 Class Exception Conditions ................................................................. 2-28
Table 2-21. Type 4 Class Exception Conditions ................................................................. 2-29
Table 2-22. Type 5 Class Exception Conditions ................................................................. 2-30
Table 2-23. Type 6 Class Exception Conditions ................................................................. 2-31
Table 2-24. Type 7 Class Exception Conditions ................................................................. 2-32
Table 2-25. Type 8 Class Exception Conditions ................................................................. 2-33
Table 2-26. Type 11 Class Exception Conditions ............................................................... 2-34
Table 2-27. Type 12 Class Exception Conditions ............................................................... 2-35
Table 2-28. VEX-Encoded GPR Instructions ....................................................................... 2-36
Table 2-29. Exception Definition (VEX-Encoded GPR Instructions) ................................. 2-36
Table 3-1. Register Codes Associated with +rb, +rw, +rd, +ro ........................................... 3-2
Table 3-2. Range of Bit Positions Specified by Bit Offset Operands ................................. 3-10
Table 3-3. Intel 64 and IA-32 General Exceptions ............................................................. 3-13
Table 3-4. x87 FPU Floating-Point Exceptions .................................................................. 3-15
Table 3-5. SIMD Floating-Point Exceptions ...................................................................... 3-15
Table 3-6. Decision Table for CLI Results ........................................................................ 3-118
Table 3-7. Comparison Predicate for CMPPD and CMPPS Instructions .......................... 3-128
Table 3-8. Pseudo-Op and CMPPD Implementation ......................................................... 3-129
Table 3-9. Comparison Predicate for VCMPD and VCMPSS Instructions ....................... 3-130
Table 3-10. Pseudo-Op and VCMPD Implementation ......................................................... 3-131
Table 3-11. Pseudo-Op and CMPPS ..................................................................................... 3-136
Table 3-12. Pseudo-Op and VCMPSS Implementation ....................................................... 3-136
Table 3-14. Pseudo-Op and VCMPSD Implementation ....................................................... 3-146
Table 3-13. Pseudo-Op and CMPS.D .................................................................................. 3-146
Table 3-15. Pseudo-Op and CMPS.S .................................................................................. 3-150
Table 3-16. Pseudo-Op and VCMPSS Implementation ....................................................... 3-150
Table 3-17. Information Returned by CPUID Instruction ................................................. 3-163
Table 3-18. Highest CPUID Source Operand for Intel 64 and IA-32 Processors .............. 3-172
Table 3-19. Processor Type Field ....................................................................................... 3-173
Table 3-20. Feature Information Returned in the ECX Register ....................................... 3-175
Table 3-21. More on Feature Information Returned in the EDX Register ......................... 3-177
Table 3-22. Encoding of CPUID Leaf 2 Descriptors .......................................................... 3-179
Table 3-23. Processor Brand String Returned with Pentium 4 Processor ....................... 3-185
Table 3-24. Mapping of Brand Indices; and Intel 64 and IA-32 Processor Brand Strings .... 3-186
Table 3-25. DIV Action ....................................................................................................... 3-238
Table 3-26. Results Obtained from F2XM1 ...................................................................... 3-259
Table 3-27. Results Obtained from FABS ........................................................................ 3-261
Table 3-28. FADD/FADDP/FIADD Results ...................................................................... 3-264
Table B-28. Format and Encoding of SSE2 Cacheability Instructions ................................................................. B-58
Table B-29. Formats and Encodings of SSE3 Floating-Point Instructions .............................................................. B-59
Table B-30. Formats and Encodings for SSE3 Event Management Instructions ...................................................... B-59
Table B-31. Formats and Encodings for SSE3 Integer and Move Instructions ...................................................... B-60
Table B-32. Formats and Encodings for SSSE3 Instructions ...................................................................................... B-60
Table B-33. Formats and Encodings of AESNI and PCLMULQDQ Instructions ...................................................... B-63
Table B-34. Special Case Instructions Promoted Using REX.W ........................................................................... B-64
Table B-35. Encodings of SSE4.1 instructions ........................................................................................................ B-66
Table B-36. Encodings of SSE4.2 instructions ........................................................................................................ B-72
Table B-37. Encodings of AVX instructions ........................................................................................................... B-73
Table B-38. General Floating-Point Instruction Formats ....................................................................................... B-113
Table B-39. Floating-Point Instruction Formats and Encodings ........................................................................... B-113
Table B-40. Encodings for VMX Instructions ....................................................................................................... B-117
Table B-41. Encodings for SMX Instructions ....................................................................................................... B-118
Table C-1. Simple Intrinsics ................................................................................................................................. C-2
Table C-2. Composite Intrinsics .......................................................................................................................... C-14
CHAPTER 1
ABOUT THIS MANUAL

The Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volumes 2A, 2B & 2C: Instruction Set Reference (order numbers 253666, 253667 and 326018) are part of a set that describes the architecture and programming environment of all Intel 64 and IA-32 architecture processors. Other volumes in this set are:

- The Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1: Basic Architecture (Order Number 253665).

The Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1, describes the basic architecture and programming environment of Intel 64 and IA-32 processors. The Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volumes 2A, 2B & 2C, describe the instruction set of the processor and the opcode structure. These volumes apply to application programmers and to programmers who write operating systems or executives. The Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volumes 3A, 3B & 3C, describe the operating-system support environment of Intel 64 and IA-32 processors. These volumes target operating-system and BIOS designers. In addition, the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3B, addresses the programming environment for classes of software that host operating systems.

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
ABOUT THIS MANUAL

- 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® Core™ i7-3930K processor
- Intel® Xeon® processor E5-2600/1600 v3 product families

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 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 E7-8800/4800/2800 v2 product families, 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 E5-4600/2600/1600 v2 product families, Intel® Xeon® processor E5-2400/1400 v2 product families and Intel® Core™ i7-49xx Processor Extreme Edition are based on the Intel® microarchitecture code name Ivy Bridge-E 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.

The Intel® Core™ M processor family is based on the Intel® microarchitecture code name Broadwell and supports Intel 64 architecture.

The Intel® Xeon® processor E5-2600/1600 v3 product families and the Intel® Core™ i7-59xx Processor Extreme Edition are based on the Intel® microarchitecture code name Haswell-E 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.

1.2 OVERVIEW OF VOLUME 2A, 2B AND 2C: INSTRUCTION SET REFERENCE

A description of Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volumes 2A, 2B & 2C, content follows:

Chapter 1 — About This Manual. Gives an overview of all seven 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 — Instruction Format. Describes the machine-level instruction format used for all IA-32 instructions and gives the allowable encodings of prefixes, the operand-identifier byte (ModR/M byte), the addressing-mode specifier byte (SIB byte), and the displacement and immediate bytes.

Chapter 3 — Instruction Set Reference, A-L. Describes Intel 64 and IA-32 instructions in detail, including an algorithmic description of operations, the effect on flags, the effect of operand- and address-size attributes, and the exceptions that may be generated. The instructions are arranged in alphabetical order. General-purpose, x87 FPU, Intel MMX™ technology, SSE/SSE2/SSE3/SSSE3/SSE4 extensions, and system instructions are included.

Chapter 4 — Instruction Set Reference, M-Z. Continues the description of Intel 64 and IA-32 instructions started in Chapter 3. It provides the balance of the alphabetized list of instructions and starts Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2B.

Chapter 5—Safer Mode Extensions Reference. Describes the safer mode extensions (SMX). SMX is intended for a system executive to support launching a measured environment in a platform where the identity of the software controlling the platform hardware can be measured for the purpose of making trust decisions. This chapter starts Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2C.

Appendix A — Opcode Map. Gives an opcode map for the IA-32 instruction set.

Appendix B — Instruction Formats and Encodings. Gives the binary encoding of each form of each IA-32 instruction.

Appendix C — Intel® C/C++ Compiler Intrinsics and Functional Equivalents. Lists the Intel® C/C++ compiler intrinsics and their assembly code equivalents for each of the IA-32 MMX and SSE/SSE2/SSE3 instructions.
1.3 NOTATIONAL CONVENTIONS

This manual uses specific notation for data-structure formats, for symbolic representation of instructions, and for hexadecimal and binary numbers. A review of this notation makes the manual easier to read.

1.3.1 Bit and Byte Order

In illustrations of data structures in memory, smaller addresses appear toward the bottom of the figure; addresses increase toward the top. Bit positions are numbered from right to left. The numerical value of a set bit is equal to two raised to the power of the bit position. IA-32 processors are “little endian” machines; this means the bytes of a word are numbered starting from the least significant byte. Figure 1-1 illustrates these conventions.

![Figure 1-1. Bit and Byte Order](image)

1.3.2 Reserved Bits and Software Compatibility

In many register and memory layout descriptions, certain bits are marked as reserved. When bits are marked as reserved, it is essential for compatibility with future processors that software treat these bits as having a future, though unknown, effect. The behavior of reserved bits should be regarded as not only undefined, but unpredictable. Software should follow these guidelines in dealing with reserved bits:

- Do not depend on the states of any reserved bits when testing the values of registers which contain such bits. Mask out the reserved bits before testing.
- Do not depend on the states of any reserved bits when storing to memory or to a register.
- Do not depend on the ability to retain information written into any reserved bits.
- When loading a register, always load the reserved bits with the values indicated in the documentation, if any, or reload them with values previously read from the same register.

**NOTE**

Avoid any software dependence upon the state of reserved bits in IA-32 registers. Depending upon the values of reserved register bits will make software dependent upon the unspecified manner in which the processor handles these bits. Programs that depend upon reserved values risk incompatibility with future processors.

1.3.3 Instruction Operands

When instructions are represented symbolically, a subset of the IA-32 assembly language is used. In this subset, an instruction has the following format:

`label: mnemonic argument1, argument2, argument3`
where:

- **A label** is an identifier which is followed by a colon.
- **A mnemonic** is a reserved name for a class of instruction opcodes which have the same function.
- The operands argument1, argument2, and argument3 are optional. There may be from zero to three operands, depending on the opcode. When present, they take the form of either literals or identifiers for data items. Operand identifiers are either reserved names of registers or are assumed to be assigned to data items declared in another part of the program (which may not be shown in the example).

When two operands are present in an arithmetic or logical instruction, the right operand is the source and the left operand is the destination.

For example:

```plaintext
LOADREG: MOV EAX, SUBTOTAL
```

In this example, LOADREG is a label, MOV is the mnemonic identifier of an opcode, EAX is the destination operand, and SUBTOTAL is the source operand. Some assembly languages put the source and destination in reverse order.

### 1.3.4 Hexadecimal and Binary Numbers

Base 16 (hexadecimal) numbers are represented by a string of hexadecimal digits followed by the character H (for example, F82EH). A hexadecimal digit is a character from the following set: 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B, C, D, E, and F.

Base 2 (binary) numbers are represented by a string of 1s and 0s, sometimes followed by the character B (for example, 1010B). The "B" designation is only used in situations where confusion as to the type of number might arise.

### 1.3.5 Segmented Addressing

The processor uses byte addressing. This means memory is organized and accessed as a sequence of bytes. Whether one or more bytes are being accessed, a byte address is used to locate the byte or bytes in memory. The range of memory that can be addressed is called an **address space**.

The processor also supports segmented addressing. This is a form of addressing where a program may have many independent address spaces, called **segments**. For example, a program can keep its code (instructions) and stack in separate segments. Code addresses would always refer to the code space, and stack addresses would always refer to the stack space. The following notation is used to specify a byte address within a segment:

`Segment-register:Byte-address`

For example, the following segment address identifies the byte at address FF79H in the segment pointed by the DS register:

`DS:FF79H`

The following segment address identifies an instruction address in the code segment. The CS register points to the code segment and the EIP register contains the address of the instruction.

`CS:EIP`

### 1.3.6 Exceptions

An exception is an event that typically occurs when an instruction causes an error. For example, an attempt to divide by zero generates an exception. However, some exceptions, such as breakpoints, occur under other conditions. Some types of exceptions may provide error codes. An error code reports additional information about the error. An example of the notation used to show an exception and error code is shown below:

`#PF(fault code)`
This example refers to a page-fault exception under conditions where an error code naming a type of fault is reported. Under some conditions, exceptions which produce error codes may not be able to report an accurate code. In this case, the error code is zero, as shown below for a general-protection exception:

#GP(0)

### 1.3.7 A New Syntax for CPUID, CR, and MSR Values

Obtain feature flags, status, and system information by using the CPUID instruction, by checking control register bits, and by reading model-specific registers. We are moving toward a new syntax to represent this information. See Figure 1-2.

#### CPUID Input and Output

CPUID.01H:ECX.SSE [bit 25] = 1

Some inputs require values in EAX and ECX. This is represented as CPUID.(EAX=n, ECX=n). If only one value is present, EAX is implied.

Output register and feature flag or field name with bit position(s)

Value (or range) of output

#### Control Register Values

CR4.OSFXSR[bit 9] = 1

Example CR name

Feature flag or field name with bit position(s)

Value (or range) of output

#### Model-Specific Register Values

IA32_MISC_ENABLES.ENABLEFOPCODE[bit 2] = 1

Example MSR name

Feature flag or field name with bit position(s)

Value (or range) of output

---

### 1.4 RELATED LITERATURE

Literature related to Intel 64 and IA-32 processors is listed on-line at:

Some of the documents listed at this web site can be viewed on-line; others can be ordered. The literature available is listed by Intel processor and then by the following literature types: applications notes, data sheets, manuals, papers, and specification updates.

See also:
- The data sheet for a particular Intel 64 or IA-32 processor
- The specification update for a particular Intel 64 or IA-32 processor
- Intel® C++ Compiler documentation and online help:
- Intel® Fortran Compiler documentation and online help:
- Intel® VTune™ Performance Analyzer documentation and online help:
- Intel® 64 and IA-32 Architectures Software Developer’s Manual (in three or five volumes):
- Intel® 64 and IA-32 Architectures Optimization Reference Manual:
- Intel 64 Architecture x2APIC Specification:
- Intel® Trusted Execution Technology Measured Launched Environment Programming Guide:
- Developing Multi-threaded Applications: A Platform Consistent Approach:
  http://cache-www.intel.com/cd/00/00/05/15/51534_developing_multithreaded_applications.pdf
- Using Spin-Loops on Intel® Pentium® 4 Processor and Intel® Xeon® Processor:
- Performance Monitoring Unit Sharing Guide
  http://software.intel.com/file/30388

More relevant links are:
- Software network link:
  https://software.intel.com/en-us
- Developer centers:
- Processor support general link:
  http://www.intel.com/support/processors/
- Software products and packages:
- Intel® Hyper-Threading Technology (Intel® HT Technology):
This chapter describes the instruction format for all Intel 64 and IA-32 processors. The instruction format for protected mode, real-address mode and virtual-8086 mode is described in Section 2.1. Increments provided for IA-32e mode and its sub-modes are described in Section 2.2.

2.1 INSTRUCTION FORMAT FOR PROTECTED MODE, REAL-ADDRESS MODE, AND VIRTUAL-8086 MODE

The Intel 64 and IA-32 architectures instruction encodings are subsets of the format shown in Figure 2-1. Instructions consist of optional instruction prefixes (in any order), primary opcode bytes (up to three bytes), an addressing-form specifier (if required) consisting of the ModR/M byte and sometimes the SIB (Scale-Index-Base) byte, a displacement (if required), and an immediate data field (if required).

Figure 2-1. Intel 64 and IA-32 Architectures Instruction Format

### 2.1.1 Instruction Prefixes

Instruction prefixes are divided into four groups, each with a set of allowable prefix codes. For each instruction, it is only useful to include up to one prefix code from each of the four groups (Groups 1, 2, 3, 4). Groups 1 through 4 may be placed in any order relative to each other.

- **Group 1**
  - Lock and repeat prefixes:
    - LOCK prefix is encoded using F0H
    - REPNE/REPNZ prefix is encoded using F2H. Repeat-Not-Zero prefix applies only to string and input/output instructions. (F2H is also used as a mandatory prefix for some instructions)
  - REP or REPE/REPZ is encoded using F3H. The repeat prefix applies only to string and input/output instructions. F3H is also used as a mandatory prefix for POPCNT, LZCNT and ADOX instructions.

- **Group 2**
  - Segment override prefixes:
    - 2EH—CS segment override (use with any branch instruction is reserved)
    - 36H—SS segment override prefix (use with any branch instruction is reserved)
    - 3EH—DS segment override prefix (use with any branch instruction is reserved)
    - 26H—ES segment override prefix (use with any branch instruction is reserved)
INSTRUCTION FORMAT

- 64H—FS segment override prefix (use with any branch instruction is reserved)
- 65H—GS segment override prefix (use with any branch instruction is reserved)

Branch hints:
  - 2EH—Branch not taken (used only with Jcc instructions)
  - 3EH—Branch taken (used only with Jcc instructions)

Group 3
  - Operands-size override prefix is encoded using 66H (66H is also used as a mandatory prefix for some instructions).

Group 4
  - 67H—Address-size override prefix

The LOCK prefix (F0H) forces an operation that ensures exclusive use of shared memory in a multiprocessor environment. See "LOCK—Assert LOCK# Signal Prefix" in Chapter 3, "Instruction Set Reference, A-M," for a description of this prefix.

Repeat prefixes (F2H, F3H) cause an instruction to be repeated for each element of a string. Use these prefixes only with string and I/O instructions (MOV$S, CMPS, SCAS, LODS, STOS, INS, and OUTS). Use of repeat prefixes and/or undefined opcodes with other Intel 64 or IA-32 instructions is reserved; such use may cause unpredictable behavior.

Some instructions may use F2H,F3H as a mandatory prefix to express distinct functionality. A mandatory prefix generally should be placed after other optional prefixes (exception to this is discussed in Section 2.2.1, “REX Prefixes”)

Branch hint prefixes (2EH, 3EH) allow a program to give a hint to the processor about the most likely code path for a branch. Use these prefixes only with conditional branch instructions (Jcc). Other use of branch hint prefixes and/or other undefined opcodes with Intel 64 or IA-32 instructions is reserved; such use may cause unpredictable behavior.

The operand-size override prefix allows a program to switch between 16- and 32-bit operand sizes. Either size can be the default; use of the prefix selects the non-default size.

Some SSE2/SSE3/SSSE3/SSE4 instructions and instructions using a three-byte sequence of primary opcode bytes may use 66H as a mandatory prefix to express distinct functionality. A mandatory prefix generally should be placed after other optional prefixes (exception to this is discussed in Section 2.2.1, “REX Prefixes”)

Other use of the 66H prefix is reserved; such use may cause unpredictable behavior.

The address-size override prefix (67H) allows programs to switch between 16- and 32-bit addressing. Either size can be the default; the prefix selects the non-default size. Using this prefix and/or other undefined opcodes when operands for the instruction do not reside in memory is reserved; such use may cause unpredictable behavior.
2.1.2  Opcodes

A primary opcode can be 1, 2, or 3 bytes in length. An additional 3-bit opcode field is sometimes encoded in the ModR/M byte. Smaller fields can be defined within the primary opcode. Such fields define the direction of operation, size of displacements, register encoding, condition codes, or sign extension. Encoding fields used by an opcode vary depending on the class of operation.

Two-byte opcode formats for general-purpose and SIMD instructions consist of:
• An escape opcode byte 0FH as the primary opcode and a second opcode byte, or
• A mandatory prefix (66H, F2H, or F3H), an escape opcode byte, and a second opcode byte (same as previous bullet)

For example, CVTDQ2PD consists of the following sequence: F3 0F E6. The first byte is a mandatory prefix (it is not considered as a repeat prefix).

Three-byte opcode formats for general-purpose and SIMD instructions consist of:
• An escape opcode byte 0FH as the primary opcode, plus two additional opcode bytes, or
• A mandatory prefix (66H, F2H, or F3H), an escape opcode byte, plus two additional opcode bytes (same as previous bullet)

For example, PHADDW for XMM registers consists of the following sequence: 66 0F 38 01. The first byte is the mandatory prefix.

Valid opcode expressions are defined in Appendix A and Appendix B.

2.1.3  ModR/M and SIB Bytes

Many instructions that refer to an operand in memory have an addressing-form specifier byte (called the ModR/M byte) following the primary opcode. The ModR/M byte contains three fields of information:
• The mod field combines with the r/m field to form 32 possible values: eight registers and 24 addressing modes.
• The reg/opcode field specifies either a register number or three more bits of opcode information. The purpose of the reg/opcode field is specified in the primary opcode.
• The r/m field can specify a register as an operand or it can be combined with the mod field to encode an addressing mode. Sometimes, certain combinations of the mod field and the r/m field is used to express opcode information for some instructions.

Certain encodings of the ModR/M byte require a second addressing byte (the SIB byte). The base-plus-index and scale-plus-index forms of 32-bit addressing require the SIB byte. The SIB byte includes the following fields:
• The scale field specifies the scale factor.
• The index field specifies the register number of the index register.
• The base field specifies the register number of the base register.
See Section 2.1.5 for the encodings of the ModR/M and SIB bytes.

2.1.4  Displacement and Immediate Bytes

Some addressing forms include a displacement immediately following the ModR/M byte (or the SIB byte if one is present). If a displacement is required; it be 1, 2, or 4 bytes.

If an instruction specifies an immediate operand, the operand always follows any displacement bytes. An immediate operand can be 1, 2 or 4 bytes.
2.1.5 Addressing-Mode Encoding of ModR/M and SIB Bytes

The values and corresponding addressing forms of the ModR/M and SIB bytes are shown in Table 2-1 through Table 2-3: 16-bit addressing forms specified by the ModR/M byte are in Table 2-1 and 32-bit addressing forms are in Table 2-2. Table 2-3 shows 32-bit addressing forms specified by the SIB byte. In cases where the regOpcode field in the ModR/M byte represents an extended opcode, valid encodings are shown in Appendix B.

In Table 2-1 and Table 2-2, the Effective Address column lists 32 effective addresses that can be assigned to the first operand of an instruction by using the Mod and R/M fields of the ModR/M byte. The first 24 options provide ways of specifying a memory location; the last eight (Mod = 11B) provide ways of specifying general-purpose, MMX technology and XMM registers.

The Mod and R/M columns in Table 2-1 and Table 2-2 give the binary encodings of the Mod and R/M fields required to obtain the effective address listed in the first column. For example: see the row indicated by Mod = 11B, R/M = 000B. The row identifies the general-purpose registers EAX, AX or AL; MMX technology register MM0; or XMM register XMM0. The register used is determined by the opcode byte and the operand-size attribute.

Now look at the seventh row in either table (labeled "REG =") . This row specifies the use of the 3-bit Reg/Opcode field when the field is used to give the location of a second operand. The second operand must be a general-purpose, MMX technology, or XMM register. Rows one through five list the registers that may correspond to the value in the table. Again, the register used is determined by the opcode byte along with the operand-size attribute.

If the instruction does not require a second operand, then the Reg/Opcode field may be used as an opcode extension. This use is represented by the sixth row in the tables (labeled "/digit (Opcode)" ). Note that values in row six are represented in decimal form.

The body of Table 2-1 and Table 2-2 (under the label "Value of ModR/M Byte (in Hexadecimal)") contains a 32 by 8 array that presents all of 256 values of the ModR/M byte (in hexadecimal). Bits 3, 4 and 5 are specified by the column of the table in which a byte resides. The row specifies bits 0, 1 and 2; and bits 6 and 7. The figure below demonstrates interpretation of one table value.

![Figure 2-2. Table Interpretation of ModR/M Byte (C8H)](image)
### Table 2-1. 16-Bit Addressing Forms with the ModR/M Byte

<table>
<thead>
<tr>
<th>Effective Address</th>
<th>Mod</th>
<th>R/M</th>
<th>Value of ModR/M Byte (in Hexadecimal)</th>
</tr>
</thead>
<tbody>
<tr>
<td>[BX+SI]</td>
<td>00</td>
<td>00</td>
<td>08 10 1B 20 28 30 38</td>
</tr>
<tr>
<td>[BX+DI]</td>
<td>00</td>
<td>01</td>
<td>09 11 19 21 29 31 39</td>
</tr>
<tr>
<td>[BP+SI]</td>
<td>01</td>
<td>02</td>
<td>0A 12 1A 22 2A 32 3A</td>
</tr>
<tr>
<td>[BP+DI]</td>
<td>01</td>
<td>03</td>
<td>0B 13 1B 23 2B 33 3B</td>
</tr>
<tr>
<td>[Si]</td>
<td>100</td>
<td>04</td>
<td>14 1C 24 2C 34 3C</td>
</tr>
<tr>
<td>[Di]</td>
<td>101</td>
<td>05</td>
<td>16 1E 26 2E 36 3E</td>
</tr>
<tr>
<td>disp16</td>
<td>110</td>
<td>06</td>
<td>1F 27 2F 37 3F</td>
</tr>
<tr>
<td>[BX]</td>
<td>111</td>
<td>07</td>
<td>0F 17 1F 27 2F 37 3F</td>
</tr>
<tr>
<td>[BX+SI]+disp8</td>
<td>01</td>
<td>00</td>
<td>40 50 5B 60 68 70 78</td>
</tr>
<tr>
<td>[BX+DI]+disp8</td>
<td>01</td>
<td>01</td>
<td>41 51 59 61 69 71 79</td>
</tr>
<tr>
<td>[BP+SI]+disp8</td>
<td>01</td>
<td>02</td>
<td>42 52 5A 62 6A 72 7A</td>
</tr>
<tr>
<td>[BP+DI]+disp8</td>
<td>01</td>
<td>03</td>
<td>43 53 5B 63 6B 73 7B</td>
</tr>
<tr>
<td>[Si]+disp8</td>
<td>100</td>
<td>04</td>
<td>44 54 5C 64 6C 74 7C</td>
</tr>
<tr>
<td>[Di]+disp8</td>
<td>101</td>
<td>05</td>
<td>45 55 5D 65 6D 75 7D</td>
</tr>
<tr>
<td>[BP]+disp8</td>
<td>110</td>
<td>06</td>
<td>46 56 5E 66 6E 76 7E</td>
</tr>
<tr>
<td>[BX]+disp8</td>
<td>111</td>
<td>07</td>
<td>4F 57 5F 67 6F 77 7F</td>
</tr>
<tr>
<td>[BX+SI]+disp16</td>
<td>10</td>
<td>00</td>
<td>80 90 9B 10 1A 1B 1C</td>
</tr>
<tr>
<td>[BX+DI]+disp16</td>
<td>10</td>
<td>01</td>
<td>81 91 99 1A 1B 1C 1D</td>
</tr>
<tr>
<td>[BP+SI]+disp16</td>
<td>10</td>
<td>02</td>
<td>82 92 9A 1A 1B 1C 1D</td>
</tr>
<tr>
<td>[BP+DI]+disp16</td>
<td>10</td>
<td>03</td>
<td>83 93 9B 1A 1B 1C 1D</td>
</tr>
<tr>
<td>[Si]+disp16</td>
<td>100</td>
<td>04</td>
<td>84 94 9C 1A 1B 1C 1D</td>
</tr>
<tr>
<td>[Di]+disp16</td>
<td>101</td>
<td>05</td>
<td>85 95 9D 1A 1B 1C 1D</td>
</tr>
<tr>
<td>[BP]+disp16</td>
<td>110</td>
<td>06</td>
<td>86 96 9E 1A 1B 1C 1D</td>
</tr>
<tr>
<td>[BX]+disp16</td>
<td>111</td>
<td>07</td>
<td>8F 97 9F 1A 1B 1C 1D</td>
</tr>
<tr>
<td>EAX/AX/AL/MM0/XMM0</td>
<td>11</td>
<td>00</td>
<td>C0 D0 D8 E0 E8 F0 FF</td>
</tr>
<tr>
<td>ECX/CX/CL/MM1/XMM1</td>
<td>11</td>
<td>01</td>
<td>C1 D1 D9 E9 F1 FF</td>
</tr>
<tr>
<td>EDX/DX/DL/MM2/XMM2</td>
<td>11</td>
<td>02</td>
<td>C2 D2 DA E2 F2 FA</td>
</tr>
<tr>
<td>EBX/BX/BL/MM3/XMM3</td>
<td>11</td>
<td>03</td>
<td>C3 D3 DB E3 F3 FB</td>
</tr>
<tr>
<td>ESP/SP/AH/MM4/XMM4</td>
<td>11</td>
<td>04</td>
<td>C4 D4 DC E4 FC</td>
</tr>
<tr>
<td>EBP/BP/CH/MM5/XMM5</td>
<td>11</td>
<td>05</td>
<td>C5 D5 DD E5 FD</td>
</tr>
<tr>
<td>ESI/SI/DH/MM6/XMM6</td>
<td>11</td>
<td>06</td>
<td>C6 D6 DE E6 FE</td>
</tr>
<tr>
<td>EDI/DI/BH/MM7/XMM7</td>
<td>11</td>
<td>07</td>
<td>C7 D7 DF E7 FF</td>
</tr>
</tbody>
</table>

**NOTES:**

1. The default segment register is SS for the effective addresses containing a BP index, DS for other effective addresses.
2. The disp16 nomenclature denotes a 16-bit displacement that follows the ModR/M byte and that is added to the index.
3. The disp8 nomenclature denotes an 8-bit displacement that follows the ModR/M byte and that is sign-extended and added to the index.
1. The [−][−] nomenclature means a SIB follows the ModR/M byte.

2. The disp32 nomenclature denotes a 32-bit displacement that follows the ModR/M byte (or the SIB byte if one is present) and that is factor (determined by SIB byte bits 6 and 7).

3. The disp8 nomenclature denotes an 8-bit displacement that follows the ModR/M byte (or the SIB byte if one is present) and that is sign-extended and added to the index.

Table 2-3 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. Table rows in the body of the table indicate the register used as the index (SIB byte bits 3, 4 and 5) and the scaling factor (determined by SIB byte bits 6 and 7).
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:

<table>
<thead>
<tr>
<th>MOD bits</th>
<th>Effective Address</th>
</tr>
</thead>
<tbody>
<tr>
<td>00</td>
<td>[scaled index] + disp32</td>
</tr>
<tr>
<td>01</td>
<td>[scaled index] + disp8 + [EBP]</td>
</tr>
<tr>
<td>10</td>
<td>[scaled index] + disp32 + [EBP]</td>
</tr>
</tbody>
</table>

2.2 IA-32E MODE

IA-32e mode has two sub-modes. These are:
- **Compatibility Mode.** Enables a 64-bit operating system to run most legacy protected mode software unmodified.
- **64-Bit Mode.** Enables a 64-bit operating system to run applications written to access 64-bit address space.
2.2.1 REX Prefixes

REX prefixes are instruction-prefix bytes used in 64-bit mode. They do the following:

- Specify GPRs and SSE registers.
- Specify 64-bit operand size.
- Specify extended control registers.

Not all instructions require a REX prefix in 64-bit mode. A prefix is necessary only if an instruction references one of the extended registers or uses a 64-bit operand. If a REX prefix is used when it has no meaning, it is ignored.

Only one REX prefix is allowed per instruction. If used, the REX prefix byte must immediately precede the opcode byte or the escape opcode byte (0FH). When a REX prefix is used in conjunction with an instruction containing a mandatory prefix, the mandatory prefix must come before the REX so the REX prefix can be immediately preceding the opcode or the escape byte. For example, CVTDQ2PD with a REX prefix should have REX placed between F3 and 0F E6. Other placements are ignored. The instruction-size limit of 15 bytes still applies to instructions with a REX prefix. See Figure 2-3.

<table>
<thead>
<tr>
<th>Legacy Prefixes</th>
<th>REX Prefix</th>
<th>Opcode</th>
<th>ModR/M</th>
<th>SIB</th>
<th>Displacement</th>
<th>Immediate Data</th>
</tr>
</thead>
<tbody>
<tr>
<td>Grp 1, Grp 2, Grp 3, Grp 4 (optional)</td>
<td>(optional)</td>
<td>1-, 2-, or 3-byte opcode</td>
<td>1 byte (if required)</td>
<td>1 byte (if required)</td>
<td>Address displacement of 1, 2, or 4 bytes</td>
<td>Immediate data of 1, 2, or 4 bytes or none</td>
</tr>
</tbody>
</table>

Figure 2-3. Prefix Ordering in 64-bit Mode

2.2.1.1 Encoding

Intel 64 and IA-32 instruction formats specify up to three registers by using 3-bit fields in the encoding, depending on the format:

- ModR/M: the reg and r/m fields of the ModR/M byte
- ModR/M with SIB: the reg field of the ModR/M byte, the base and index fields of the SIB (scale, index, base) byte
- Instructions without ModR/M: the reg field of the opcode

In 64-bit mode, these formats do not change. Bits needed to define fields in the 64-bit context are provided by the addition of REX prefixes.

2.2.1.2 More on REX Prefix Fields

REX prefixes are a set of 16 opcodes that span one row of the opcode map and occupy entries 40H to 4FH. These opcodes represent valid instructions (INC or DEC) in IA-32 operating modes and in compatibility mode. In 64-bit mode, the same opcodes represent the instruction prefix REX and are not treated as individual instructions.

The single-byte-opcode form of INC/DEC instruction not available in 64-bit mode. INC/DEC functionality is still available using ModR/M forms of the same instructions (opcodes FF/0 and FF/1).

See Table 2-4 for a summary of the REX prefix format. Figure 2-4 though Figure 2-7 show examples of REX prefix fields in use. Some combinations of REX prefix fields are invalid. In such cases, the prefix is ignored. Some additional information follows:

- Setting REX.W can be used to determine the operand size but does not solely determine operand width. Like the 66H size prefix, 64-bit operand size override has no effect on byte-specific operations.
- For non-byte operations: if a 66H prefix is used with prefix (REX.W = 1), 66H is ignored.
- If a 66H override is used with REX and REX.W = 0, the operand size is 16 bits.
• REX.R modifies the ModR/M reg field when that field encodes a GPR, SSE, control or debug register. REX.R is ignored when ModR/M specifies other registers or defines an extended opcode.
• REX.X bit modifies the SIB index field.
• REX.B either modifies the base in the ModR/M r/m field or SIB base field; or it modifies the opcode reg field used for accessing GPRs.

<table>
<thead>
<tr>
<th>Field Name</th>
<th>Bit Position</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>7:4</td>
<td>0100</td>
</tr>
<tr>
<td>W</td>
<td>3</td>
<td>0 = Operand size determined by CS.D 1 = 64 Bit Operand Size</td>
</tr>
<tr>
<td>R</td>
<td>2</td>
<td>Extension of the ModR/M reg field</td>
</tr>
<tr>
<td>X</td>
<td>1</td>
<td>Extension of the SIB index field</td>
</tr>
<tr>
<td>B</td>
<td>0</td>
<td>Extension of the ModR/M r/m field, SIB base field, or Opcode reg field</td>
</tr>
</tbody>
</table>

Table 2-4. REX Prefix Fields [BITS: 0100WRXB]

Figure 2-4. Memory Addressing Without an SIB Byte; REX.X Not Used

Figure 2-5. Register-Register Addressing (No Memory Operand); REX.X Not Used
In the IA-32 architecture, byte registers (AH, AL, BH, BL, CH, CL, DH, and DL) are encoded in the ModR/M byte’s reg field, the r/m field or the opcode reg field as registers 0 through 7. REX prefixes provide an additional addressing capability for byte-registers that makes the least-significant byte of GPRs available for byte operations. Certain combinations of the fields of the ModR/M byte and the SIB byte have special meaning for register encodings. For some combinations, fields expanded by the REX prefix are not decoded. Table 2-5 describes how each case behaves.
2.2.1.3 Displacement

Addressing in 64-bit mode uses existing 32-bit ModR/M and SIB encodings. The ModR/M and SIB displacement sizes do not change. They remain 8 bits or 32 bits and are sign-extended to 64 bits.

2.2.1.4 Direct Memory-Offset MOVs

In 64-bit mode, direct memory-offset forms of the MOV instruction are extended to specify a 64-bit immediate absolute address. This address is called a moffset. No prefix is needed to specify this 64-bit memory offset. For these MOV instructions, the size of the memory offset follows the address-size default (64 bits in 64-bit mode). See Table 2-6.

2.2.1.5 Immediates

In 64-bit mode, the typical size of immediate operands remains 32 bits. When the operand size is 64 bits, the processor sign-extends all immediates to 64 bits prior to their use.

Support for 64-bit immediate operands is accomplished by expanding the semantics of the existing move (MOV reg, imm16/32) instructions. These instructions (opcodes B8H – BFH) move 16-bits or 32-bits of immediate data (depending on the effective operand size) into a GPR. When the effective operand size is 64 bits, these instructions can be used to load an immediate into a GPR. A REX prefix is needed to override the 32-bit default operand size to a 64-bit operand size.

For example:

48 B8 8877665544332211 MOV RAX,1122334455667788H

Table 2-5. Special Cases of REX Encodings

<table>
<thead>
<tr>
<th>ModR/M or SIB</th>
<th>Sub-field Encodings</th>
<th>Compatibility Mode Operation</th>
<th>Compatibility Mode Implications</th>
<th>Additional Implications</th>
</tr>
</thead>
<tbody>
<tr>
<td>ModR/M Byte</td>
<td>mod ≠ 11, r/m = b*100(ESP)</td>
<td>SIB byte present.</td>
<td>SIB byte required for ESP-based addressing.</td>
<td>REX prefix adds a fourth bit (b) which is not decoded (don't care). SIB byte also required for R12-based addressing.</td>
</tr>
<tr>
<td>ModR/M Byte</td>
<td>mod = 0, r/m = b*101(EBP)</td>
<td>Base register not used.</td>
<td>EBP without a displacement must be done using mod = 01 with displacement of 0.</td>
<td>REX prefix adds a fourth bit (b) which is not decoded (don't care). Using RBP or R13 without displacement must be done using mod = 01 with a displacement of 0.</td>
</tr>
<tr>
<td>SIB Byte</td>
<td>index = 0100(ESP)</td>
<td>Index register not used.</td>
<td>ESP cannot be used as an index register.</td>
<td>REX prefix adds a fourth bit (b) which is decoded. There are no additional implications. The expanded index field allows distinguishing RSP from R12, therefore R12 can be used as an index.</td>
</tr>
<tr>
<td>SIB Byte</td>
<td>base = 0101(EBP)</td>
<td>Base register is unused if mod = 0.</td>
<td>Base register depends on mod encoding.</td>
<td>REX prefix adds a fourth bit (b) which is not decoded. This requires explicit displacement to be used with EBP/RBP or R13.</td>
</tr>
</tbody>
</table>

NOTES:
* Don't care about value of REX.B

Table 2-6. Direct Memory Offset Form of MOV

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>A0</td>
<td>MOV AL, moffset</td>
</tr>
<tr>
<td>A1</td>
<td>MOV EAX, moffset</td>
</tr>
<tr>
<td>A2</td>
<td>MOV moffset, AL</td>
</tr>
<tr>
<td>A3</td>
<td>MOV moffset, EAX</td>
</tr>
</tbody>
</table>
2.2.1.6  RIP-Relative Addressing

A new addressing form, RIP-relative (relative instruction-pointer) addressing, is implemented in 64-bit mode. An effective address is formed by adding displacement to the 64-bit RIP of the next instruction.

In IA-32 architecture and compatibility mode, addressing relative to the instruction pointer is available only with control-transfer instructions. In 64-bit mode, instructions that use ModR/M addressing can use RIP-relative addressing. Without RIP-relative addressing, all ModR/M instruction modes address memory relative to zero.

RIP-relative addressing allows specific ModR/M modes to address memory relative to the 64-bit RIP using a signed 32-bit displacement. This provides an offset range of ±2GB from the RIP. Table 2-7 shows the ModR/M and SIB encodings for RIP-relative addressing. Redundant forms of 32-bit displacement-addressing exist in the current ModR/M and SIB encodings. There is one ModR/M encoding and there are several SIB encodings. RIP-relative addressing is encoded using a redundant form.

In 64-bit mode, the ModR/M Disp32 (32-bit displacement) encoding is re-defined to be RIP+Disp32 rather than displacement-only. See Table 2-7.

The ModR/M encoding for RIP-relative addressing does not depend on using prefix. Specifically, the r/m bit field encoding of 101B (used to select RIP-relative addressing) is not affected by the REX prefix. For example, selecting R13 (REX.B = 1, r/m = 101B) with mod = 00B still results in RIP-relative addressing. The 4-bit r/m field of REX.B combined with ModR/M is not fully decoded. In order to address R13 with no displacement, software must encode R13 + 0 using a 1-byte displacement of zero.

RIP-relative addressing is enabled by 64-bit mode, not by a 64-bit address-size. The use of the address-size prefix does not disable RIP-relative addressing. The effect of the address-size prefix is to truncate and zero-extend the computed effective address to 32 bits.

2.2.1.7  Default 64-Bit Operand Size

In 64-bit mode, two groups of instructions have a default operand size of 64 bits (do not need a REX prefix for this operand size). These are:

- Near branches
- All instructions, except far branches, that implicitly reference the RSP

2.2.2  Additional Encodings for Control and Debug Registers

In 64-bit mode, more encodings for control and debug registers are available. The REX.R bit is used to modify the ModR/M reg field when that field encodes a control or debug register (see Table 2-4). These encodings enable the processor to address CR8-CR15 and DR8-DR15. An additional control register (CR8) is defined in 64-bit mode. CR8 becomes the Task Priority Register (TPR).

In the first implementation of IA-32e mode, CR9-CR15 and DR8-DR15 are not implemented. Any attempt to access unimplemented registers results in an invalid-opcode exception (#UD).
2.3 INTEL® ADVANCED VECTOR EXTENSIONS (INTEL® AVX)

Intel AVX instructions are encoded using an encoding scheme that combines prefix bytes, opcode extension field, operand encoding fields, and vector length encoding capability into a new prefix, referred to as VEX. In the VEX encoding scheme, the VEX prefix may be two or three bytes long, depending on the instruction semantics. Despite the two-byte or three-byte length of the VEX prefix, the VEX encoding format provides a more compact representation/packing of the components of encoding an instruction in Intel 64 architecture. The VEX encoding scheme also allows more headroom for future growth of Intel 64 architecture.

2.3.1 Instruction Format

Instruction encoding using VEX prefix provides several advantages:

- Instruction syntax support for three operands and up-to four operands when necessary. For example, the third source register used by VBLENDVPD is encoded using bits 7:4 of the immediate byte.
- Encoding support for vector length of 128 bits (using XMM registers) and 256 bits (using YMM registers)
- Encoding support for instruction syntax of non-destructive source operands.
- Elimination of escape opcode byte (0FH), SIMD prefix byte (66H, F2H, F3H) 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, memory addressing, or accessing XMM8-XMM15 (including YMM8-YMM15).
- 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 because only a subset of SIMD instructions need them.
- Extensibility for future instruction extensions without significant instruction length increase.

Figure 2-8 shows the Intel 64 instruction encoding format with VEX prefix support. Legacy instruction without a VEX prefix is fully supported and unchanged. The use of VEX prefix in an Intel 64 instruction is optional, but a VEX prefix is required for Intel 64 instructions that operate on YMM registers or support three and four operand syntax. VEX prefix is not a constant-valued, “single-purpose” byte like 0FH, 66H, F2H, F3H in legacy SSE instructions. VEX prefix provides substantially richer capability than the REX prefix.

![Figure 2-8. Instruction Encoding Format with VEX Prefix](image)

2.3.2 VEX and the LOCK prefix

Any VEX-encoded instruction with a LOCK prefix preceding VEX will #UD.

2.3.3 VEX and the 66H, F2H, and F3H prefixes

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

2.3.4 VEX and the REX prefix

Any VEX-encoded instruction with a REX prefix proceeding VEX will #UD.
2.3.5 The VEX Prefix

The VEX prefix is encoded in either the two-byte form (the first byte must be C5H) or in the three-byte form (the first byte must be C4H). The two-byte VEX is used mainly for 128-bit, scalar, and the most common 256-bit AVX instructions; while the three-byte VEX provides a compact replacement of REX and 3-byte opcode instructions (including AVX and FMA instructions). Beyond the first byte of the VEX prefix, it consists of a number of bit fields providing specific capability, they are shown in Figure 2-9.

The bit fields of the VEX prefix can be summarized by its functional purposes:

- Non-destructive source register encoding (applicable to three and four operand syntax): This is the first source operand in the instruction syntax. It is represented by the notation, VEX.vvvv. This field is encoded using 1’s complement form (inverted form), i.e. XMM0/YMM0/R0 is encoded as 1111B, XMM15/YMM15/R15 is encoded as 0000B.

- Vector length encoding: This 1-bit field represented by the notation VEX.L. L= 0 means vector length is 128 bits wide, L=1 means 256 bit vector. The value of this field is written as VEX.128 or VEX.256 in this document to distinguish encoded values of other VEX bit fields.

- REX prefix functionality: Full REX prefix functionality is provided in the three-byte form of VEX prefix. However the VEX bit fields providing REX functionality are encoded using 1’s complement form, i.e. XMM0/YMM0/R0 is encoded as 1111B, XMM15/YMM15/R15 is encoded as 0000B.
  - Two-byte form of the VEX prefix only provides the equivalent functionality of REX.R, using 1’s complement encoding. This is represented as VEX.R.
  - Three-byte form of the VEX prefix provides REX.R, REX.X, REX.B functionality using 1’s complement encoding and three dedicated bit fields represented as VEX.R, VEX.X, VEX.B.
  - Three-byte form of the VEX prefix provides the functionality of REX.W only to specific instructions that need to override default 32-bit operand size for a general purpose register to 64-bit size in 64-bit mode. For those applicable instructions, VEX.W field provides the same functionality as REX.W. VEX.W field can provide completely different functionality for other instructions.

Consequently, the use of REX prefix with VEX encoded instructions is not allowed. However, the intent of the REX prefix for expanding register set is reserved for future instruction set extensions using VEX prefix encoding format.

- Compaction of SIMD prefix: Legacy SSE instructions effectively use SIMD prefixes (66H, F2H, F3H) as an opcode extension field. VEX prefix encoding allows the functional capability of such legacy SSE instructions (operating on XMM registers, bits 255:128 of corresponding YMM unmodified) to be encoded using the VEX.pp field without the presence of any SIMD prefix. The VEX-encoded 128-bit instruction will zero-out bits 255:128 of the destination register. VEX-encoded instruction may have 128 bit vector length or 256 bits length.

- Compaction of two-byte and three-byte opcode: More recently introduced legacy SSE instructions employ two and three-byte opcode. The one or two leading bytes are: 0FH, and 0FH 3AH/0FH 38H. The one-byte escape (0FH) and two-byte escape (0FH 3AH, 0FH 38H) can also be interpreted as an opcode extension field. The VEX.mmmmm field provides compaction to allow many legacy instruction to be encoded without the constant byte sequence, 0FH, 0FH 3AH, 0FH 38H. These VEX-encoded instruction may have 128 bit vector length or 256 bits length.

The VEX prefix is required to be the last prefix and immediately precedes the opcode bytes. It must follow any other prefixes. If VEX prefix is present a REX prefix is not supported.

The 3-byte VEX leaves room for future expansion with 3 reserved bits. REX and the 66h/F2h/F3h prefixes are reclaimed for future use.

VEX prefix has a two-byte form and a three byte form. If an instruction syntax can be encoded using the two-byte form, it can also be encoded using the three byte form of VEX. The latter increases the length of the instruction by one byte. This may be helpful in some situations for code alignment.

The VEX prefix supports 256-bit versions of floating-point SSE, SSE2, SSE3, and SSE4 instructions. Note, certain new instruction functionality can only be encoded with the VEX prefix.

The VEX prefix will #UD on any instruction containing MMX register sources or destinations.
The following subsections describe the various fields in two or three-byte VEX prefix:

### 2.3.5.1 VEX Byte 0, bits[7:0]
VEX Byte 0, bits [7:0] must contain the value 11000101b (C5h) or 11000100b (C4h). The 3-byte VEX uses the C4h first byte, while the 2-byte VEX uses the C5h first byte.

### 2.3.5.2 VEX Byte 1, bit [7] - 'R'
VEX Byte 1, bit [7] contains a bit analogous to a bit inverted REX.R. In protected and compatibility modes the bit must be set to ‘1’ otherwise the instruction is LES or LDS.

---

**Figure 2-9. VEX bit fields**

The following subsections describe the various fields in two or three-byte VEX prefix:
INSTRUCTION FORMAT

This bit is present in both 2- and 3-byte VEX prefixes.
The usage of WRXB bits for legacy instructions is explained in detail section 2.2.1.2 of Intel 64 and IA-32 Architectures Software developer's manual, Volume 2A.

This bit is stored in bit inverted format.

2.3.5.3 3-byte VEX byte 1, bits[6] - 'X'

Bit[6] of the 3-byte VEX byte 1 encodes a bit analogous to a bit inverted REX.X. It is an extension of the SIB Index field in 64-bit modes. In 32-bit modes, this bit must be set to ‘1’ otherwise the instruction is LES or LDS.

This bit is available only in the 3-byte VEX prefix.

This bit is stored in bit inverted format.

2.3.5.4 3-byte VEX byte 1, bit[5] - ‘B’

Bit[5] of the 3-byte VEX byte 1 encodes a bit analogous to a bit inverted REX.B. In 64-bit modes, it is an extension of the ModR/M r/m field, or the SIB base field. In 32-bit modes, this bit is ignored.

This bit is available only in the 3-byte VEX prefix.

This bit is stored in bit inverted format.

2.3.5.5 3-byte VEX byte 2, bit[7] - ‘W’

Bit[7] of the 3-byte VEX byte 2 is represented by the notation VEX.W. It can provide following functions, depending on the specific opcode.

- For AVX instructions that have equivalent legacy SSE instructions (typically these SSE instructions have a general-purpose register operand with its operand size attribute promotable by REX.W), if REX.W promotes the operand size attribute of the general-purpose register operand in legacy SSE instruction, VEX.W has same meaning in the corresponding AVX equivalent form. In 32-bit modes, VEX.W is silently ignored.
- For AVX instructions that have equivalent legacy SSE instructions (typically these SSE instructions have operands with their operand size attribute fixed and not promotable by REX.W), if REX.W is don't care in legacy SSE instruction, VEX.W is ignored in the corresponding AVX equivalent form irrespective of mode.
- For new AVX instructions where VEX.W has no defined function (typically these meant the combination of the opcode byte and VEX.mmmmm did not have any equivalent SSE functions), VEX.W is reserved as zero and setting to other than zero will cause instruction to #UD.

2.3.5.6 2-byte VEX Byte 1, bits[6:3] and 3-byte VEX Byte 2, bits [6:3]- ‘vvvv’ the Source or dest Register Specifier

In 32-bit mode the VEX first byte C4 and C5 alias onto the LES and LDS instructions. To maintain compatibility with existing programs the VEX 2nd byte, bits [7:6] must be 11b. To achieve this, the VEX payload bits are selected to place only inverted, 64-bit valid fields (extended register selectors) in these upper bits.

The 2-byte VEX Byte 1, bits [6:3] and the 3-byte VEX, Byte 2, bits [6:3] encode a field (shorthand VEX.vvvv) that for instructions with 2 or more source registers and an XMM or YMM or memory destination encodes the first source register specifier stored in inverted (1’s complement) form.

VEX.vvvv is not used by the instructions with one source (except certain shifts, see below) or on instructions with no XMM or YMM or memory destination. If an instruction does not use VEX.vvvv then it should be set to 1111b otherwise instruction will #UD.

In 64-bit mode all 4 bits may be used. See Table 2-8 for the encoding of the XMM or YMM registers. In 32-bit and 16-bit modes bit 6 must be 1 (if bit 6 is not 1, the 2-byte VEX version will generate LDS instruction and the 3-byte VEX version will ignore this bit).
### 2.3.6 Instruction Operand Encoding and VEX.vvvv, ModR/M

VEX-encoded instructions support three-operand and four-operand instruction syntax. Some VEX-encoded instructions have syntax with less than three operands, e.g. VEX-encoded pack shift instructions support one source operand and one destination operand.

The roles of VEX.vvvv, reg field of ModR/M byte (ModR/M.reg), r/m field of ModR/M byte (ModR/M.r/m) with respect to encoding destination and source operands vary with different type of instruction syntax.

The role of VEX.vvvv can be summarized to three situations:

- **VEX.vvvv encodes the first source register operand, specified in inverted (1’s complement) form and is valid for instructions with 2 or more source operands.**
- **VEX.vvvv encodes the destination register operand, specified in 1’s complement form for certain vector shifts.** The instructions where VEX.vvvv is used as a destination are listed in Table 2-9. The notation in the “Opcode” column in Table 2-9 is described in detail in section 3.1.1.
- **VEX.vvvv does not encode any operand, the field is reserved and should contain 1111b.**

#### Table 2-9. Instructions with a VEX.vvvv destination

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction mnemonic</th>
</tr>
</thead>
<tbody>
<tr>
<td>VEX.NDD.128.66.0F 73 /7 ib</td>
<td>VPSLLDQ xmm1, xmm2, imm8</td>
</tr>
<tr>
<td>VEX.NDD.128.66.0F 73 /3 ib</td>
<td>VPSRLDQ xmm1, xmm2, imm8</td>
</tr>
<tr>
<td>VEX.NDD.128.66.0F 71 /2 ib</td>
<td>VPSRLW xmm1, xmm2, imm8</td>
</tr>
<tr>
<td>VEX.NDD.128.66.0F 72 /2 ib</td>
<td>VPSRLD xmm1, xmm2, imm8</td>
</tr>
<tr>
<td>VEX.NDD.128.66.0F 73 /2 ib</td>
<td>VPSRLQ xmm1, xmm2, imm8</td>
</tr>
<tr>
<td>VEX.NDD.128.66.0F 71 /4 ib</td>
<td>VPSRAW xmm1, xmm2, imm8</td>
</tr>
<tr>
<td>VEX.NDD.128.66.0F 72 /4 ib</td>
<td>VPSRAD xmm1, xmm2, imm8</td>
</tr>
<tr>
<td>VEX.NDD.128.66.0F 71 /6 ib</td>
<td>VPSLLW xmm1, xmm2, imm8</td>
</tr>
<tr>
<td>VEX.NDD.128.66.0F 72 /6 ib</td>
<td>VPSLLD xmm1, xmm2, imm8</td>
</tr>
<tr>
<td>VEX.NDD.128.66.0F 73 /6 ib</td>
<td>VPSLLQ xmm1, xmm2, imm8</td>
</tr>
</tbody>
</table>

The VEX.vvvv field is encoded in bit inverted format for accessing a register operand.
The role of ModR/M.r/m field can be summarized to two situations:

- ModR/M.r/m encodes the instruction operand that references a memory address.
- For some instructions that do not support memory addressing semantics, ModR/M.r/m encodes either the destination register operand or a source register operand.

The role of ModR/M.reg field can be summarized to two situations:

- ModR/M.reg encodes either the destination register operand or a source register operand.
- For some instructions, ModR/M.reg is treated as an opcode extension and not used to encode any instruction operand.

For instruction syntax that support four operands, VEX.vvvv, ModR/M.r/m, ModR/M.reg encodes three of the four operands. The role of bits 7:4 of the immediate byte serves the following situation:

- Imm8[7:4] encodes the third source register operand.

### 2.3.6.1 3-byte VEX byte 1, bits[4:0] - “m-mmmm”

Bits[4:0] of the 3-byte VEX byte 1 encode an implied leading opcode byte (0F, 0F 38, or 0F 3A). Several bits are reserved for future use and will #UD unless 0.

<table>
<thead>
<tr>
<th>VEX.m-mmmm</th>
<th>Implied Leading Opcode Bytes</th>
</tr>
</thead>
<tbody>
<tr>
<td>00000B</td>
<td>Reserved</td>
</tr>
<tr>
<td>00001B</td>
<td>0F</td>
</tr>
<tr>
<td>00010B</td>
<td>0F 38</td>
</tr>
<tr>
<td>00011B</td>
<td>0F 3A</td>
</tr>
<tr>
<td>00100-11111B</td>
<td>Reserved</td>
</tr>
<tr>
<td>(2-byte VEX)</td>
<td>0F</td>
</tr>
</tbody>
</table>

VEX.m-mmmm is only available on the 3-byte VEX. The 2-byte VEX implies a leading 0Fh opcode byte.

### 2.3.6.2 2-byte VEX byte 1, bit[2], and 3-byte VEX byte 2, bit [2] - “L”

The vector length field, VEX.L, is encoded in bit[2] of either the second byte of 2-byte VEX, or the third byte of 3-byte VEX. If “VEX.L = 1”, it indicates 256-bit vector operation. “VEX.L = 0” indicates scalar and 128-bit vector operations.

The instruction VZEROUPPER is a special case that is encoded with VEX.L = 0, although its operation zero’s bits 255:128 of all YMM registers accessible in the current operating mode.

See the following table.

<table>
<thead>
<tr>
<th>VEX.L</th>
<th>Vector Length</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>128-bit (or 32/64-bit scalar)</td>
</tr>
<tr>
<td>1</td>
<td>256-bit</td>
</tr>
</tbody>
</table>

### 2.3.6.3 2-byte VEX byte 1, bits[1:0], and 3-byte VEX byte 2, bits [1:0] - “pp”

Up to one implied prefix is encoded by bits[1:0] of either the 2-byte VEX byte 1 or the 3-byte VEX byte 2. The prefix behaves as if it was encoded prior to VEX, but after all other encoded prefixes.

See the following table.
### Table 2-12. VEX.pp interpretation

<table>
<thead>
<tr>
<th>pp</th>
<th>Implies this prefix after other prefixes but before VEX</th>
</tr>
</thead>
<tbody>
<tr>
<td>00B</td>
<td>None</td>
</tr>
<tr>
<td>01B</td>
<td>66</td>
</tr>
<tr>
<td>10B</td>
<td>F3</td>
</tr>
<tr>
<td>11B</td>
<td>F2</td>
</tr>
</tbody>
</table>

#### 2.3.7 The Opcode Byte

One (and only one) opcode byte follows the 2 or 3 byte VEX. Legal opcodes are specified in Appendix B, in color. Any instruction that uses illegal opcode will #UD.

#### 2.3.8 The MODRM, SIB, and Displacement Bytes

The encodings are unchanged but the interpretation of reg_field or rm_field differs (see above).

#### 2.3.9 The Third Source Operand (Immediate Byte)

VEX-encoded instructions can support instruction with a four operand syntax. VBLENDVPD, VBLENDVPS, and PBLENDVB use imm8[7:4] to encode one of the source registers.

#### 2.3.10 AVX Instructions and the Upper 128-bits of YMM registers

If an instruction with a destination XMM register is encoded with a VEX prefix, the processor zeroes the upper bits (above bit 128) of the equivalent YMM register. Legacy SSE instructions without VEX preserve the upper bits.

#### 2.3.10.1 Vector Length Transition and Programming Considerations

An instruction encoded with a VEX.128 prefix that loads a YMM register operand operates as follows:

- Data is loaded into bits 127:0 of the register
- Bits above bit 127 in the register are cleared.

Thus, such an instruction clears bits 255:128 of a destination YMM register on processors with a maximum vector-register width of 256 bits. In the event that future processors extend the vector registers to greater widths, an instruction encoded with a VEX.128 or VEX.256 prefix will also clear any bits beyond bit 255. (This is in contrast with legacy SSE instructions, which have no VEX prefix; these modify only bits 127:0 of any destination register operand.)

Programmers should bear in mind that instructions encoded with VEX.128 and VEX.256 prefixes will clear any future extensions to the vector registers. A calling function that uses such extensions should save their state before calling legacy functions. This is not possible for involuntary calls (e.g., into an interrupt-service routine). It is recommended that software handling involuntary calls accommodate this by not executing instructions encoded with VEX.128 and VEX.256 prefixes. In the event that it is not possible or desirable to restrict these instructions, then software must take special care to avoid actions that would, on future processors, zero the upper bits of vector registers.

Processors that support further vector-register extensions (defining bits beyond bit 255) will also extend the XSAVE and XRSTOR instructions to save and restore these extensions. To ensure forward compatibility, software that handles involuntary calls and that uses instructions encoded with VEX.128 and VEX.256 prefixes should first save and then restore the vector registers (with any extensions) using the XSAVE and XRSTOR instructions with save/restore masks that set bits that correspond to all vector-register extensions. Ideally, software should rely on a mechanism that is cognizant of which bits to set. (E.g., an OS mechanism that sets the save/restore mask bits for all vector-register extensions that are enabled in XCR0.) Saving and restoring state with instructions other than XSAVE and XRSTOR will, on future processors with wider vector registers, corrupt the extended state of the
vector registers - even if doing so functions correctly on processors supporting 256-bit vector registers. (The same is true if XSAVE and XRSTOR are used with a save/restore mask that does not set bits corresponding to all supported extensions to the vector registers.)

### 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 a 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>
<thead>
<tr>
<th>Scaled Index</th>
<th>SS</th>
<th>Index</th>
<th>Value of SIB Byte (in Hexadecimal)</th>
</tr>
</thead>
<tbody>
<tr>
<td>VR0/VR8</td>
<td>00</td>
<td>00</td>
<td>00 01 02 03 04 05 06 07</td>
</tr>
<tr>
<td>VR1/VR9</td>
<td>01</td>
<td>08</td>
<td>08 09 0A 0B 0C 0D 0E 0F</td>
</tr>
<tr>
<td>VR2/VR10</td>
<td>01</td>
<td>10</td>
<td>10 11 12 13 14 15 16 17</td>
</tr>
<tr>
<td>VR3/VR11</td>
<td>01</td>
<td>18</td>
<td>18 19 1A 1B 1C 1D 1E 1F</td>
</tr>
<tr>
<td>VR4/VR12</td>
<td>10</td>
<td>20</td>
<td>20 21 22 23 24 25 26 27</td>
</tr>
<tr>
<td>VR5/VR13</td>
<td>10</td>
<td>28</td>
<td>28 29 2A 2B 2C 2D 2E 2F</td>
</tr>
<tr>
<td>VR6/VR14</td>
<td>10</td>
<td>30</td>
<td>30 31 32 33 34 35 36 37</td>
</tr>
<tr>
<td>VR7/VR15</td>
<td>11</td>
<td>38</td>
<td>38 39 3A 3B 3C 3D 3E 3F</td>
</tr>
</tbody>
</table>

*1 R8L-R15L applicable only in 64-bit mode.

<table>
<thead>
<tr>
<th>Scaled Index</th>
<th>SS</th>
<th>Index</th>
<th>Value of SIB Byte (in Hexadecimal)</th>
</tr>
</thead>
<tbody>
<tr>
<td>VR0/VR8</td>
<td>01</td>
<td>40</td>
<td>40 41 42 43 44 45 46 47</td>
</tr>
<tr>
<td>VR1/VR9</td>
<td>01</td>
<td>48</td>
<td>48 49 4A 4B 4C 4D 4E 4F</td>
</tr>
<tr>
<td>VR2/VR10</td>
<td>01</td>
<td>50</td>
<td>50 51 52 53 54 55 56 57</td>
</tr>
<tr>
<td>VR3/VR11</td>
<td>01</td>
<td>58</td>
<td>58 59 5A 5B 5C 5D 5E 5F</td>
</tr>
<tr>
<td>VR4/VR12</td>
<td>10</td>
<td>60</td>
<td>60 61 62 63 64 65 66 67</td>
</tr>
<tr>
<td>VR5/VR13</td>
<td>10</td>
<td>68</td>
<td>68 69 6A 6B 6C 6D 6E 6F</td>
</tr>
<tr>
<td>VR6/VR14</td>
<td>11</td>
<td>70</td>
<td>70 71 72 73 74 75 76 77</td>
</tr>
<tr>
<td>VR7/VR15</td>
<td>11</td>
<td>78</td>
<td>78 79 7A 7B 7C 7D 7E 7F</td>
</tr>
</tbody>
</table>
### 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

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

See Table 2-15 for lists of instructions in each exception class.
### Table 2-15. Instructions in each Exception Class

<table>
<thead>
<tr>
<th>Exception Class</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Type 1</strong></td>
<td>(V)MOVAPD, (V)MOVAPS, (V)MOVDQA, (V)MOVNQ, (V)MOVSQ, (V)MOVNTDQ, (V)MOVNTPQ</td>
</tr>
<tr>
<td><strong>Type 2</strong></td>
<td>(V)ADD, (V)ADD2DS, (V)ADD2DSQ, (V)ADD2DSSQ, (V)ADD2S2SQ, (V)ADD2SQ2SQ, (V)ADD2SQ2SSQ, (V)ADD2SSQ2SQ, (V)ADD2SSQ2SSQ</td>
</tr>
<tr>
<td><strong>Type 3</strong></td>
<td>(V)ADD32DS, (V)ADD32DSQ, (V)ADD32DSSQ, (V)ADD32S2SQ, (V)ADD32SQ2SQ, (V)ADD32SQ2SSQ, (V)ADD32SSQ2SQ, (V)ADD32SSQ2SSQ</td>
</tr>
<tr>
<td><strong>Type 4</strong></td>
<td>(V)ADD4DS, (V)ADD4DSQ, (V)ADD4DSSQ, (V)ADD4S2SQ, (V)ADD4SQ2SQ, (V)ADD4SQ2SSQ, (V)ADD4SSQ2SQ, (V)ADD4SSQ2SSQ</td>
</tr>
<tr>
<td><strong>Type 5</strong></td>
<td>(V)ADD5DS, (V)ADD5DSQ, (V)ADD5DSSQ, (V)ADD5S2SQ, (V)ADD5SQ2SQ, (V)ADD5SQ2SSQ, (V)ADD5SSQ2SQ, (V)ADD5SSQ2SSQ</td>
</tr>
<tr>
<td><strong>Type 6</strong></td>
<td>(V)ADD6DS, (V)ADD6DSQ, (V)ADD6DSSQ, (V)ADD6S2SQ, (V)ADD6SQ2SQ, (V)ADD6SQ2SSQ, (V)ADD6SSQ2SQ, (V)ADD6SSQ2SSQ</td>
</tr>
<tr>
<td><strong>Type 7</strong></td>
<td>(V)ADD7DS, (V)ADD7DSQ, (V)ADD7DSSQ, (V)ADD7S2SQ, (V)ADD7SQ2SQ, (V)ADD7SQ2SSQ, (V)ADD7SSQ2SQ, (V)ADD7SSQ2SSQ</td>
</tr>
<tr>
<td><strong>Type 8</strong></td>
<td>(V)ADD8DS, (V)ADD8DSQ, (V)ADD8DSSQ, (V)ADD8S2SQ, (V)ADD8SQ2SQ, (V)ADD8SQ2SSQ, (V)ADD8SSQ2SQ, (V)ADD8SSQ2SSQ</td>
</tr>
</tbody>
</table>

(*) - 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

<table>
<thead>
<tr>
<th>Exception Class</th>
<th>#UD If VEX.W = 1 in all modes</th>
<th>#UD If VEX.W = 1 in non-64-bit modes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Type 1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Type 2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Type 3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Type 4</td>
<td>VBLENDVPD, VBLENDVPS, VPBLENDVB, VTESTPD, VTESTPS, VPBLENDD, VPERMD, VPERMP, VPERM2I128, VPSRAVD, VPERMILPD, VPERMILPS, VPERM2F128</td>
<td></td>
</tr>
<tr>
<td>Type 5</td>
<td></td>
<td>VPEXTRQ, VPINSRQ,</td>
</tr>
<tr>
<td>Type 6</td>
<td>VEXTRACTF128, VBROADCASTSS, VBROADCASTSD, VBROADCASTF128, VINSERTF128, VMASKMOVPS, VMASKMOVPD, VBROADCASTI128, VPBROADCASTB/W/D, VEXTRACTI128, VINSERTI128</td>
<td></td>
</tr>
<tr>
<td>Type 7</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Type 8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Type 11</td>
<td>VCVTPH2PS, VCVTPS2PH</td>
<td></td>
</tr>
<tr>
<td>Type 12</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Exception Class</td>
<td>#UD If VEX.L = 0</td>
<td>#UD If (VEX.L = 1 &amp;&amp; AVX2 not present &amp;&amp; AVX present)</td>
</tr>
<tr>
<td>-----------------</td>
<td>------------------</td>
<td>-----------------------------------------------------</td>
</tr>
<tr>
<td>Type 1</td>
<td>VMOVNTDQA</td>
<td></td>
</tr>
<tr>
<td>Type 2</td>
<td>VDPPD</td>
<td></td>
</tr>
<tr>
<td>Type 3</td>
<td>VMASKMOVQDQU, VMPSADBw, VPABSB/w/D, VPACKSSWB/Dw, VPADDQ, VPADDDB/w, VPADDUSB/w, VPALIGNR, VPAND, VPANDN, VPAVBG/w, VPBLENDVB, VPBLENDw, VPCMP(E/I)STRI/M, VPCMPSEQB/w/D/Q, VPCMPGTB/w/D/Q, VPHADDw/D, VPHADSDw, VPHMINPOSUw, VPHSUBD/w, VPHSUBSw, VPMADDwD, VPMADDUSBw, VPMAXSB/w/D, VPMAXUB/w/D, VPMINSB/w/D, VPMINUB/w/D, VPMULHUw, VPMULHRSw, VPMULHw/Lw, VPMULLD, VPMULdQ, VPMULdQ, VPOR, VPSADBw, VPSHUF/B/D, VPSHUFHw/Lw, VPSIGNB/w/D, VPSLLw/D/Q, VPSRAW/D, VPSRLw/D/Q, VPSUBB/w/D/Q, VPSUSB/w, VPUNPCKHBw/D/Q, VPUNPCKHBD/Q, VPXOR</td>
<td>VPCMP(E/I)STRI/M, PHMINPOSUw</td>
</tr>
<tr>
<td>Type 4</td>
<td>VMASKMOVQDQU, VMPSADBw, VPABSB/w/D, VPACKSSWB/Dw, VPADDQ, VPADDDB/w, VPADDUSB/w, VPALIGNR, VPAND, VPANDN, VPAVBG/w, VPBLENDVB, VPBLENDw, VPCMP(E/I)STRI/M, VPCMPSEQB/w/D/Q, VPCMPGTB/w/D/Q, VPHADDw/D, VPHADSDw, VPHMINPOSUw, VPHSUBD/w, VPHSUBSw, VPMADDwD, VPMADDUSBw, VPMAXSB/w/D, VPMAXUB/w/D, VPMINSB/w/D, VPMINUB/w/D, VPMULHUw, VPMULHRSw, VPMULHw/Lw, VPMULLD, VPMULdQ, VPMULdQ, VPOR, VPSADBw, VPSHUF/B/D, VPSHUFHw/Lw, VPSIGNB/w/D, VPSLLw/D/Q, VPSRAW/D, VPSRLw/D/Q, VPSUBB/w/D/Q, VPSUSB/w, VPUNPCKHBw/D/Q, VPUNPCKHBD/Q, VPXOR</td>
<td></td>
</tr>
<tr>
<td>Type 5</td>
<td>VEXTRACTPS, VINSERTPS, VMOVQD, VMOVQ, VMOVLPD, VMOVLPS, VMOVHPD, VMOVHPS, VPEXTRB, VPEXTRD, VPEXTRw, VPEXTRQ, VPINSRB, VPINSRD, VPINSRW, VPINSRQ, VPMOVSX/ZX, VLDMXCSR, VSTMXCSR</td>
<td>Same as column 3</td>
</tr>
<tr>
<td>Type 6</td>
<td>VEXTRACTF128, VPERM2F128, VBBROADCASTSD, VBBROADCASTF128, VINSERTF128, VMOVLHPS, VMOVHLPS, VPMOVMKSb, VPSLLDQ, VPSRLQ, VPSLLw, VPSLL, VPSLLQ, VPSRAW, VPSRAD, VPSRLw, VPSRLd, VPSRLQ</td>
<td></td>
</tr>
<tr>
<td>Type 7</td>
<td>VEXTRACTF128, VPERM2F128, VBBROADCASTSD, VBBROADCASTF128, VINSERTF128, VMOVLHPS, VMOVHLPS, VPMOVMKSb, VPSLLDQ, VPSRLQ, VPSLLw, VPSLL, VPSLLQ, VPSRAW, VPSRAD, VPSRLw, VPSRLd, VPSRLQ</td>
<td>VMOLHPS, VMOVHLPS</td>
</tr>
<tr>
<td>Type 8</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Type 11</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Type 12</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
### 2.4.1 Exceptions Type 1 (Aligned memory reference)

#### Table 2-18. Type 1 Class Exception Conditions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Real</th>
<th>Virtual 80x86</th>
<th>Protected and Compatibility</th>
<th>64-bit</th>
<th>Cause of Exception</th>
</tr>
</thead>
<tbody>
<tr>
<td>Invalid Opcode, #UD</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td>VEX prefix.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>VEX prefix:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If XCR0[2:1] ≠ ‘11b’.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If CR4.OSXSAVE[bit 18]=0.</td>
</tr>
<tr>
<td></td>
<td>X</td>
<td>X</td>
<td></td>
<td>X</td>
<td>Legacy SSE instruction:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If CR0.EM[bit 2] = 1.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If CR4.OSFXSR[bit 9] = 0.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>X</td>
<td>If preceded by a LOCK prefix (F0H).</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>X</td>
<td>If any REX, F2, F3, or 66 prefixes precede a VEX prefix.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>X</td>
<td>If any corresponding CPUID feature flag is '0'.</td>
</tr>
<tr>
<td>Device Not Available, #NM</td>
<td>X</td>
<td>X</td>
<td></td>
<td>X</td>
<td>If CR0.TS[bit 3]=1.</td>
</tr>
<tr>
<td>Stack, SS(0)</td>
<td>X</td>
<td>X</td>
<td></td>
<td>X</td>
<td>For an illegal address in the SS segment.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If a memory address referencing the SS segment is in a non-canonical form.</td>
</tr>
<tr>
<td>General Protection, #GP(0)</td>
<td>X</td>
<td>X</td>
<td></td>
<td>X</td>
<td>VEX.256: Memory operand is not 32-byte aligned.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>VEX.128: Memory operand is not 16-byte aligned.</td>
</tr>
<tr>
<td></td>
<td>X</td>
<td>X</td>
<td></td>
<td>X</td>
<td>Legacy SSE: Memory operand is not 16-byte aligned.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>For an illegal memory operand effective address in the CS, DS, ES, FS or GS seg-</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>ments.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>X</td>
<td>If the memory address is in a non-canonical form.</td>
</tr>
<tr>
<td>Page Fault #PF(fault-code)</td>
<td>X</td>
<td>X</td>
<td></td>
<td>X</td>
<td>For a page fault.</td>
</tr>
</tbody>
</table>

---

Device Not Available, #NM means the device is not available. Stack, SS(0) means for an illegal address in the SS segment. General Protection, #GP(0) means if any part of the operand lies outside the effective address space from 0 to FFFFH. Page Fault #PF(fault-code) means for a page fault.
### 2.4.2 Exceptions Type 2 (>=16 Byte Memory Reference, Unaligned)

Table 2-19. Type 2 Class Exception Conditions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Real</th>
<th>Virtual 8086</th>
<th>Protected and Compatibility</th>
<th>64-bit</th>
<th>Cause of Exception</th>
</tr>
</thead>
<tbody>
<tr>
<td>Invalid Opcode, #UD</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td>VEX prefix.</td>
</tr>
<tr>
<td></td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td>If an unmasked SIMD floating-point exception and CR4.OSXMMEXCPT[bit 10] = 0.</td>
</tr>
<tr>
<td>Invalid Opcode, #UD</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td>VEX prefix:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If XCR0[2:1] ≠ '11b'.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If CR4.OSXSAVE[bit 18] = 0.</td>
</tr>
<tr>
<td>Invalid Opcode, #UD</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td>Legacy SSE instruction:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If CR4.OSFXSR[bit 9] = 0.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If preceded by a LOCK prefix (F0H).</td>
</tr>
<tr>
<td></td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td>If any REX, F2, F3, or 66 prefixes precede a VEX prefix.</td>
</tr>
<tr>
<td></td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td>If any corresponding CPUID feature flag is '0'.</td>
</tr>
<tr>
<td>Device Not Available, #NM</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td>If CR0.TS[bit 3] = 1.</td>
</tr>
<tr>
<td>Stack, SS(0)</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td>For an illegal address in the SS segment.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If a memory address referencing the SS segment is in a non-canonical form.</td>
</tr>
<tr>
<td>General Protection, #GP(0)</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td>Legacy SSE: Memory operand is not 16-byte aligned.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>For an illegal memory operand effective address in the CS, DS, ES, FS or GS segments.</td>
</tr>
<tr>
<td></td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td>If the memory address is in a non-canonical form.</td>
</tr>
<tr>
<td>Page Fault #PF(fault-code)</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td>If any part of the operand lies outside the effective address space from 0 to FFFFH.</td>
</tr>
<tr>
<td>SIMD Floating-point Exception, #XM</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td>For a page fault.</td>
</tr>
</tbody>
</table>
### 2.4.3 Exceptions Type 3 (<16 Byte memory argument)

#### Table 2-20. Type 3 Class Exception Conditions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Real</th>
<th>Virtual 80x86</th>
<th>Protected and Compatibility</th>
<th>64-bit</th>
<th>Cause of Exception</th>
</tr>
</thead>
<tbody>
<tr>
<td>Invalid Opcode, #UD</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>VEX prefix.</td>
</tr>
<tr>
<td></td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>If an unmasked SIMD floating-point exception and CR4.OSXMMEXCPT[bit 10] = 0.</td>
</tr>
<tr>
<td></td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td>VEX prefix:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If XCR0[2:1] ≠ ‘11b’.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If CR4.OSXSAVE[bit 18]=0.</td>
</tr>
<tr>
<td></td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td>Legacy SSE instruction:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If CR0.EM[bit 2] = 1.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If CR4.OSFXSR[bit 9] = 0.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If preceded by a LOCK prefix (F0H).</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If any REX, F2, F3, or 66 prefixes precede a VEX prefix.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If any corresponding CPUID feature flag is ‘0’.</td>
</tr>
<tr>
<td>Device Not Available, #NM</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>If CR0.TS[bit 3]=1.</td>
</tr>
<tr>
<td>Stack, SS(0)</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>For an illegal address in the SS segment.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>X</td>
<td></td>
<td></td>
<td>If a memory address referencing the SS segment is in a non-canonical form.</td>
</tr>
<tr>
<td>General Protection, #GP(0)</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td>For an illegal memory operand effective address in the CS, DS, ES, FS or GS segments.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>X</td>
<td></td>
<td></td>
<td>If the memory address is in a non-canonical form.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If any part of the operand lies outside the effective address space from 0 to FFFFH.</td>
</tr>
<tr>
<td>Page Fault #PF(fault-code)</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td>For a page fault.</td>
</tr>
<tr>
<td>Alignment Check #AC(0)</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td>If alignment checking is enabled and an unaligned memory reference of 8 Bytes or less is made while the current privilege level is 3.</td>
</tr>
<tr>
<td>SIMD Floating-point Exception, #XM</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>If an unmasked SIMD floating-point exception and CR4.OSXMMEXCPT[bit 10] = 1.</td>
</tr>
</tbody>
</table>
### 2.4.4 Exceptions Type 4 (>=16 Byte mem arg no alignment, no floating-point exceptions)

<table>
<thead>
<tr>
<th>Exception</th>
<th>Real</th>
<th>Virtual 80x86</th>
<th>Protected and Compatibility</th>
<th>64-bit</th>
<th>Cause of Exception</th>
</tr>
</thead>
<tbody>
<tr>
<td>Invalid Opcode, #UD</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>VEX prefix.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If XCR0[2:1] ≠ ‘11b’.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If CR4.OSXSAVE[bit 18]=0.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Legacy SSE instruction:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If CR0.E[bit 2] = 1.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If CR4.OSFXSR[bit 9] = 0.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If preceded by a LOCK prefix (F0H).</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If any REX, F2, F3, or 66 prefixes precede a VEX prefix.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If any corresponding CPUID feature flag is ‘0’.</td>
</tr>
<tr>
<td>Device Not Available, #NM</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>If CR0.TS[bit 3]=1.</td>
</tr>
<tr>
<td>Stack, SS(0)</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td>For an illegal address in the SS segment.</td>
</tr>
<tr>
<td>General Protection, #GP(0)</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>Legacy SSE: Memory operand is not 16-byte aligned.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>For an illegal memory operand effective address in the CS, DS, ES, FS or GS segments.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If the memory address is in a non-canonical form.</td>
</tr>
<tr>
<td>Page Fault #PF(fault-code)</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>For a page fault.</td>
</tr>
</tbody>
</table>

**NOTES:**

1. PCMPESTRI, PCMPESTRM, PCMPISTRI, and PCMPISTRM instructions do not cause #GP if the memory operand is not aligned to 16-Byte boundary.
### 2.4.5 Exceptions Type 5 (<16 Byte mem arg and no FP exceptions)

<table>
<thead>
<tr>
<th>Exception</th>
<th>Real</th>
<th>Virtual 80x86</th>
<th>Protected and Compatibility</th>
<th>64-bit</th>
<th>Cause of Exception</th>
</tr>
</thead>
<tbody>
<tr>
<td>Invalid Opcode, #UD</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td>VEX prefix.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>X</td>
<td></td>
<td></td>
<td>VEX prefix:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>If XCR0[2:1] ≠ '11b'.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>If CR4.OSXSXSAVE[bit 18]=0.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td>Legacy SSE instr.:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>If CR0.EM[bit 2] = 1.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>If CR4.OSFXSR[bit 9] = 0.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td>If preceded by a LOCK prefix (F0H).</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>X</td>
<td></td>
<td>If any REX, F2, F3, or 66 prefixes precede a VEX prefix.</td>
</tr>
<tr>
<td></td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td>If any corresponding CPUID feature flag is '0'.</td>
</tr>
<tr>
<td>Device Not Available, #NM</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td>If CR0.TS[bit 3]=1.</td>
</tr>
<tr>
<td>Stack, SS(0)</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td>For an illegal address in the SS segment.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>X</td>
<td></td>
<td>If a memory address referencing the SS segment is in a non-canonical form.</td>
</tr>
<tr>
<td>General Protection, #GP(0)</td>
<td>X</td>
<td></td>
<td>X</td>
<td></td>
<td>For an illegal memory operand effective address in the CS, DS, ES, FS or GS segments.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>X</td>
<td></td>
<td>If the memory address is in a non-canonical form.</td>
</tr>
<tr>
<td></td>
<td>X</td>
<td></td>
<td>X</td>
<td></td>
<td>If any part of the operand lies outside the effective address space from 0 to FFFFH.</td>
</tr>
<tr>
<td>Page Fault #PF(fault-code)</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td>For a page fault.</td>
</tr>
<tr>
<td>Alignment Check #AC(0)</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td></td>
<td>If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.</td>
</tr>
</tbody>
</table>
### 2.4.6 Exceptions Type 6 (VEX-Encoded Instructions Without Legacy SSE Analogues)

Note: At present, the AVX instructions in this category do not generate floating-point exceptions.

#### Table 2-23. Type 6 Class Exception Conditions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Real</th>
<th>Virtual 80x86</th>
<th>Protected and Compatibility</th>
<th>64-bit</th>
<th>Cause of Exception</th>
</tr>
</thead>
<tbody>
<tr>
<td>Invalid Opcode, #UD</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td>VEX prefix</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>X</td>
<td></td>
<td>If XCR0[2:1] ≠ ‘11b’.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>X</td>
<td></td>
<td>If CR4.OSXSAVE[bit 18]=0.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>X</td>
<td></td>
<td>If preceded by a LOCK prefix (F0H).</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>X</td>
<td></td>
<td>If any REX, F2, F3, or 66 prefixes precede a VEX prefix.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>X</td>
<td></td>
<td>If any corresponding CPUID feature flag is ‘0’.</td>
</tr>
<tr>
<td>Device Not Available, #NM</td>
<td>X</td>
<td>X</td>
<td></td>
<td></td>
<td>If CR0.TS[bit 3]=1.</td>
</tr>
<tr>
<td>Stack, SS(0)</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td>For an illegal address in the SS segment.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>X</td>
<td></td>
<td>If a memory address referencing the SS segment is in a non-canonical form.</td>
</tr>
<tr>
<td>General Protection, #GP(0)</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td>For an illegal memory operand effective address in the CS, DS, ES, FS or GS segments.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>X</td>
<td></td>
<td>If the memory address is in a non-canonical form.</td>
</tr>
<tr>
<td>Page Fault #PF(fault-code)</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td>For a page fault.</td>
</tr>
<tr>
<td>Alignment Check #AC(0)</td>
<td>X</td>
<td></td>
<td></td>
<td></td>
<td>For 4 or 8 byte memory references if alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.</td>
</tr>
</tbody>
</table>
### 2.4.7 Exceptions Type 7 (No FP exceptions, no memory arg)

Table 2-24. Type 7 Class Exception Conditions

<table>
<thead>
<tr>
<th>Exception</th>
<th>Real</th>
<th>Virtual 80x86</th>
<th>Protected and Compatibility</th>
<th>Cause of Exception</th>
</tr>
</thead>
<tbody>
<tr>
<td>Invalid Opcode, #UD</td>
<td>X</td>
<td>X</td>
<td></td>
<td>VEX prefix.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>X X</td>
<td></td>
<td>VEX prefix:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If XCR0[2:1] ≠ ‘11b’.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If CR4.OSXSAVE[bit 18]=0.</td>
</tr>
<tr>
<td></td>
<td>X</td>
<td>X</td>
<td></td>
<td>Legacy SSE instruction:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If CR0.E.M[bit 2] = 1.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>If CR4.OSFXSR[bit 9] = 0.</td>
</tr>
<tr>
<td></td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>If preceded by a LOCK prefix (F0H).</td>
</tr>
<tr>
<td></td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>If any REX, F2, F3, or 66 prefixes precede a VEX prefix.</td>
</tr>
<tr>
<td></td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>If any corresponding CPUID feature flag is ‘0’.</td>
</tr>
<tr>
<td>Device Not Available, #NM</td>
<td>X</td>
<td>X</td>
<td></td>
<td>If CR0.TS[bit 3]=1.</td>
</tr>
</tbody>
</table>
### 2.4.8 Exceptions Type 8 (AVX and no memory argument)

**Table 2-25. Type 8 Class Exception Conditions**

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

Vol. 2A  2-33
## Exception Type 11 (VEX-only, mem arg no AC, floating-point exceptions)

### Table 2-26. Type 11 Class Exception Conditions

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

<table>
<thead>
<tr>
<th>Exception</th>
<th>Real</th>
<th>Virtual 80386</th>
<th>Protected and Compatibility 64-bit</th>
<th>Cause of Exception</th>
</tr>
</thead>
<tbody>
<tr>
<td>Invalid Opcode, #UD</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>VEX prefix</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>X</td>
<td>If preceded by a LOCK prefix (F0H)</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>X</td>
<td>If any REX, F2, F3, or 66 prefixes precede a VEX prefix</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>X</td>
<td>If address size attribute is 16 bit</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>X</td>
<td>If ModR/M.mod = ‘11b’</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>X</td>
<td>If ModR/M.rm ≠ ‘100b’</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>X</td>
<td>If any corresponding CPUID feature flag is ‘0’</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>X</td>
<td>If any vector register is used more than once between the destination register,</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>mask register and the index register in VSIB addressing.</td>
</tr>
<tr>
<td>Device Not Available, #NM</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>If CR0.TS[bit 3]=1</td>
</tr>
<tr>
<td>Stack, SS(0)</td>
<td>X</td>
<td></td>
<td></td>
<td>For an illegal address in the SS segment</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>X</td>
<td>If a memory address referencing the SS segment is in a non-canonical form</td>
</tr>
</tbody>
</table>
| General Protection, #GP(0)             | X    |               |                                   | For an illegal memory operand effective address in the CS, DS, ES, FS or GS seg-
|                                        |      |               | X                                 | ments.                                                                          |
|                                        |      |               |                                   | If the memory address is in a non-canonical form.                               |
|                                        |      |               | X                                 | If any part of the operand lies outside the effective address space from 0 to    |
|                                        |      |               |                                   | FFFFFF.                                                                         |
| 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.
INSTRUCTION FORMAT

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

<table>
<thead>
<tr>
<th>Exception Class</th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>See Table 2-29</td>
<td>ANDN, BLSI, BLSMSK, BLSR, BZHI, MULX, PDEP, PEXT, RORX, SARX, SHLX, SHRX</td>
</tr>
</tbody>
</table>

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

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

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

### 3.1 INTERPRETING THE INSTRUCTION REFERENCE PAGES

This section describes the format of information contained in the instruction reference pages in this chapter. It explains notational conventions and abbreviations used in these sections.

#### 3.1.1 Instruction Format

The following is an example of the format used for each instruction description in this chapter. The heading below introduces the example. The table below provides an example summary table.

**CMC—Complement Carry Flag [this is an example]**

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F5</td>
<td>CMC</td>
<td>A</td>
<td>V/V</td>
<td>NP</td>
<td>Complement carry flag.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>
3.1.1.1 Opcode Column in the Instruction Summary Table (Instructions without VEX prefix)

The “Opcode” column in the table above shows the object code produced for each form of the instruction. When possible, codes are given as hexadecimal bytes in the same order in which they appear in memory. Definitions of entries other than hexadecimal bytes are as follows:

- **REX.W** — Indicates the use of a REX prefix that affects operand size or instruction semantics. The ordering of the REX prefix and other optional/mandatory instruction prefixes are discussed Chapter 2. Note that REX prefixes that promote legacy instructions to 64-bit behavior are not listed explicitly in the opcode column.

- **/digit** — A digit between 0 and 7 indicates that the ModR/M byte of the instruction uses only the r/m (register or memory) operand. The reg field contains the digit that provides an extension to the instruction’s opcode.

- **/r** — Indicates that the ModR/M byte of the instruction contains a register operand and an r/m operand.

- **cb, cw, cd, cp, co, ct** — A 1-byte (cb), 2-byte (cw), 4-byte (cd), 6-byte (cp), 8-byte (co) or 10-byte (ct) value following the opcode. This value is used to specify a code offset and possibly a new value for the code segment register.

- **ib, iw, id, io** — A 1-byte (ib), 2-byte (iw), 4-byte (id) or 8-byte (io) immediate operand to the instruction that follows the opcode, ModR/M bytes or scale-indexing bytes. The opcode determines if the operand is a signed value. All words, doublewords and quadwords are given with the low-order byte first.

- **+rb, +rw, +rd, +ro** — A register code, from 0 through 7, added to the hexadecimal byte given at the left of the plus sign to form a single opcode byte. See Table 3-1 for the codes. The +ro columns in the table are applicable only in 64-bit mode.

- **+i** — A number used in floating-point instructions when one of the operands is ST(i) from the FPU register stack. The number i (which can range from 0 to 7) is added to the hexadecimal byte given at the left of the plus sign to form a single opcode byte.

**Table 3-1. Register Codes Associated With +rb, +rw, +rd, +ro**

<table>
<thead>
<tr>
<th>Register</th>
<th>REX.B</th>
<th>Reg Field</th>
<th>Register</th>
<th>REX.B</th>
<th>Reg Field</th>
<th>Register</th>
<th>REX.B</th>
<th>Reg Field</th>
<th>Register</th>
<th>REX.B</th>
<th>Reg Field</th>
</tr>
</thead>
<tbody>
<tr>
<td>AL</td>
<td>None</td>
<td>0</td>
<td>AX</td>
<td>None</td>
<td>0</td>
<td>EAX</td>
<td>None</td>
<td>0</td>
<td>RAX</td>
<td>None</td>
<td>0</td>
</tr>
<tr>
<td>CL</td>
<td>None</td>
<td>1</td>
<td>CX</td>
<td>None</td>
<td>1</td>
<td>ECX</td>
<td>None</td>
<td>1</td>
<td>RCX</td>
<td>None</td>
<td>1</td>
</tr>
<tr>
<td>DL</td>
<td>None</td>
<td>2</td>
<td>DX</td>
<td>None</td>
<td>2</td>
<td>EDX</td>
<td>None</td>
<td>2</td>
<td>RDX</td>
<td>None</td>
<td>2</td>
</tr>
<tr>
<td>BL</td>
<td>None</td>
<td>3</td>
<td>BX</td>
<td>None</td>
<td>3</td>
<td>EBX</td>
<td>None</td>
<td>3</td>
<td>RBX</td>
<td>None</td>
<td>3</td>
</tr>
<tr>
<td>AH</td>
<td>Not encodable (N.E.)</td>
<td>4</td>
<td>SP</td>
<td>None</td>
<td>4</td>
<td>ESP</td>
<td>None</td>
<td>4</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>CH</td>
<td>N.E.</td>
<td>5</td>
<td>BP</td>
<td>None</td>
<td>5</td>
<td>EBP</td>
<td>None</td>
<td>5</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>DH</td>
<td>N.E.</td>
<td>6</td>
<td>SI</td>
<td>None</td>
<td>6</td>
<td>ESI</td>
<td>None</td>
<td>6</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>BH</td>
<td>N.E.</td>
<td>7</td>
<td>DI</td>
<td>None</td>
<td>7</td>
<td>EDI</td>
<td>None</td>
<td>7</td>
<td>N/A</td>
<td>N/A</td>
<td>N/A</td>
</tr>
<tr>
<td>SPL</td>
<td>Yes</td>
<td>4</td>
<td>SP</td>
<td>None</td>
<td>4</td>
<td>ESP</td>
<td>None</td>
<td>4</td>
<td>RSP</td>
<td>None</td>
<td>4</td>
</tr>
<tr>
<td>BPL</td>
<td>Yes</td>
<td>5</td>
<td>BP</td>
<td>None</td>
<td>5</td>
<td>EBP</td>
<td>None</td>
<td>5</td>
<td>RBP</td>
<td>None</td>
<td>5</td>
</tr>
<tr>
<td>SIL</td>
<td>Yes</td>
<td>6</td>
<td>SI</td>
<td>None</td>
<td>6</td>
<td>ESI</td>
<td>None</td>
<td>6</td>
<td>RSI</td>
<td>None</td>
<td>6</td>
</tr>
<tr>
<td>DIL</td>
<td>Yes</td>
<td>7</td>
<td>DI</td>
<td>None</td>
<td>7</td>
<td>EDI</td>
<td>None</td>
<td>7</td>
<td>RDI</td>
<td>None</td>
<td>7</td>
</tr>
</tbody>
</table>

Registers R8 - R15 (see below): Available in 64-Bit Mode Only

<table>
<thead>
<tr>
<th>Register</th>
<th>REX.B</th>
<th>Reg Field</th>
</tr>
</thead>
<tbody>
<tr>
<td>R8L</td>
<td>Yes</td>
<td>0</td>
</tr>
<tr>
<td>R9L</td>
<td>Yes</td>
<td>1</td>
</tr>
<tr>
<td>R10L</td>
<td>Yes</td>
<td>2</td>
</tr>
<tr>
<td>R11L</td>
<td>Yes</td>
<td>3</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Register</th>
<th>REX.B</th>
<th>Reg Field</th>
</tr>
</thead>
<tbody>
<tr>
<td>R8D</td>
<td>Yes</td>
<td>0</td>
</tr>
<tr>
<td>R9D</td>
<td>Yes</td>
<td>1</td>
</tr>
<tr>
<td>R10D</td>
<td>Yes</td>
<td>2</td>
</tr>
<tr>
<td>R11D</td>
<td>Yes</td>
<td>3</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Register</th>
<th>REX.B</th>
<th>Reg Field</th>
</tr>
</thead>
<tbody>
<tr>
<td>R8</td>
<td>Yes</td>
<td>0</td>
</tr>
<tr>
<td>R9</td>
<td>Yes</td>
<td>1</td>
</tr>
<tr>
<td>R10</td>
<td>Yes</td>
<td>2</td>
</tr>
<tr>
<td>R11</td>
<td>Yes</td>
<td>3</td>
</tr>
</tbody>
</table>
3.1.1.2 Opcode Column in the Instruction Summary Table (Instructions with VEX prefix)

In the Instruction Summary Table, the Opcode column presents each instruction encoded using the VEX prefix in following form (including the modR/M byte if applicable, the immediate byte if applicable):

```
VEX.[NDS],[128,256],[66,F2,F3].OF/OF3A/OF38.[W0,W1] opcode [/r] [/ib,/is4]
```

- **VEX**: indicates the presence of the VEX prefix is required. The VEX prefix can be encoded using the three-byte form (the first byte is C4H), or using the two-byte form (the first byte is C5H). The two-byte form of VEX only applies to those instructions that do not require the following fields to be encoded: VEX.mmmmm, VEX.W, VEX.X, VEX.B. Refer to Section 2.3 for more detail on the VEX prefix.

The encoding of various sub-fields of the VEX prefix is described using the following notations:

- **NDS, NDD, DDS**: specifies that VEX.vvvv field is valid for the encoding of a register operand:
  - VEX.NDS: VEX.vvvv encodes the first source register in an instruction syntax where the content of source registers will be preserved.
  - VEX.NDD: VEX.vvvv encodes the destination register that cannot be encoded by ModR/M:reg field.
  - VEX.DDS: VEX.vvvv encodes the second source register in a three-operand instruction syntax where the content of first source register will be overwritten by the result.
  - If none of NDS, NDD, and DDS is present, VEX.vvvv must be 1111b (i.e. VEX.vvvv does not encode an operand). The VEX.vvvv field can be encoded using either the 2-byte or 3-byte form of the VEX prefix.

- **128,256**: VEX.L field can be 0 (denoted by VEX.128 or VEX.LZ) or 1 (denoted by VEX.256). The VEX.L field can be encoded using either the 2-byte or 3-byte form of the VEX prefix. The presence of the notation VEX.256 or VEX.128 in the opcode column should be interpreted as follows:
  - If VEX.256 is present in the opcode column: The semantics of the instruction must be encoded with VEX.L = 1. An attempt to encode this instruction with VEX.L= 0 can result in one of two situations: (a) if VEX.128 version is defined, the processor will behave according to the defined VEX.128 behavior; (b) an #UD occurs if there is no VEX.128 version defined.
  - If VEX.128 is present in the opcode column but there is no VEX.256 version defined for the same opcode byte: Two situations apply: (a) For VEX-encoded, 128-bit SIMD integer instructions, software must encode the instruction with VEX.L = 0. The processor will treat the opcode byte encoded with VEX.L= 1 by causing an #UD exception; (b) For VEX-encoded, 128-bit packed floating-point instructions, software must encode the instruction with VEX.L = 0. The processor will treat the opcode byte encoded with VEX.L= 1 by causing an #UD exception (e.g. VMOVLPS).
  - If VEX.LIG is present in the opcode column: The VEX.L value is ignored. This generally applies to VEX-encoded scalar SIMD floating-point instructions. Scalar SIMD floating-point instruction can be distinguished from the mnemonic of the instruction. Generally, the last two letters of the instruction mnemonic would be either "SS", "SD", or "SI" for SIMD floating-point conversion instructions.
  - If VEX.LZ is present in the opcode column: The VEX.L must be encoded to be 0B, an #UD occurs if VEX.L is not zero.
— **66,F2,F3:** The presence or absence of these values map to the VEX.pp field encodings. If absent, this corresponds to VEX.pp=00B. If present, the corresponding VEX.pp value affects the “opcode” byte in the same way as if a SIMD prefix (66H, F2H or F3H) does to the ensuing opcode byte. Thus a non-zero encoding of VEX.pp may be considered as an implied 66H/F2H/F3H prefix. The VEX.pp field may be encoded using either the 2-byte or 3-byte form of the VEX prefix.

— **0F,0F3A,0F38:** The presence maps to a valid encoding of the VEX.mmmmm field. Only three encoded values of VEX.mmmmm are defined as valid, corresponding to the escape byte sequence of 0FH, 0F3AH and 0F38H. The effect of a valid VEX.mmmmm encoding on the ensuing opcode byte is same as if the corresponding escape byte sequence on the ensuing opcode byte for non-VEX encoded instructions. Thus a valid encoding of VEX.mmmmm may be considered as implies escape byte sequence of either 0FH, 0F3AH or 0F38H. The VEX.mmmmm field must be encoded using the 3-byte form of VEX prefix.

— **0F,0F3A,0F38 and 2-byte/3-byte VEX.** The presence of 0F3A and 0F38 in the opcode column implies that opcode can only be encoded by the three-byte form of VEX. The presence of 0F in the opcode column does not preclude the opcode to be encoded by the two-byte of VEX if the semantics of the opcode does not require any subfield of VEX not present in the two-byte form of the VEX prefix.

— **W0:** VEX.W=0.

— **W1:** VEX.W=1.

— The presence of W0/W1 in the opcode column applies to two situations: (a) it is treated as an extended opcode bit, (b) the instruction semantics support an operand size promotion to 64-bit of a general-purpose register operand or a 32-bit memory operand. The presence of W1 in the opcode column implies the opcode must be encoded using the 3-byte form of the VEX prefix. The presence of W0 in the opcode column does not preclude the opcode to be encoded using the CSH form of the VEX prefix, if the semantics of the opcode does not require other VEX subfields not present in the two-byte form of the VEX prefix. Please see Section 2.3 on the subfield definitions within VEX.

— **WIG:** can use CSH form (if not requiring VEX.mmmmm) or VEX.W value is ignored in the C4H form of VEX prefix.

— If WIG is present, the instruction may be encoded using either the two-byte form or the three-byte form of VEX. When encoding the instruction using the three-byte form of VEX, the value of VEX.W is ignored.

• **opcode:** Instruction opcode.

• **/is4:** An 8-bit immediate byte is present containing a source register specifier in imm[7:4] and instruction-specific payload in imm[3:0].

• In general, the encoding of VEX.R, VEX.X, VEX.B field are not shown explicitly in the opcode column. The encoding scheme of VEX.R, VEX.X, VEX.B fields must follow the rules defined in Section 2.3.

### 3.1.1.3 Instruction Column in the Opcode Summary Table

The "Instruction" column gives the syntax of the instruction statement as it would appear in an ASM386 program. The following is a list of the symbols used to represent operands in the instruction statements:

• **rel8** — A relative address in the range from 128 bytes before the end of the instruction to 127 bytes after the end of the instruction.

• **rel16, rel32** — A relative address within the same code segment as the instruction assembled. The rel16 symbol applies to instructions with an operand-size attribute of 16 bits; the rel32 symbol applies to instructions with an operand-size attribute of 32 bits.

• **ptr16:16, ptr16:32** — A far pointer, typically to a code segment different from that of the instruction. The notation 16:16 indicates that the value of the pointer has two parts. The value to the left of the colon is a 16-bit selector or value destined for the code segment register. The value to the right corresponds to the offset within the destination segment. The ptr16:16 symbol is used when the instruction’s operand-size attribute is 16 bits; the ptr16:32 symbol is used when the operand-size attribute is 32 bits.

• **r8** — One of the byte general-purpose registers: AL, CL, DL, BL, AH, CH, DH, BH, BPL, SPL, DIL and SIL; or one of the byte registers (R8L - R15L) available when using REX.R and 64-bit mode.

• **r16** — One of the word general-purpose registers: AX, CX, DX, BX, SP, BP, SI, DI; or one of the word registers (R8-R15) available when using REX.R and 64-bit mode.
• **r32** — One of the doubleword general-purpose registers: EAX, ECX, EDX, EBX, ESP, EBP, ESI, EDI; or one of the doubleword registers (R8D - R15D) available when using REX.R in 64-bit mode.

• **r64** — One of the quadword general-purpose registers: RAX, RBX, RCX, RDX, RDI, RSI, RBP, RSP, R8–R15. These are available when using REX.R and 64-bit mode.

• **imm8** — An immediate byte value. The imm8 symbol is a signed number between –128 and +127 inclusive. For instructions in which imm8 is combined with a word or doubleword operand, the immediate value is sign-extended to form a word or doubleword. The upper byte of the word is filled with the topmost bit of the immediate value.

• **imm16** — An immediate word value used for instructions whose operand-size attribute is 16 bits. This is a number between –32,768 and +32,767 inclusive.

• **imm32** — An immediate doubleword value used for instructions whose operand-size attribute is 32 bits. It allows the use of a number between +2,147,483,647 and –2,147,483,648 inclusive.

• **imm64** — An immediate quadword value used for instructions whose operand-size attribute is 64 bits. The value allows the use of a number between +9,223,372,036,854,775,807 and –9,223,372,036,854,775,808 inclusive.

• **r/m8** — A byte operand that is either the contents of a byte general-purpose register (AL, CL, DL, BL, AH, CH, DH, BH, BPL, SPL, DIL and SIL) or a byte from memory. Byte registers R8L - R15L are available using REX.R in 64-bit mode.

• **r/m16** — A word general-purpose register or memory operand used for instructions whose operand-size attribute is 16 bits. The word general-purpose registers are: AX, CX, DX, BX, SP, BP, SI, DI. The contents of memory are found at the address provided by the effective address computation. Word registers R8W - R15W are available using REX.R in 64-bit mode.

• **r/m32** — A doubleword general-purpose register or memory operand used for instructions whose operand-size attribute is 32 bits. The doubleword general-purpose registers are: EAX, ECX, EDX, EBX, ESP, EBP, ESI, EDI. The contents of memory are found at the address provided by the effective address computation. Doubleword registers R8D - R15D are available when using REX.R in 64-bit mode.

• **r/m64** — A quadword general-purpose register or memory operand used for instructions whose operand-size attribute is 64 bits when using REX.W. Quadword general-purpose registers are: RAX, RBX, RCX, RDX, RDI, RSI, RBP, RSP, R8–R15; these are available only in 64-bit mode. The contents of memory are found at the address provided by the effective address computation.

• **m** — A 16-, 32- or 64-bit operand in memory.

• **m8** — A byte operand in memory, usually expressed as a variable or array name, but pointed to by the DS:(E)SI or ES:(E)DI registers. In 64-bit mode, it is pointed to by the RSI or RDI registers.

• **m16** — A word operand in memory, usually expressed as a variable or array name, but pointed to by the DS:(E)SI or ES:(E)DI registers. This nomenclature is used only with the string instructions.

• **m32** — A doubleword operand in memory, usually expressed as a variable or array name, but pointed to by the DS:(E)SI or ES:(E)DI registers. This nomenclature is used only with the string instructions.

• **m64** — A memory quadword operand in memory.

• **m128** — A memory double quadword operand in memory.

• **m16:16, m16:32 & m16:64** — A memory operand containing a far pointer composed of two numbers. The number to the left of the colon corresponds to the pointer's segment selector. The number to the right corresponds to its offset.

• **m16&32, m16&16, m32&32, m16&64** — A memory operand consisting of data item pairs whose sizes are indicated on the left and the right side of the ampersand. All memory addressing modes are allowed. The m16&16 and m32&32 operands are used by the BOUND instruction to provide an operand containing an upper and lower bounds for array indices. The m16&32 operand is used by LIDT and LGDT to provide a word with which to load the limit field, and a doubleword with which to load the base field of the corresponding GDTR and IDTR registers. The m16&64 operand is used by LIDT and LGDT in 64-bit mode to provide a word with which to load the limit field, and a quadword with which to load the base field of the corresponding GDTR and IDTR registers.

• **moffs8, moffs16, moffs32, moffs64** — A simple memory variable (memory offset) of type byte, word, or doubleword used by some variants of the MOV instruction. The actual address is given by a simple offset.
relative to the segment base. No ModR/M byte is used in the instruction. The number shown with moffs indicates its size, which is determined by the address-size attribute of the instruction.

- **Sreg** — A segment register. The segment register bit assignments are ES = 0, CS = 1, SS = 2, DS = 3, FS = 4, and GS = 5.
- **m32fp, m64fp, m80fp** — A single-precision, double-precision, and double extended-precision (respectively) floating-point operand in memory. These symbols designate floating-point values that are used as operands for x87 FPU floating-point instructions.
- **m16int, m32int, m64int** — A word, doubleword, and quadword integer (respectively) operand in memory. These symbols designate integers that are used as operands for x87 FPU integer instructions.
- **ST or ST(0)** — The top element of the FPU register stack.
- **ST(i)** — The \( i \)th element from the top of the FPU register stack (\( i \leftarrow 0 \) through 7).
- **mm** — An MMX register. The 64-bit MMX registers are: MM0 through MM7.
- **mm/m32** — The low order 32 bits of an MMX register or a 32-bit memory operand. The 64-bit MMX registers are: MM0 through MM7. The contents of memory are found at the address provided by the effective address computation.
- **mm/m64** — An MMX register or a 64-bit memory operand. The 64-bit MMX registers are: MM0 through MM7. The contents of memory are found at the address provided by the effective address computation.
- **xmm** — An XMM register. The 128-bit XMM registers are: XMM0 through XMM7; XMM8 through XMM15 are available using REX.R in 64-bit mode.
- **xmm/m32** — An XMM register or a 32-bit memory operand. The 128-bit XMM registers are XMM0 through XMM7; XMM8 through XMM15 are available using REX.R in 64-bit mode. The contents of memory are found at the address provided by the effective address computation.
- **xmm/m64** — An XMM register or a 64-bit memory operand. The 128-bit SIMD floating-point registers are XMM0 through XMM7; XMM8 through XMM15 are available using REX.R in 64-bit mode. The contents of memory are found at the address provided by the effective address computation.
- **xmm/m128** — An XMM register or a 128-bit memory operand. The 128-bit XMM registers are XMM0 through XMM7; XMM8 through XMM15 are available using REX.R in 64-bit mode. The contents of memory are found at the address provided by the effective address computation.
- **<XMM0>** — indicates implied use of the XMM0 register.
  When there is ambiguity, xmm1 indicates the first source operand using an XMM register and xmm2 the second source operand using an XMM register.
  Some instructions use the XMM0 register as the third source operand, indicated by <XMM0>. The use of the third XMM register operand is implicit in the instruction encoding and does not affect the ModR/M encoding.
- **ymm** — a YMM register. The 256-bit YMM registers are: YMM0 through YMM7; YMM8 through YMM15 are available in 64-bit mode.
- **m256** — A 32-byte operand in memory. This nomenclature is used only with AVX instructions.
- **ymm/m256** — a YMM register or 256-bit memory operand.
- **<YMM0>** — indicates use of the YMM0 register as an implicit argument.
- **SRC1** — Denotes the first source operand in the instruction syntax of an instruction encoded with the VEX prefix and having two or more source operands.
- **SRC2** — Denotes the second source operand in the instruction syntax of an instruction encoded with the VEX prefix and having two or more source operands.
- **SRC3** — Denotes the third source operand in the instruction syntax of an instruction encoded with the VEX prefix and having three source operands.
- **SRC** — The source in a AVX single-source instruction or the source in a Legacy SSE instruction.
- **DST** — the destination in a AVX instruction. In Legacy SSE instructions can be either the destination, first source, or both. This field is encoded by reg_field.
3.1.1.4 Operand Encoding Column in the Instruction Summary Table

The “operand encoding” column is abbreviated as Op/En in the Instruction Summary table heading. Instruction operand encoding information is provided for each assembly instruction syntax using a letter to cross reference to a row entry in the operand encoding definition table that follows the instruction summary table. The operand encoding table in each instruction reference page lists each instruction operand (according to each instruction syntax and operand ordering shown in the instruction column) relative to the ModRM byte, VEX.vvvv field or additional operand encoding placement.

NOTES
- The letters in the Op/En column of an instruction apply ONLY to the encoding definition table immediately following the instruction summary table.
- In the encoding definition table, the letter ‘r’ within a pair of parenthesis denotes the content of the operand will be read by the processor. The letter ‘w’ within a pair of parenthesis denotes the content of the operand will be updated by the processor.

3.1.1.5 64/32-bit Mode Column in the Instruction Summary Table

The “64/32-bit Mode” column indicates whether the opcode sequence is supported in (a) 64-bit mode or (b) the Compatibility mode and other IA-32 modes that apply in conjunction with the CPUID feature flag associated specific instruction extensions.

The 64-bit mode support is to the left of the ‘slash’ and has the following notation:
- V — Supported.
- I — Not supported.
- N.E. — Indicates an instruction syntax is not encodable in 64-bit mode (it may represent part of a sequence of valid instructions in other modes).
- N.P. — Indicates the REX prefix does not affect the legacy instruction in 64-bit mode.
- N.I. — Indicates the opcode is treated as a new instruction in 64-bit mode.
- N.S. — Indicates an instruction syntax that requires an address override prefix in 64-bit mode and is not supported. Using an address override prefix in 64-bit mode may result in model-specific execution behavior.

The Compatibility/Legacy Mode support is to the right of the ‘slash’ and has the following notation:
- V — Supported.
- I — Not supported.
- N.E. — Indicates an Intel 64 instruction mnemonics/syntax that is not encodable; the opcode sequence is not applicable as an individual instruction in compatibility mode or IA-32 mode. The opcode may represent a valid sequence of legacy IA-32 instructions.

3.1.1.6 CPUID Support Column in the Instruction Summary Table

The fourth column holds abbreviated CPUID feature flags (e.g. appropriate bit in CPUID.1.ECX, CPUID.1.EDX for SSE/SSE2/SSE3/SSSE3/SSE4.1/SSE4.2/AESNI/PCLMULQDQ/AVX/RDRAND support) that indicate processor support for the instruction. If the corresponding flag is ‘0’, the instruction will #UD.

3.1.1.7 Description Column in the Instruction Summary Table

The “Description” column briefly explains forms of the instruction.

3.1.1.8 Description Section

Each instruction is then described by number of information sections. The “Description” section describes the purpose of the instructions and required operands in more detail.

Summary of terms that may be used in the description section:
• **Legacy SSE**: Refers to SSE, SSE2, SSE3, SSSE3, SSE4, AESNI, PCLMULQDQ and any future instruction sets referencing XMM registers and encoded without a VEX prefix.

• **VEX.vvvv**: The VEX bitfield specifying a source or destination register (in 1’s complement form).

• **rm_field**: shorthand for the ModR/M r/m field and any REX.B

• **reg_field**: shorthand for the ModR/M reg field and any REX.R

### 3.1.1.9 Operation Section

The “Operation” section contains an algorithm description (frequently written in pseudo-code) for the instruction. Algorithms are composed of the following elements:

- Comments are enclosed within the symbol pairs "(*) and "*").
- Compound statements are enclosed in keywords, such as: IF, THEN, ELSE and FI for an if statement; DO and OD for a do statement; or CASE... OF for a case statement.
- A register name implies the contents of the register. A register name enclosed in brackets implies the contents of the location whose address is contained in that register. For example, ES:[DI] indicates the contents of the location whose ES segment relative address is in register DI. [SI] indicates the contents of the address contained in register SI relative to the SI register’s default segment (DS) or the overridden segment.
- Parentheses around the "E" in a general-purpose register name, such as (E)SI, indicates that the offset is read from the SI register if the address-size attribute is 16, from the ESI register if the address-size attribute is 32. Parentheses around the "R" in a general-purpose register name, (R)SI, in the presence of a 64-bit register definition such as (R)SI, indicates that the offset is read from the 64-bit RSI register if the address-size attribute is 64.
- Brackets are used for memory operands where they mean that the contents of the memory location is a segment-relative offset. For example, [SRC] indicates that the content of the source operand is a segment-relative offset.
- A ← B indicates that the value of B is assigned to A.
- The symbols =, ≠, >, <, ≥, and ≤ are relational operators used to compare two values: meaning equal, not equal, greater or equal, less or equal, respectively. A relational expression such as A ← B is TRUE if the value of A is equal to B; otherwise it is FALSE.
- The expression "« COUNT" and "» COUNT" indicates that the destination operand should be shifted left or right by the number of bits indicated by the count operand.

The following identifiers are used in the algorithmic descriptions:

- **OperandSize and AddressSize** — The OperandSize identifier represents the operand-size attribute of the instruction, which is 16, 32 or 64-bits. The AddressSize identifier represents the address-size attribute, which is 16, 32 or 64-bits. For example, the following pseudo-code indicates that the operand-size attribute depends on the form of the MOV instruction used.

```plaintext
IF Instruction ← MOVw
    THEN OperandSize = 16;
ELSE
    IF Instruction ← MOVD
        THEN OperandSize = 32;
    ELSE
        IF Instruction ← MOVQ
            THEN OperandSize = 64;
    FI;
FI;
```

See “Operand-Size and Address-Size Attributes” in Chapter 3 of the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1*, for guidelines on how these attributes are determined.
• **StackAddrSize** — Represents the stack address-size attribute associated with the instruction, which has a value of 16, 32 or 64-bits. See “Address-Size Attribute for Stack” in Chapter 6, “Procedure Calls, Interrupts, and Exceptions,” of the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1*.

• **SRC** — Represents the source operand.

• **DEST** — Represents the destination operand.

• **VLMAX** — The maximum vector register width pertaining to the instruction. This is not the vector-length encoding in the instruction’s prefix but is instead determined by the current value of XCR0. For existing processors, VLMAX is 256 whenever XCR0.YMM[bit 2] is 1. Future processors may defined new bits in XCR0 whose setting may imply other values for VLMAX.

Vol. 2A 3-9

<table>
<thead>
<tr>
<th>XCR0 Component</th>
<th>VLMAX</th>
</tr>
</thead>
<tbody>
<tr>
<td>XCR0.YMM</td>
<td>256</td>
</tr>
</tbody>
</table>

The following functions are used in the algorithmic descriptions:

• **ZeroExtend(value)** — Returns a value zero-extended to the operand-size attribute of the instruction. For example, if the operand-size attribute is 32, zero extending a byte value of –10 converts the byte from F6H to a doubleword value of 0000000000000F6H. If the value passed to the ZeroExtend function and the operand-size attribute are the same size, ZeroExtend returns the value unaltered.

• **SignExtend(value)** — Returns a value sign-extended to the operand-size attribute of the instruction. For example, if the operand-size attribute is 32, sign extending a byte containing the value –10 converts the byte from F6H to a doubleword value of 0000000000000000FFFFFF6H. If the value passed to the SignExtend function and the operand-size attribute are the same size, SignExtend returns the value unaltered.

• **SaturateSignedWordToSignedByte** — Converts a signed 16-bit value to a signed 8-bit value. If the signed 16-bit value is less than –128, it is represented by the saturated value -128 (80H); if it is greater than 127, it is represented by the saturated value 127 (7FH).

• **SaturateSignedDwordToSignedWord** — Converts a signed 32-bit value to a signed 16-bit value. If the signed 32-bit value is less than –32768, it is represented by the saturated value –32768 (8000H); if it is greater than 32767, it is represented by the saturated value 32767 (7FFFH).

• **SaturateSignedWordToUnsignedByte** — Converts a signed 16-bit value to an unsigned 8-bit value. If the signed 16-bit value is less than zero, it is represented by the saturated value zero (00H); if it is greater than 255, it is represented by the saturated value 255 (FFH).

• **SaturateToSignedByte** — Represents the result of an operation as a signed 8-bit value. If the result is less than –128, it is represented by the saturated value –128 (80H); if it is greater than 127, it is represented by the saturated value 127 (7FH).

• **SaturateToSignedWord** — Represents the result of an operation as a signed 16-bit value. If the result is less than –32768, it is represented by the saturated value –32768 (8000H); if it is greater than 32767, it is represented by the saturated value 32767 (7FFFH).

• **SaturateToUnsignedByte** — Represents the result of an operation as a signed 8-bit value. If the result is less than zero it is represented by the saturated value zero (00H); if it is greater than 255, it is represented by the saturated value 255 (FFH).

• **SaturateToUnsignedWord** — Represents the result of an operation as a signed 16-bit value. If the result is less than zero it is represented by the saturated value zero (00H); if it is greater than 65535, it is represented by the saturated value 65535 (FFFFH).

• **LowOrderWord(DEST * SRC)** — Multiplies a word operand by a word operand and stores the least significant word of the doubleword result in the destination operand.

• **HighOrderWord(DEST * SRC)** — Multiplies a word operand by a word operand and stores the most significant word of the doubleword result in the destination operand.

• **Push(value)** — Pushes a value onto the stack. The number of bytes pushed is determined by the operand-size attribute of the instruction. See the “Operation” subsection of the “PUSH—Push Word, Doubleword or
Quadword Onto the Stack” section in Chapter 4 of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2B.

- **Pop()** removes the value from the top of the stack and returns it. The statement EAX ← Pop(); assigns to EAX the 32-bit value from the top of the stack. Pop will return either a word, a doubleword or a quadword depending on the operand-size attribute. See the “Operation” subsection in the “POP—Pop a Value from the Stack” section of Chapter 4 of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2B.

- **PopRegisterStack** — Marks the FPU ST(0) register as empty and increments the FPU register stack pointer (TOP) by 1.

- **Switch-Tasks** — Performs a task switch.

- **Bit(BitBase, BitOffset)** — Returns the value of a bit within a bit string. The bit string is a sequence of bits in memory or a register. Bits are numbered from low-order to high-order within registers and within memory bytes. If the BitBase is a register, the BitOffset can be in the range 0 to [15, 31, 63] depending on the mode and register size. See Figure 3-1: the function Bit[RAX, 21] is illustrated.

![Figure 3-1. Bit Offset for BIT[RAX, 21]](image)

If BitBase is a memory address, the BitOffset can range has different ranges depending on the operand size (see Table 3-2).

<table>
<thead>
<tr>
<th>Operand Size</th>
<th>Immediate BitOffset</th>
<th>Register BitOffset</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>0 to 15</td>
<td>−2^{15} to 2^{15} – 1</td>
</tr>
<tr>
<td>32</td>
<td>0 to 31</td>
<td>−2^{31} to 2^{31} – 1</td>
</tr>
<tr>
<td>64</td>
<td>0 to 63</td>
<td>−2^{63} to 2^{63} – 1</td>
</tr>
</tbody>
</table>

The addressed bit is numbered (Offset MOD 8) within the byte at address (BitBase + (BitOffset DIV 8)) where DIV is signed division with rounding towards negative infinity and MOD returns a positive number (see Figure 3-2).
3.1.1.10 Intel® C/C++ Compiler Intrinsics Equivalents Section

The Intel C/C++ compiler intrinsics equivalents are special C/C++ coding extensions that allow using the syntax of C function calls and C variables instead of hardware registers. Using these intrinsics frees programmers from having to manage registers and assembly programming. Further, the compiler optimizes the instruction scheduling so that executable run faster.

The following sections discuss the intrinsics API and the MMX technology and SIMD floating-point intrinsics. Each intrinsic equivalent is listed with the instruction description. There may be additional intrinsics that do not have an instruction equivalent. It is strongly recommended that the reader reference the compiler documentation for the complete list of supported intrinsics.


Intrinsics API

The benefit of coding with MMX technology intrinsics and the SSE/SSE2/SSE3 intrinsics is that you can use the syntax of C function calls and C variables instead of hardware registers. This frees you from managing registers and programming assembly. Further, the compiler optimizes the instruction scheduling so that your executable runs faster. For each computational and data manipulation instruction in the new instruction set, there is a corresponding C intrinsic that implements it directly. The intrinsics allow you to specify the underlying implementation (instruction selection) of an algorithm yet leave instruction scheduling and register allocation to the compiler.

MMX™ Technology Intrinsics

The MMX technology intrinsics are based on a __m64 data type that represents the specific contents of an MMX technology register. You can specify values in bytes, short integers, 32-bit values, or a 64-bit object. The __m64 data type, however, is not a basic ANSI C data type, and therefore you must observe the following usage restrictions:

- Use __m64 data only on the left-hand side of an assignment, as a return value, or as a parameter. You cannot use it with other arithmetic expressions ("+", ">>", and so on).
- Use __m64 objects in aggregates, such as unions to access the byte elements and structures; the address of an __m64 object may be taken.
- Use __m64 data only with the MMX technology intrinsics described in this manual and Intel® C/C++ compiler documentation.
- See:
  - http://www.intel.com/support/performancetools/

— SSE/SSE2/SSE3 Intrinsics

— SSE/SSE2/SSE3 intrinsics all make use of the XMM registers of the Pentium III, Pentium 4, and Intel Xeon processors. There are three data types supported by these intrinsics: __m128, __m128d, and __m128i.

• The __m128 data type is used to represent the contents of an XMM register used by an SSE intrinsic. This is either four packed single-precision floating-point values or a scalar single-precision floating-point value.

• The __m128d data type holds two packed double-precision floating-point values or a scalar double-precision floating-point value.

• The __m128i data type can hold sixteen byte, eight word, or four doubleword, or two quadword integer values.

The compiler aligns __m128, __m128d, and __m128i local and global data to 16-byte boundaries on the stack. To align integer, float, or double arrays, use the declspec statement as described in Intel C/C++ compiler documentation. See http://www.intel.com/support/performancetools/.

The __m128, __m128d, and __m128i data types are not basic ANSI C data types and therefore some restrictions are placed on its usage:

• Use __m128, __m128d, and __m128i only on the left-hand side of an assignment, as a return value, or as a parameter. Do not use it in other arithmetic expressions such as "+" and ">>.

• Do not initialize __m128, __m128d, and __m128i with literals; there is no way to express 128-bit constants.

• Use __m128, __m128d, and __m128i objects in aggregates, such as unions (for example, to access the float elements) and structures. The address of these objects may be taken.

• Use __m128, __m128d, and __m128i data only with the intrinsics described in this user’s guide. See Appendix C, “Intel® C/C++ Compiler Intrinsics and Functional Equivalents,” in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2C, for more information on using intrinsics.

The compiler aligns __m128, __m128d, and __m128i local data to 16-byte boundaries on the stack. Global __m128 data is also aligned on 16-byte boundaries. (To align float arrays, you can use the alignment declspec described in the following section.) Because the new instruction set treats the SIMD floating-point registers in the same way whether you are using packed or scalar data, there is no __m32 data type to represent scalar data as you might expect. For scalar operations, you should use the __m128 objects and the “scalar” forms of the intrinsics; the compiler and the processor implement these operations with 32-bit memory references.

The suffixes ps and ss are used to denote “packed single” and “scalar single” precision operations. The packed floats are represented in right-to-left order, with the lowest word (right-most) being used for scalar operations: [z, y, x, w]. To explain how memory storage reflects this, consider the following example.

The operation:

```c
float a[4] ← { 1.0, 2.0, 3.0, 4.0 };
__m128 t ← _mm_load_ps(a);
```

Produces the same result as follows:

```c
__m128 t ← _mm_set_ps(4.0, 3.0, 2.0, 1.0);
```

In other words:

```c
t ← [ 4.0, 3.0, 2.0, 1.0 ]
```

Where the “scalar” element is 1.0.

Some intrinsics are “composites” because they require more than one instruction to implement them. You should be familiar with the hardware features provided by the SSE, SSE2, SSE3, and MMX technology when writing programs with the intrinsics.

Keep the following important issues in mind:

• Certain intrinsics, such as _mm_loadr_ps and _mm_cmpgt_ss, are not directly supported by the instruction set. While these intrinsics are convenient programming aids, be mindful of their implementation cost.

• Data loaded or stored as __m128 objects must generally be 16-byte-aligned.
Some intrinsics require that their argument be immediates, that is, constant integers (literals), due to the nature of the instruction.

The result of arithmetic operations acting on two NaN (Not a Number) arguments is undefined. Therefore, floating-point operations using NaN arguments may not match the expected behavior of the corresponding assembly instructions.

For a more detailed description of each intrinsic and additional information related to its usage, refer to Intel C/C++ compiler documentation. See:


### 3.1.1.11  Flags Affected Section

The “Flags Affected” section lists the flags in the EFLAGS register that are affected by the instruction. When a flag is cleared, it is equal to 0; when it is set, it is equal to 1. The arithmetic and logical instructions usually assign values to the status flags in a uniform manner (see Appendix A, “EFLAGS Cross-Reference,” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1*). Non-conventional assignments are described in the “Operation” section. The values of flags listed as *undefined* may be changed by the instruction in an indeterminate manner. Flags that are not listed are unchanged by the instruction.

### 3.1.1.12  FPU Flags Affected Section

The floating-point instructions have an “FPU Flags Affected” section that describes how each instruction can affect the four condition code flags of the FPU status word.

### 3.1.1.13  Protected Mode Exceptions Section

The “Protected Mode Exceptions” section lists the exceptions that can occur when the instruction is executed in protected mode and the reasons for the exceptions. Each exception is given a mnemonic that consists of a pound sign (#) followed by two letters and an optional error code in parentheses. For example, #GP(0) denotes a general protection exception with an error code of 0. Table 3-3 associates each two-letter mnemonic with the corresponding exception vector and name. See Chapter 6, “Procedure Calls, Interrupts, and Exceptions,” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*, for a detailed description of the exceptions.

Application programmers should consult the documentation provided with their operating systems to determine the actions taken when exceptions occur.

### Table 3-3. Intel 64 and IA-32 General Exceptions

<table>
<thead>
<tr>
<th>Vector</th>
<th>Name</th>
<th>Source</th>
<th>Protected Mode</th>
<th>Real Address Mode</th>
<th>Virtual 8086 Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>#DE—Divide Error</td>
<td>DIV and IDIV instructions.</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>1</td>
<td>#DB—Debug</td>
<td>Any code or data reference.</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>3</td>
<td>#BP—Breakpoint</td>
<td>INT 3 instruction.</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>4</td>
<td>#OF—Overflow</td>
<td>INTO instruction.</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>5</td>
<td>#BR—BOUND Range Exceeded</td>
<td>BOUND instruction.</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>6</td>
<td>#UD—Invalid Opcode (Undefined Opcode)</td>
<td>UD2 instruction or reserved opcode.</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>7</td>
<td>#NM—Device Not Available (No Math Coprocessor)</td>
<td>Floating-point or WAIT/FWAIT instruction.</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
<tr>
<td>8</td>
<td>#DF—Double Fault</td>
<td>Any instruction that can generate an exception, an NMI, or an INTR.</td>
<td>Yes</td>
<td>Yes</td>
<td>Yes</td>
</tr>
</tbody>
</table>
The “Real-Address Mode Exceptions” section lists the exceptions that can occur when the instruction is executed in real-address mode (see Table 3-3).

The “Virtual-8086 Mode Exceptions” section lists the exceptions that can occur when the instruction is executed in virtual-8086 mode (see Table 3-3).

The “Floating-Point Exceptions” section lists exceptions that can occur when an x87 FPU floating-point instruction is executed. All of these exception conditions result in a floating-point error exception (#MF, exception 16) being generated. Table 3-4 associates a one- or two-letter mnemonic with the corresponding exception name. See “Floating-Point Exception Conditions” in Chapter 8 of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1, for a detailed description of these exceptions.
3.1.1.17  SIMD Floating-Point Exceptions Section

The “SIMD Floating-Point Exceptions” section lists exceptions that can occur when an SSE/SSE2/SSE3 floating-point instruction is executed. All of these exception conditions result in a SIMD floating-point error exception (\#XM, exception 19) being generated. Table 3-5 associates a one-letter mnemonic with the corresponding exception name. For a detailed description of these exceptions, refer to “SSE and SSE2 Exceptions”, in Chapter 11 of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1.

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Name</th>
<th>Source</th>
</tr>
</thead>
</table>
| #I       | Floating-point invalid operation: | - Stack overflow or underflow  
- Invalid arithmetic operation |
| #A       | Floating-point invalid operation: | - x87 FPU stack overflow or underflow  
- Invalid FPU arithmetic operation |
| #Z       | Floating-point divide-by-zero | Divide-by-zero |
| #D       | Floating-point denormal operand | Source operand that is a denormal number |
| #O       | Floating-point numeric overflow | Overflow in result |
| #U       | Floating-point numeric underflow | Underflow in result |
| #P       | Floating-point inexact result (precision) | Inexact result (precision) |

3.1.1.18  Compatibility Mode Exceptions Section

This section lists exceptions that occur within compatibility mode.

3.1.1.19  64-Bit Mode Exceptions Section

This section lists exceptions that occur within 64-bit mode.

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.
### AAA—ASCII Adjust After Addition

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>37</td>
<td>AAA</td>
<td>NP</td>
<td>Invalid</td>
<td>Valid</td>
<td>ASCII adjust AL after addition.</td>
</tr>
</tbody>
</table>

#### InstructionOperand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

#### Description

Adjusts the sum of two unpacked BCD values to create an unpacked BCD result. The AL register is the implied source and destination operand for this instruction. The AAA instruction is only useful when it follows an ADD instruction that adds (binary addition) two unpacked BCD values and stores a byte result in the AL register. The AAA instruction then adjusts the contents of the AL register to contain the correct 1-digit unpacked BCD result.

If the addition produces a decimal carry, the AH register increments by 1, and the CF and AF flags are set. If there was no decimal carry, the CF and AF flags are cleared and the AH register is unchanged. In either case, bits 4 through 7 of the AL register are set to 0.

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

#### Operation

IF 64-Bit Mode
    THEN
    #UD;
ELSE
    IF ((AL AND 0FH) > 9) or (AF = 1)
    THEN
        AL ← AL + 6;
        AH ← AH + 1;
        AF ← 1;
        CF ← 1;
        AL ← AL AND 0FH;
    ELSE
        AF ← 0;
        CF ← 0;
        AL ← AL AND 0FH;
    FI;
FI;

#### Flags Affected

The AF and CF flags are set to 1 if the adjustment results in a decimal carry; otherwise they are set to 0. The OF, SF, ZF, and PF flags are undefined.

#### Protected Mode Exceptions

#UD If the LOCK prefix is used.

#### Real-Address Mode Exceptions

Same exceptions as protected mode.
Virtual-8086 Mode Exceptions
Same exceptions as protected mode.

Compatibility Mode Exceptions
Same exceptions as protected mode.

64-Bit Mode Exceptions
#UD If in 64-bit mode.
AAD—ASCII Adjust AX Before Division

### 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 \((AL + (10 \times AH))\), 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.

### Operation

\[
\text{IF 64-Bit Mode}
\]

\[
\quad \text{THEN}
\]

\[
\quad \text{#UD;}
\]

\[
\quad \text{ELSE}
\]

\[
\quad \quad \text{tempAL} \leftarrow AL;
\]

\[
\quad \quad \text{tempAH} \leftarrow AH;
\]

\[
\quad \quad AL \leftarrow (\text{tempAL} + (\text{tempAH} \times \text{imm8})) \text{ AND FFH};
\]

\[
\quad \quad (* \text{ imm8 is set to 0AH for the AAD mnemonic.}*)
\]

\[
\quad \quad AH \leftarrow 0;
\]

\[
\text{FI;}
\]

The immediate value \((imm8)\) is taken from the second byte of the instruction.

### Flags Affected
The SF, ZF, and PF flags are set according to the resulting binary value in the AL register; the OF, AF, and CF flags are undefined.

### Protected Mode Exceptions

#UD If the LOCK prefix is used.

### Real-Address Mode Exceptions
Same exceptions as protected mode.
**Virtual-8086 Mode Exceptions**
Same exceptions as protected mode.

**Compatibility Mode Exceptions**
Same exceptions as protected mode.

**64-Bit Mode Exceptions**

#UD  
If in 64-bit mode.
AAM—ASCII Adjust AX After Multiply

**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.

**Operation**

IF 64-Bit Mode
   THEN
   #UD;
   ELSE
   tempAL ← AL;
   AH ← tempAL / imm8; (* imm8 is set to 0AH for the AAM mnemonic *)
   AL ← tempAL MOD imm8;
   FI;

The immediate value (imm8) is taken from the second byte of the instruction.

**Flags Affected**

The SF, ZF, and PF flags are set according to the resulting binary value in the AL register. The OF, AF, and CF flags are undefined.

**Protected Mode Exceptions**

#DE If an immediate value of 0 is used.
#UD If the LOCK prefix is used.

**Real-Address Mode Exceptions**

Same exceptions as protected mode.

**Virtual-8086 Mode Exceptions**

Same exceptions as protected mode.
Compatibility Mode Exceptions
Same exceptions as protected mode.

64-Bit Mode Exceptions
#UD If in 64-bit mode.
AAS—ASCII Adjust AL After Subtraction

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>3F</td>
<td>AAS</td>
<td>NP</td>
<td>Invalid</td>
<td>Valid</td>
<td>ASCII adjust AL after subtraction.</td>
</tr>
</tbody>
</table>

Description

Adjusts the result of the subtraction of two unpacked BCD values to create a unpacked BCD result. The AL register is the implied source and destination operand for this instruction. The AAS instruction is only useful when it follows a SUB instruction that subtracts (binary subtraction) one unpacked BCD value from another and stores a byte result in the AL register. The AAA instruction then adjusts the contents of the AL register to contain the correct 1-digit unpacked BCD result.

If the subtraction produced a decimal carry, the AH register decrements by 1, and the CF and AF flags are set. If no decimal carry occurred, the CF and AF flags are cleared, and the AH register is unchanged. In either case, the AL register is left with its top four bits set to 0.

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

Operation

IF 64-bit mode
    THEN
        #UD;
    ELSE
        IF ((AL AND 0FH) > 9) or (AF = 1)
            THEN
                AX ← AX - 6;
                AH ← AH - 1;
                AF ← 1;
                CF ← 1;
                AL ← AL AND 0FH;
            ELSE
                CF ← 0;
                AF ← 0;
                AL ← AL AND 0FH;
            FI;
        FI;

Flags Affected

The AF and CF flags are set to 1 if there is a decimal borrow; otherwise, they are cleared to 0. The OF, SF, ZF, and PF flags are undefined.

Protected Mode Exceptions

#UD If the LOCK prefix is used.

Real-Address Mode Exceptions

Same exceptions as protected mode.
Virtual-8086 Mode Exceptions
Same exceptions as protected mode.

Compatibility Mode Exceptions
Same exceptions as protected mode.

64-Bit Mode Exceptions
#UD If in 64-bit mode.
ADC—Add with Carry

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-bit Mode</th>
<th>Compat/LEG Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>14 ib</td>
<td>ADC AL, imm8</td>
<td>I</td>
<td>Valid</td>
<td>Valid</td>
<td>Add with carry imm8 to AL.</td>
</tr>
<tr>
<td>15 iw</td>
<td>ADC AX, imm16</td>
<td>I</td>
<td>Valid</td>
<td>Valid</td>
<td>Add with carry imm16 to AX.</td>
</tr>
<tr>
<td>15 id</td>
<td>ADC EAX, imm32</td>
<td>I</td>
<td>Valid</td>
<td>Valid</td>
<td>Add with carry imm32 to EAX.</td>
</tr>
<tr>
<td>REX.W + 15 id</td>
<td>ADC RAX, imm32</td>
<td>I</td>
<td>Valid</td>
<td>N.E.</td>
<td>Add with carry imm32 sign extended to 64-bits to RAX.</td>
</tr>
<tr>
<td>80 /2 ib</td>
<td>ADC r/m8, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>Add with carry imm8 to r/m8.</td>
</tr>
<tr>
<td>REX + 80 /2 ib</td>
<td>ADC r/m8*, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>N.E.</td>
<td>Add with carry imm8 to r/m8.</td>
</tr>
<tr>
<td>81 /2 iw</td>
<td>ADC r/m16, imm16</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>Add with carry imm16 to r/m16.</td>
</tr>
<tr>
<td>81 /2 id</td>
<td>ADC r/m32, imm32</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>Add with CF imm32 to r/m32.</td>
</tr>
<tr>
<td>REX.W + 81 /2 id</td>
<td>ADC r/m64, imm32</td>
<td>MI</td>
<td>Valid</td>
<td>N.E.</td>
<td>Add with CF imm32 sign extended to 64-bits to r/m64.</td>
</tr>
<tr>
<td>83 /2 ib</td>
<td>ADC r/m16, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>Add with CF sign-extended imm8 to r/m16.</td>
</tr>
<tr>
<td>83 /2 ib</td>
<td>ADC r/m32, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>Add with CF sign-extended imm8 into r/m32.</td>
</tr>
<tr>
<td>REX.W + 83 /2 ib</td>
<td>ADC r/m64, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>N.E.</td>
<td>Add with CF sign-extended imm8 into r/m64.</td>
</tr>
<tr>
<td>10 /r</td>
<td>ADC r/m8, r8</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>Add with carry byte register to r/m8.</td>
</tr>
<tr>
<td>REX + 10 /r</td>
<td>ADC r/m8*, r8*</td>
<td>MR</td>
<td>Valid</td>
<td>N.E.</td>
<td>Add with carry byte register to r/m64.</td>
</tr>
<tr>
<td>11 /r</td>
<td>ADC r/m16, r16</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>Add with carry r16 to r/m16.</td>
</tr>
<tr>
<td>11 /r</td>
<td>ADC r/m32, r32</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>Add with CF r32 to r/m32.</td>
</tr>
<tr>
<td>REX.W + 11 /r</td>
<td>ADC r/m64, r64</td>
<td>MR</td>
<td>Valid</td>
<td>N.E.</td>
<td>Add with CF r64 to r/m64.</td>
</tr>
<tr>
<td>12 /r</td>
<td>ADC r8, r/m8</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Add with carry r/m8 to byte register.</td>
</tr>
<tr>
<td>REX + 12 /r</td>
<td>ADC r8*, r/m8*</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Add with carry r/m64 to byte register.</td>
</tr>
<tr>
<td>13 /r</td>
<td>ADC r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Add with carry r/m16 to r16.</td>
</tr>
<tr>
<td>13 /r</td>
<td>ADC r32, r/m32</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Add with CF r/m32 to r32.</td>
</tr>
<tr>
<td>REX.W + 13 /r</td>
<td>ADC r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Add with CF r/m64 to r64.</td>
</tr>
</tbody>
</table>

NOTES:
*In 64-bit mode, r/m8 can not be encoded to access the following byte registers if a REX prefix is used: AH, BH, CH, DH.

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRMreg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MR</td>
<td>ModRM:r/m (r, w)</td>
<td>ModRMreg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MI</td>
<td>ModRM:r/m (r, w)</td>
<td>imm8</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>I</td>
<td>AL/A/AX/EAX/RAX</td>
<td>imm8</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

Adds the destination operand (first operand), the source operand (second operand), and the carry (CF) flag and stores the result in the destination operand. The destination operand can be a register or a memory location; the source operand can be an immediate, a register, or a memory location. (However, two memory operands cannot be used in one instruction.) The state of the CF flag represents a carry from a previous addition. When an immediate value is used as an operand, it is sign-extended to the length of the destination operand format.
The ADC instruction does not distinguish between signed or unsigned operands. Instead, the processor evaluates the result for both data types and sets the OF and CF flags to indicate a carry in the signed or unsigned result, respectively. The SF flag indicates the sign of the signed result.

The ADC instruction is usually executed as part of a multibyte or multiword addition in which an ADD instruction is followed by an ADC instruction.

This instruction can be used with a LOCK prefix to allow the instruction to be executed atomically.

In 64-bit mode, the instruction’s default operation size is 32 bits. Using a REX prefix in the form of REX.R permits access to additional registers (R8-R15). Using a REX prefix in the form of REX.W promotes operation to 64 bits. See the summary chart at the beginning of this section for encoding data and limits.

**Operation**

\[
\text{DEST} \leftarrow \text{DEST} + \text{SRC} + \text{CF};
\]

**Intel C/C++ Compiler Intrinsic Equivalent**

ADC: extern unsigned char _addcarry_u8(unsigned char c_in, unsigned char src1, unsigned char src2, unsigned char *sum_out);
ADC: extern unsigned char _addcarry_u16(unsigned char c_in, unsigned short src1, unsigned short src2, unsigned short *sum_out);
ADC: extern unsigned char _addcarry_u32(unsigned char c_in, unsigned int src1, unsigned char int, unsigned int *sum_out);
ADC: extern unsigned char _addcarry_u64(unsigned char c_in, unsigned __int64 src1, unsigned __int64 src2, unsigned __int64 *sum_out);

**Flags Affected**

The OF, SF, ZF, AF, CF, and PF flags are set according to the result.

**Protected Mode Exceptions**

- **#GP(0)** If the destination is located in a non-writable segment.
- If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.
- **#SS(0)** If a memory operand effective address is outside the SS segment limit.
- **#PF(fault-code)** If a page fault occurs.
- **#AC(0)** If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
- **#UD** If the LOCK prefix is used but the destination is not a memory operand.

**Real-Address Mode Exceptions**

- **#GP** If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS** If a memory operand effective address is outside the SS segment limit.
- **#UD** If the LOCK prefix is used but the destination is not a memory operand.

**Virtual-8086 Mode Exceptions**

- **#GP(0)** If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS(0)** If a memory operand effective address is outside the SS segment limit.
- **#PF(fault-code)** If a page fault occurs.
- **#AC(0)** If alignment checking is enabled and an unaligned memory reference is made.
- **#UD** If the LOCK prefix is used but the destination is not a memory operand.
Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions

#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used but the destination is not a memory operand.
### ADCX — Unsigned Integer Addition of Two Operands with Carry Flag

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32bit Mode Support</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 38 F6 /r ADX r32, r/m32</td>
<td>RM</td>
<td>V/V</td>
<td>ADX</td>
<td>Unsigned addition of r32 with CF, r/m32 to r32, writes CF.</td>
</tr>
<tr>
<td>REX.w + 66 0F 38 F6 /r ADX r64, r/m64</td>
<td>RM</td>
<td>V/NE</td>
<td>ADX</td>
<td>Unsigned addition of r64 with CF, r/m64 to r64, writes CF.</td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

Performs an unsigned addition of the destination operand (first operand), the source operand (second operand) and the carry-flag (CF) and stores the result in the destination operand. The destination operand is a general-purpose register, whereas the source operand can be a general-purpose register or memory location. The state of CF can represent a carry from a previous addition. The instruction sets the CF flag with the carry generated by the unsigned addition of the operands.

The ADCX instruction is executed in the context of multi-precision addition, where we add a series of operands with a carry-chain. At the beginning of a chain of additions, we need to make sure the CF is in a desired initial state. Often, this initial state needs to be 0, which can be achieved with an instruction to zero the CF (e.g. XOR).

This instruction is 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, the default operation size is 32 bits. Using a REX Prefix in the form of REX.R permits access to additional registers (R8-15). Using REX Prefix in the form of REX.W promotes operation to 64 bits.

ADCX executes normally either inside or outside a transaction region.

Note: ADCX defines the OF flag differently than the ADD/ADC instructions as defined in *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A*.

### Operation

IF OperandSize is 64-bit


FI;

### Flags Affected

CF is updated based on result. OF, SF, ZF, AF and PF flags are unmodified.

### Intel C/C++ Compiler Intrinsic Equivalent

- `unsigned char _addcarryx_u32 (unsigned char c_in, unsigned int src1, unsigned int src2, unsigned int *sum_out);`
- `unsigned char _addcarryx_u64 (unsigned char c_in, unsigned __int64 src1, unsigned __int64 src2, unsigned __int64 *sum_out);`

### SIMD Floating-Point Exceptions

None

### Protected Mode Exceptions

- **#UD**  
  If the LOCK prefix is used.
If CPUID.(EAX=07H, ECX=0H):EBX.ADX[bit 19] = 0.

#SS(0) For an illegal address in the SS segment.
#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.
#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**

#UD If the LOCK prefix is used.
If CPUID.(EAX=07H, ECX=0H):EBX.ADX[bit 19] = 0.
#SS(0) For an illegal address in the SS segment.
#GP(0) If any part of the operand lies outside the effective address space from 0 to FFFFH.

**Virtual-8086 Mode Exceptions**

#UD If the LOCK prefix is used.
If CPUID.(EAX=07H, ECX=0H):EBX.ADX[bit 19] = 0.
#SS(0) For an illegal address in the SS segment.
#GP(0) If any part of the operand lies outside the effective address space from 0 to FFFFH.
#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**

#UD If the LOCK prefix is used.
If CPUID.(EAX=07H, ECX=0H):EBX.ADX[bit 19] = 0.
#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address 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.
ADD—Add

**Description**

Adds the destination operand (first operand) and the source operand (second operand) and then stores the result in the destination operand. The destination operand can be a register or a memory location; the source operand can be an immediate, a register, or a memory location. (However, two memory operands cannot be used in one instruction.) When an immediate value is used as an operand, it is sign-extended to the length of the destination operand format.

The ADD instruction performs integer addition. It evaluates the result for both signed and unsigned integer operands and sets the OF and CF flags to indicate a carry (overflow) in the signed or unsigned result, respectively. The SF flag indicates the sign of the signed result.

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MR</td>
<td>ModRM:r/m (r, w)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MI</td>
<td>ModRM:r/m (r, w)</td>
<td>imm8</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>I</td>
<td>AL/AX/EAX/RAX</td>
<td>imm8</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**NOTES:**

*In 64-bit mode, r/m8 can not be encoded to access the following byte registers if a REX prefix is used: AH, BH, CH, DH.*

---

**ADD—Add**

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>04 ib</td>
<td>ADD AL, imm8</td>
<td>I</td>
<td>Valid</td>
<td>Valid</td>
<td>Add imm8 to AL.</td>
</tr>
<tr>
<td>05 iw</td>
<td>ADD AX, imm16</td>
<td>I</td>
<td>Valid</td>
<td>Valid</td>
<td>Add imm16 to AX.</td>
</tr>
<tr>
<td>05 id</td>
<td>ADD EAX, imm32</td>
<td>I</td>
<td>Valid</td>
<td>Valid</td>
<td>Add imm32 to EAX.</td>
</tr>
<tr>
<td>REX.W + 05 id</td>
<td>ADD RAX, imm32</td>
<td>I</td>
<td>Valid</td>
<td>N.E.</td>
<td>Add imm32 sign-extended to 64-bits to RAX.</td>
</tr>
<tr>
<td>80 /0 ib</td>
<td>ADD r/m8, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>Add imm8 to r/m8.</td>
</tr>
<tr>
<td>REX + 80 /0 ib</td>
<td>ADD r/m8*, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>N.E.</td>
<td>Add sign-extended imm8 to r/m64.</td>
</tr>
<tr>
<td>81 /0 iw</td>
<td>ADD r/m16, imm16</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>Add imm16 to r/m16.</td>
</tr>
<tr>
<td>81 /0 id</td>
<td>ADD r/m32, imm32</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>Add imm32 to r/m32.</td>
</tr>
<tr>
<td>REX.W + 81 /0 id</td>
<td>ADD r/m64, imm32</td>
<td>MI</td>
<td>Valid</td>
<td>N.E.</td>
<td>Add imm32 sign-extended to 64-bits to r/m64.</td>
</tr>
<tr>
<td>83 /0 ib</td>
<td>ADD r/m16, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>Add sign-extended imm8 to r/m16.</td>
</tr>
<tr>
<td>83 /0 ib</td>
<td>ADD r/m32, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>Add sign-extended imm8 to r/m32.</td>
</tr>
<tr>
<td>REX.W + 83 /0 ib</td>
<td>ADD r/m64, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>N.E.</td>
<td>Add sign-extended imm8 to r/m64.</td>
</tr>
<tr>
<td>00 /r</td>
<td>ADD r/m8, r8</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>Add r8 to r/m8.</td>
</tr>
<tr>
<td>REX + 00 /r</td>
<td>ADD r/m8*, r8*</td>
<td>MR</td>
<td>Valid</td>
<td>N.E.</td>
<td>Add r8 to r/m8.</td>
</tr>
<tr>
<td>01 /r</td>
<td>ADD r/m16, r16</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>Add r16 to r/m16.</td>
</tr>
<tr>
<td>01 /r</td>
<td>ADD r/m32, r32</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>Add r32 to r/m32.</td>
</tr>
<tr>
<td>REX.W + 01 /r</td>
<td>ADD r/m64, r64</td>
<td>MR</td>
<td>Valid</td>
<td>N.E.</td>
<td>Add r64 to r/m64.</td>
</tr>
<tr>
<td>02 /r</td>
<td>ADD r8, r/m8</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Add r/m8 to r8.</td>
</tr>
<tr>
<td>REX + 02 /r</td>
<td>ADD r8*, r/m8*</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Add r/m8 to r8.</td>
</tr>
<tr>
<td>03 /r</td>
<td>ADD r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Add r/m16 to r16.</td>
</tr>
<tr>
<td>03 /r</td>
<td>ADD r32, r/m32</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Add r/m32 to r32.</td>
</tr>
<tr>
<td>REX.W + 03 /r</td>
<td>ADD r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Add r/m64 to r64.</td>
</tr>
</tbody>
</table>
This instruction can be used with a LOCK prefix to allow the instruction to be executed atomically.

In 64-bit mode, the instruction’s default operation size is 32 bits. Using a REX prefix in the form of REX.R permits access to additional registers (R8-R15). Using a REX a REX prefix in the form of REX.W promotes operation to 64 bits. See the summary chart at the beginning of this section for encoding data and limits.

**Operation**

\[ \text{DEST} ← \text{DEST} + \text{SRC} \]

**Flags Affected**

The OF, SF, ZF, AF, CF, and PF flags are set according to the result.

**Protected Mode Exceptions**

- **#GP(0)** If the destination is located in a non-writable segment.
- **#SS(0)** If a memory operand effective address is outside the SS segment limit.
- **#PF(fault-code)** If a page fault occurs.
- **#AC(0)** If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
- **#UD** If the LOCK prefix is used but the destination is not a memory operand.

**Real-Address Mode Exceptions**

- **#GP** If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS** If a memory operand effective address is outside the SS segment limit.
- **#UD** If the LOCK prefix is used but the destination is not a memory operand.

**Virtual-8086 Mode Exceptions**

- **#GP(0)** If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS(0)** If a memory operand effective address is outside the SS segment limit.
- **#PF(fault-code)** If a page fault occurs.
- **#AC(0)** If alignment checking is enabled and an unaligned memory reference is made.
- **#UD** If the LOCK prefix is used but the destination is not a memory operand.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

- **#SS(0)** If a memory address referencing the SS segment is in a non-canonical form.
- **#GP(0)** If the memory address is in a non-canonical form.
- **#PF(fault-code)** If a page fault occurs.
- **#AC(0)** If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
- **#UD** If the LOCK prefix is used but the destination is not a memory operand.
## ADDPD—Add Packed Double-Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 58 /r ADDPD xmm1, xmm2/m128</td>
<td>RM V/V</td>
<td>SSE2</td>
<td>Add packed double-precision floating-point values from xmm2/m128 to xmm1.</td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.128.66.0F.WIG 58 /r VADDPD xmm1,xmm2, xmm3/m128</td>
<td>RVM V/V</td>
<td>AVX</td>
<td>Add packed double-precision floating-point values from xmm3/mem to xmm2 and stores result in xmm1.</td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.256.66.0F.WIG 58 /r VADDPD ymm1, ymm2, ymm3/m256</td>
<td>RVM V/V</td>
<td>AVX</td>
<td>Add packed double-precision floating-point values from ymm3/mem to ymm2 and stores result in ymm1.</td>
<td></td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

Performs a SIMD add of the two packed double-precision floating-point values from the source operand (second operand) and the destination operand (first operand), and stores the packed double-precision floating-point results 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).

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. See Chapter 11 in the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1*, for an overview of SIMD double-precision floating-point operation.

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

**ADDPD (128-bit Legacy SSE version)**

DEST[63:0] ← DEST[63:0] + SRC[63:0];
DEST[127:64] ← DEST[127:64] + SRC[127:64];
DEST[VLMAX-1:128] (Unmodified)

**VADDPD (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
VADDPD (VEX.256 encoded version)
DEST[63:0] ← SRC1[63:0] + SRC2[63:0]
DEST[127:64] ← SRC1[127:64] + SRC2[127:64]

Intel C/C++ Compiler Intrinsic Equivalent
ADDPD: __m128d _mm_add_pd (__m128d a, __m128d b)
VADDPD: __m256d _mm256_add_pd (__m256d a, __m256d b)

SIMD Floating-Point Exceptions
Overflow, Underflow, Invalid, Precision, Denormal.

Other Exceptions
See Exceptions Type 2.
ADDPS—Add Packed Single-Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 58 /r ADDPS xmm1, xmm2/m128</td>
<td>RM</td>
<td>V/V</td>
<td>SSE</td>
<td>Add packed single-precision floating-point values from xmm2/m128 to xmm1 and stores result in xmm1.</td>
</tr>
<tr>
<td>VEX.NDS.128.0F.WIG 58 /r VADDPS xmm1,xmm2, xmm3/m128</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Add packed single-precision floating-point values from xmm3/mem to xmm2 and stores result in xmm1.</td>
</tr>
<tr>
<td>VEX.NDS.256.0F.WIG 58 /r VADDPS ymm1, ymm2, ymm3/m256</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Add packed single-precision floating-point values from ymm3/mem to ymm2 and stores result in ymm1.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX:vvvv (r)</td>
<td>ModRM:r/m (r))</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Performs a SIMD add of the four packed single-precision floating-point values from the source operand (second operand) and the destination operand (first operand), and stores the packed single-precision floating-point results 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).

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. See Chapter 10 in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1, for an overview of SIMD single-precision floating-point operation.

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

ADDPS (128-bit Legacy SSE version)
DEST[31:0] ← DEST[31:0] + SRC[31:0];
DEST[95:64] ← DEST[95:64] + SRC[95:64];
DEST[VLMAX-1:128] (Unmodified)

VADDPS (VEX.128 encoded version)
DEST[31:0] ← SRC1[31:0] + SRC2[31:0]
DEST[95:64] ← SRC1[95:64] + SRC2[95:64]
DEST[VLMAX-1:128] ← 0
VADDPS (VEX.256 encoded version)
DEST[31:0] ← SRC1[31:0] + SRC2[31:0]
DEST[95:64] ← SRC1[95:64] + SRC2[95:64]

Intel C/C++ Compiler Intrinsic Equivalent
ADDPS: __m128 _mm_add_ps(__m128 a, __m128 b)
VADDPS: __m256 _mm256_add_ps (__m256 a, __m256 b)

SIMD Floating-Point Exceptions
Overflow, Underflow, Invalid, Precision, Denormal.

Other Exceptions
See Exceptions Type 2.
ADDSD—Add Scalar Double-Precision Floating-Point Values

**Description**

Adds the low double-precision floating-point values from the source operand (second operand) and the destination operand (first operand), and stores the double-precision floating-point result in the destination operand.

The source operand can be an XMM register or a 64-bit memory location. The destination operand is an XMM register. See Chapter 11 in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1, for an overview of a scalar 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: 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**

**ADDSD (128-bit Legacy SSE version)**

DEST[63:0] ← DEST[63:0] + SRC[63:0]
DEST[VLMAX-1:64] (Unmodified)

**VADDSD (VEX.128 encoded version)**

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

**Intel C/C++ Compiler Intrinsic Equivalent**

ADDSD: __m128d _mm_add_sd (m128d a, m128d b)

**SIMD Floating-Point Exceptions**

Overflow, Underflow, Invalid, Precision, Denormal.

**Other Exceptions**

See Exceptions Type 3.
ADDSS—Add Scalar Single-Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F3 0F 58 /r ADDSS</td>
<td>RM</td>
<td>V/V SSE</td>
<td>V/SSE</td>
<td>Add the low single-precision floating-point value from xmm2/m32 to xmm1.</td>
</tr>
<tr>
<td>VEX.NDS.LIG.F3.0F:WIG 58 /r</td>
<td>RVM</td>
<td>V/V AVX</td>
<td>V/AVX</td>
<td>Add the low single-precision floating-point value from xmm3/mem to xmm2 and store the result in xmm1.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Adds the low single-precision floating-point values from the source operand (second operand) and the destination operand (first operand), and stores the single-precision floating-point result in the destination operand.

The source operand can be an XMM register or a 32-bit memory location. The destination operand is an XMM register. See Chapter 10 in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1*, for an overview of a scalar single-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: Bits (VLMAX-1:32) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: Bits (127:32) 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**

ADDSS DEST, SRC (128-bit Legacy SSE version)

DEST[31:0] ← DEST[31:0] + SRC[31:0];
DEST[VLMAX-1:32] (Unmodified)

VADDSS DEST, SRC1, SRC2 (VEX.128 encoded version)

DEST[31:0] ← SRC1[31:0] + SRC2[31:0]
DEST[VLMAX-1:128] ← 0

**Intel C/C++ Compiler Intrinsic Equivalent**

ADDSS: __m128 _mm_add_ss(__m128 a, __m128 b)

**SIMD Floating-Point Exceptions**

Overflow, Underflow, Invalid, Precision, Denormal.

**Other Exceptions**

See Exceptions Type 3.
ADDSUBPD—Packed Double-FP Add/Subtract

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/ En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F D0 /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE3</td>
<td>Add/subtract double-precision floating-point values from xmm2/m128 to xmm1.</td>
</tr>
<tr>
<td>ADDSUBPD xmm1, xmm2/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.128.66.0F.WIG D0 /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Add/subtract packed double-precision floating-point values from xmm3/mem to xmm2 and stores result in xmm1.</td>
</tr>
<tr>
<td>VADDSUBPD xmm1, xmm2, xmm3/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.256.66.0F.WIG D0 /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Add / subtract packed double-precision floating-point values from ymm3/mem to ymm2 and stores result in ymm1.</td>
</tr>
<tr>
<td>VADDSUBPD ymm1, ymm2, ymm3/m256</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Adds odd-numbered double-precision floating-point values of the first source operand (second operand) with the corresponding double-precision floating-point values from the second source operand (third operand); stores the result in the odd-numbered values of the destination operand (first operand). Subtracts the even-numbered double-precision floating-point values from the second source operand from the corresponding double-precision floating point values in the first source operand; stores the result into the even-numbered values 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 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. See Figure 3-3.

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**

**ADDSUBPD (128-bit Legacy SSE version)**
DEST[63:0] ← DEST[63:0] - SRC[63:0]
DEST[127:64] ← DEST[127:64] + SRC[127:64]
DEST[VLMAX-1:128] (Unmodified)

**VADDSUBPD (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

**VADDSUBPD (VEX.256 encoded version)**
DEST[63:0] ← SRC1[63:0] - SRC2[63:0]
DEST[127:64] ← SRC1[127:64] + SRC2[127:64]

**Intel C/C++ Compiler Intrinsic Equivalent**
ADDSUBPD: __m128d _mm_addsub_pd(__m128d a, __m128d b)
VADDSUBPD: __m256d _mm256_addsub_pd (__m256d a, __m256d b)

**Exceptions**
When the source operand is a memory operand, it must be aligned on a 16-byte boundary or a general-protection exception (#GP) will be generated.

**SIMD Floating-Point Exceptions**
Overflow, Underflow, Invalid, Precision, Denormal.

**Other Exceptions**
See Exceptions Type 2.
ADD SUBPS—Packed Single-FP Add/Subtract

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F2 OF D0 /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE3</td>
<td>Add/subtract single-precision floating-point values from xmm2/m128 to xmm1.</td>
</tr>
<tr>
<td>ADDSUBPS xmm1, xmm2/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.128.F2.0F.WIG D0 /r</td>
<td>VVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Add/subtract single-precision floating-point values from xmm3/mem to xmm2 and stores result in xmm1.</td>
</tr>
<tr>
<td>VADDSUBPS xmm1, xmm2, xmm3/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.256.F2.0F.WIG D0 /r</td>
<td>VVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Add / subtract single-precision floating-point values from xmm3/mem to ymm2 and stores result in ymm1.</td>
</tr>
<tr>
<td>VADDSUBPS ymm1, ymm2, ymm3/m256</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

Adds odd-numbered single-precision floating-point values of the first source operand (second operand) with the corresponding single-precision floating-point values from the second source operand (third operand); stores the result in the odd-numbered values of the destination operand (first operand). Subtracts the even-numbered single-precision floating-point values from the second source operand from the corresponding single-precision floating values in the first source operand; stores the result into the even-numbered values 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 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. See Figure 3-4.

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

**ADDSUBPS (128-bit Legacy SSE version)**

\[
\begin{align*}
\text{DEST}[31:0] &\leftarrow \text{DEST}[31:0] - \text{SRC}[31:0] \\
\text{DEST}[95:64] &\leftarrow \text{DEST}[95:64] - \text{SRC}[95:64] \\
\text{DEST}[127:96] &\leftarrow \text{DEST}[127:96] + \text{SRC}[127:96] \\
\text{DEST}[VLMAX-1:128] &\leftarrow 0
\end{align*}
\]

**VADDSUBPS (VEX.128 encoded version)**

\[
\begin{align*}
\text{DEST}[31:0] &\leftarrow \text{SRC1}[31:0] - \text{SRC2}[31:0] \\
\text{DEST}[63:32] &\leftarrow \text{SRC1}[63:32] + \text{SRC2}[63:63] \\
\text{DEST}[95:64] &\leftarrow \text{SRC1}[95:64] - \text{SRC2}[95:64] \\
\text{DEST}[127:96] &\leftarrow \text{SRC1}[127:96] + \text{SRC2}[127:96] \\
\text{DEST}[VLMAX-1:128] &\leftarrow 0
\end{align*}
\]

**VADDSUBPS (VEX.256 encoded version)**

\[
\begin{align*}
\text{DEST}[31:0] &\leftarrow \text{SRC1}[31:0] - \text{SRC2}[31:0] \\
\text{DEST}[63:32] &\leftarrow \text{SRC1}[63:32] + \text{SRC2}[63:63] \\
\text{DEST}[95:64] &\leftarrow \text{SRC1}[95:64] - \text{SRC2}[95:64] \\
\text{DEST}[127:96] &\leftarrow \text{SRC1}[127:96] + \text{SRC2}[127:96] \\
\text{DEST}[159:128] &\leftarrow \text{SRC1}[159:128] - \text{SRC2}[159:128] \\
\text{DEST}[223:192] &\leftarrow \text{SRC1}[223:192] - \text{SRC2}[223:192] \\
\text{DEST}[255:224] &\leftarrow \text{SRC1}[255:224] + \text{SRC2}[255:224].
\end{align*}
\]

**Intel C/C++ Compiler Intrinsic Equivalent**

```
ADDSUBPS: __m128_mm_addsub_ps(__m128 a, __m128 b)
VADDSUBPS: __m256_mm256_addsub_ps (__m256 a, __m256 b)
```

**Exceptions**

When the source operand is a memory operand, the operand must be aligned on a 16-byte boundary or a general-protection exception (#GP) will be generated.
SIMD Floating-Point Exceptions
Overflow, Underflow, Invalid, Precision, Denormal.

Other Exceptions
See Exceptions Type 2.
ADOX — Unsigned Integer Addition of Two Operands with Overflow Flag

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Performs an unsigned addition of the destination operand (first operand), the source operand (second operand) and the overflow-flag (OF) and stores the result in the destination operand. The destination operand is a general-purpose register, whereas the source operand can be a general-purpose register or memory location. The state of OF represents a carry from a previous addition. The instruction sets the OF flag with the carry generated by the unsigned addition of the operands.

The ADOX instruction is executed in the context of multi-precision addition, where we add a series of operands with a carry-chain. At the beginning of a chain of additions, we execute an instruction to zero the OF (e.g. XOR).

This instruction is 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, the default operation size is 32 bits. Using a REX Prefix in the form of REX.R permits access to additional registers (R8-15). Using REX Prefix in the form of REX.W promotes operation to 64-bits.

ADOX executes normally either inside or outside a transaction region.

Note: ADOX defines the CF and OF flags differently than the ADD/ADC instructions as defined in Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2A.

Operation

IF OperandSize is 64-bit
    ELSE OF:DEST[31:0] ← DEST[31:0] + SRC[31:0] + OF;
FI;

Flags Affected

OF is updated based on result. CF, SF, ZF, AF and PF flags are unmodified.

Intel C/C++ Compiler Intrinsic Equivalent

unsigned char _addcarryx_u32 (unsigned char c_in, unsigned int src1, unsigned int src2, unsigned int *sum_out);
unsigned char _addcarryx_u64 (unsigned char c_in, unsigned __int64 src1, unsigned __int64 src2, unsigned __int64 *sum_out);

SIMD Floating-Point Exceptions

None

Protected Mode Exceptions

#UD If the LOCK prefix is used.
If CPUID.(EAX=07H, ECX=0H):EBX.ADX[bit 19] = 0.
#SS(0) For an illegal address in the SS segment.
#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.
#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**

#UD If the LOCK prefix is used.
    If CPUID.(EAX=07H, ECX=0H):EBX.ADX[bit 19] = 0.
#SS(0) For an illegal address in the SS segment.
#GP(0) If any part of the operand lies outside the effective address space from 0 to FFFFH.

**Virtual-8086 Mode Exceptions**

#UD If the LOCK prefix is used.
    If CPUID.(EAX=07H, ECX=0H):EBX.ADX[bit 19] = 0.
#SS(0) For an illegal address in the SS segment.
#GP(0) If any part of the operand lies outside the effective address space from 0 to FFFFH.
#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**

#UD If the LOCK prefix is used.
    If CPUID.(EAX=07H, ECX=0H):EBX.ADX[bit 19] = 0.
#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address 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.
AESDEC—Perform One Round of an AES Decryption Flow

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 38 DE /r</td>
<td>RM</td>
<td>V/V</td>
<td>AES</td>
<td>Perform one round of an AES decryption flow, using the Equivalent Inverse Cipher, operating on a 128-bit data (state) from xmm1 with a 128-bit round key from xmm2/m128.</td>
</tr>
<tr>
<td>AESDEC xmm1, xmm2/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.128.66.0F38.WIG DE /r</td>
<td>RVM</td>
<td>V/V</td>
<td>Both AES and AVX flags</td>
<td>Perform one round of an AES decryption flow, using the Equivalent Inverse Cipher, operating on a 128-bit data (state) from xmm2 with a 128-bit round key from xmm3/m128; store the result in xmm1.</td>
</tr>
<tr>
<td>VAESDEC xmm1, xmm2, xmm3/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand2</th>
<th>Operand3</th>
<th>Operand4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

This instruction performs a single round of the AES decryption flow using the Equivalent Inverse Cipher, with the round key from the second source operand, operating on a 128-bit data (state) from the first source operand, and store the result in the destination operand.

Use the AESDEC instruction for all but the last decryption round. For the last decryption round, use the AESDEC-CLAST instruction.

128-bit Legacy SSE version: The first source operand and the destination operand are the same and must be an XMM register. 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.

VEX.128 encoded version: The first source operand and the destination operand are XMM registers. The second source operand can be an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

**Operation**

AESDEC

STATE ← SRC1;
RoundKey ← SRC2;
STATE ← InvShiftRows( STATE );
STATE ← InvSubBytes( STATE );
STATE ← InvMixColumns( STATE );
DEST[127:0] ← STATE XOR RoundKey;
DEST[VLMAX-1:128] (Unmodified)
AESDEC
STATE ← SRC1;
RoundKey ← SRC2;
STATE ← InvShiftRows( STATE );
STATE ← InvSubBytes( STATE );
STATE ← InvMixColumns( STATE );
DEST[127:0] ← STATE XOR RoundKey;
DEST[VLMAX-1:128] ← 0

Intel C/C++ Compiler Intrinsic Equivalent
(V)AESDEC: m128i_mm_aesdec(__m128i, __m128i)

SIMD Floating-Point Exceptions
None

Other Exceptions
See Exceptions Type 4.
AESDECLAST—Perform Last Round of an AES Decryption Flow

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AESDECLAST</td>
<td>RM</td>
<td>V/V</td>
<td>AES</td>
<td>Perform the last round of an AES decryption flow, using the Equivalent Inverse Cipher, operating on a 128-bit data (state) from xmm1 with a 128-bit round key from xmm2/m128.</td>
</tr>
<tr>
<td>VAESDECLAST</td>
<td>RVM</td>
<td>V/V</td>
<td>Both AES and AVX</td>
<td>Perform the last round of an AES decryption flow, using the Equivalent Inverse Cipher, operating on a 128-bit data (state) from xmm2 with a 128-bit round key from xmm3/m128; store the result in xmm1.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand2</th>
<th>Operand3</th>
<th>Operand4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRMreg (r, w)</td>
<td>ModRMr/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRMreg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRMr/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

This instruction performs the last round of the AES decryption flow using the Equivalent Inverse Cipher, with the round key from the second source operand, operating on a 128-bit data (state) from the first source operand, and store the result in the destination operand.

128-bit Legacy SSE version: The first source operand and the destination operand are the same and must be an XMM register. 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.

VEX.128 encoded version: The first source operand and the destination operand are XMM registers. The second source operand can be an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

Operation

AESDECLAST

STATE ← SRC1;
RoundKey ← SRC2;
STATE ← InvShiftRows( STATE );
STATE ← InvSubBytes( STATE );
DEST[127:0] ← STATE XOR RoundKey;
DEST[VLMAX-1:128] ← 0

VAESDECLAST

STATE ← SRC1;
RoundKey ← SRC2;
STATE ← InvShiftRows( STATE );
STATE ← InvSubBytes( STATE );
DEST[127:0] ← STATE XOR RoundKey;
DEST[VLMAX-1:128] ← 0
Intel C/C++ Compiler Intrinsic Equivalent

(V)AESDECLAST: __m128i _mm_aesdeclast (__m128i, __m128i)

SIMD Floating-Point Exceptions
None

Other Exceptions
See Exceptions Type 4.
AESENRC—Perform One Round of an AES Encryption Flow

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/ En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 38 DC /r</td>
<td>RM V/V</td>
<td>AES</td>
<td>Performed one round of an AES encryption flow, operating on a 128-bit data (state) from xmm1 with a 128-bit round key from xmm2/m128.</td>
<td></td>
</tr>
<tr>
<td>AESENRC xmm1, xmm2/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.128.66.0F38.WIG DC /r</td>
<td>RVM V/V</td>
<td>Both AES and AVX flags</td>
<td>Performed one round of an AES encryption flow, operating on a 128-bit data (state) from xmm2 with a 128-bit round key from the xmm3/m128; store the result in xmm1.</td>
<td></td>
</tr>
<tr>
<td>VAENRC xmm1, xmm2, xmm3/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand2</th>
<th>Operand3</th>
<th>Operand4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

This instruction performs a single round of an AES encryption flow using a round key from the second source operand, operating on 128-bit data (state) from the first source operand, and store the result in the destination operand.

Use the AESENRC instruction for all but the last encryption rounds. For the last encryption round, use the AESENRC-CLAST instruction.

128-bit Legacy SSE version: The first source operand and the destination operand are the same and must be an XMM register. 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.

VEX.128 encoded version: The first source operand and the destination operand can be an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

Operation

AESENRC

STATE ← SRC1;
RoundKey ← SRC2;
STATE ← ShiftRows( STATE );
STATE ← SubBytes( STATE );
STATE ← MixColumns( STATE );
DEST[127:0] ← STATE XOR RoundKey;
DEST[VLMAX-1:128] (Unmodified)

VAESENRC

STATE ← SRC1;
RoundKey ← SRC2;
STATE ← ShiftRows( STATE );
STATE ← SubBytes( STATE );
STATE ← MixColumns( STATE );
DEST[127:0] ← STATE XOR RoundKey;
DEST[VLMAX-1:128] ← 0
Intel C/C++ Compiler Intrinsic Equivalent

(V)AESENCA: __m128i __mm_aesenc (__m128i, __m128i)

SIMD Floating-Point Exceptions
None

Other Exceptions
See Exceptions Type 4.
AESENCLAST—Perform Last Round of an AES Encryption Flow

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 38 DD /r</td>
<td>RM</td>
<td>V/V</td>
<td>AES</td>
<td>Perform the last round of an AES encryption flow, operating on a 128-bit data (state) from xmm1 with a 128-bit round key from xmm2/m128.</td>
</tr>
<tr>
<td>AESENCLAST xmm1, xmm2/m128</td>
<td>RVM</td>
<td>V/V</td>
<td>Both AES and AVX flags</td>
<td>Perform the last round of an AES encryption flow, operating on a 128-bit data (state) from xmm2 with a 128 bit round key from xmm3/m128; store the result in xmm1.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand2</th>
<th>Operand3</th>
<th>Operand4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX:vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

This instruction performs the last round of an AES encryption flow using a round key from the second source operand, operating on 128-bit data (state) from the first source operand, and store the result in the destination operand.

128-bit Legacy SSE version: The first source operand and the destination operand are the same and must be an XMM register. 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.

VEX.128 encoded version: The first source operand and the destination operand are XMM registers. The second source operand can be an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed.

**Operation**

**AESENCLAST**

STATE ← SRC1;
RoundKey ← SRC2;
STATE ← ShiftRows(STATE);
STATE ← SubBytes(STATE);
DEST[127:0] ← STATE XOR RoundKey;
DEST[VLMAX-1:128] (Unmodified)

**VAESENCLAST**

STATE ← SRC1;
RoundKey ← SRC2;
STATE ← ShiftRows(STATE);
STATE ← SubBytes(STATE);
DEST[127:0] ← STATE XOR RoundKey;
DEST[VLMAX-1:128] ← 0

**Intel C/C++ Compiler Intrinsic Equivalent**

(V)AESENCLAST: __m128i _mm_aesenclast (__m128i, __m128i)
SIMD Floating-Point Exceptions
None

Other Exceptions
See Exceptions Type 4.
AESIMC—Perform the AES InvMixColumn Transformation

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/ En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 38 DB /r AESIMC xmm1, xmm2/m128</td>
<td>RM V/V</td>
<td>AES</td>
<td>Perform the InvMixColumn transformation on a 128-bit round key from xmm2/m128 and store the result in xmm1.</td>
<td></td>
</tr>
<tr>
<td>VEX.128.66.0F38.WIG DB /r VAESIMC xmm1, xmm2/m128</td>
<td>RM V/V</td>
<td>Both AES and AVX flags</td>
<td>Perform the InvMixColumn transformation on a 128-bit round key from xmm2/m128 and store the result in xmm1.</td>
<td></td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand1</th>
<th>Operand2</th>
<th>Operand3</th>
<th>Operand4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Perform the InvMixColumns transformation on the source operand and store the result in the destination operand. The destination operand is an XMM register. The source operand can be an XMM register or a 128-bit memory location.

Note: the AESIMC instruction should be applied to the expanded AES round keys (except for the first and last round key) in order to prepare them for decryption using the "Equivalent Inverse Cipher" (defined in FIPS 197).

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.

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

Operation

AESIMC

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

VAESIMC

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

Intel C/C++ Compiler Intrinsic Equivalent

(V)AESIMC: _m128i _mm_aesimc(_m128i)

SIMD Floating-Point Exceptions

None

Other Exceptions

See Exceptions Type 4; additionally

#UD If VEX.vvvv ≠ 1111B.
## AESKEYGENASSIST—AES Round Key Generation Assist

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 3A DF /r ib AESKEYGENASSIST xmm1, xmm2/m128, imm8</td>
<td>RMI</td>
<td>V/V</td>
<td>AES</td>
<td>Assist in AES round key generation using an 8 bits Round Constant (RCON) specified in the immediate byte, operating on 128 bits of data specified in xmm2/m128 and stores the result in xmm1.</td>
</tr>
<tr>
<td>VEX.128.66.0F3A.WIG DF /r ib VAESKEYGENASSIST xmm1, xmm2/m128, imm8</td>
<td>RMI</td>
<td>V/V</td>
<td>Both AES and AVX flags</td>
<td>Assist in AES round key generation using 8 bits Round Constant (RCON) specified in the immediate byte, operating on 128 bits of data specified in xmm2/m128 and stores the result in xmm1.</td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand2</th>
<th>Operand3</th>
<th>Operand4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RMI</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>imm8</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

Assist in expanding the AES cipher key, by computing steps towards generating a round key for encryption, using 128-bit data specified in the source operand and an 8-bit round constant specified as an immediate, store the result in the destination operand.

The destination operand is an XMM register. The source operand can be an XMM register or a 128-bit memory location.

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.

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

### Operation

**AESKEYGENASSIST**

X3[31:0] ← SRC[127:96];
X2[31:0] ← SRC[95:64];
X1[31:0] ← SRC[63:32];
X0[31:0] ← SRC[31:0];
RCON[31:0] ← ZeroExtend(Imm8[7:0]);
DEST[31:0] ← SubWord(X1);
DEST[63:32] ← RotWord( SubWord(X1) ) XOR RCON;
DEST[95:64] ← Subword(X3);
DEST[127:96] ← RotWord( SubWord(X3) ) XOR RCON;
DEST[VLMAX-1:128] (Unmodified)
VAESKEYGENASSIST
X3[31:0] ← SRC [127: 96];
X2[31:0] ← SRC [95: 64];
X1[31:0] ← SRC [63: 32];
X0[31:0] ← SRC [31: 0];
RCON[31:0] ← ZeroExtend(Imm8[7:0]);
DEST[31:0] ← SubWord(X1);
DEST[63:32 ] ← RotWord( SubWord(X1) ) XOR RCON;
DEST[95:64] ← SubWord(X3);
DEST[127:96] ← RotWord( SubWord(X3) ) XOR RCON;
DEST[VLMAX-1:128] ← 0;

Intel C/C++ Compiler Intrinsic Equivalent
(V)AESKEYGENASSIST: __m128i _mm_aesimc (__m128i, const int)

SIMD Floating-Point Exceptions
None

Other Exceptions
See Exceptions Type 4; additionally
#UD If VEX.vvvv ≠ 1111B.
AND—Logical AND

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>25 iw</td>
<td>AND AX, imm16</td>
<td>I</td>
<td>Valid</td>
<td>Valid</td>
<td>AX AND imm16.</td>
</tr>
<tr>
<td>25 id</td>
<td>AND EAX, imm32</td>
<td>I</td>
<td>Valid</td>
<td>Valid</td>
<td>EAX AND imm32.</td>
</tr>
<tr>
<td>REX.W + 25 id</td>
<td>AND RAX, imm32</td>
<td>I</td>
<td>Valid</td>
<td>N.E.</td>
<td>RAX AND imm32 sign-extended to 64-bits.</td>
</tr>
<tr>
<td>80 /4 ib</td>
<td>AND r/m8, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>r/m8 AND imm8.</td>
</tr>
<tr>
<td>REX + 80 /4 ib</td>
<td>AND r/m8*, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>N.E.</td>
<td>r/m8 AND imm8.</td>
</tr>
<tr>
<td>81 /4 iw</td>
<td>AND r/m16, imm16</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>r/m16 AND imm16.</td>
</tr>
<tr>
<td>81 /4 id</td>
<td>AND r/m32, imm32</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>r/m32 AND imm32.</td>
</tr>
<tr>
<td>REX.W + 81 /4 id</td>
<td>AND r/m64, imm32</td>
<td>MI</td>
<td>Valid</td>
<td>N.E.</td>
<td>r/m64 AND imm32 sign extended to 64-bits.</td>
</tr>
<tr>
<td>83 /4 ib</td>
<td>AND r/m16, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>r/m16 AND imm8 (sign-extended).</td>
</tr>
<tr>
<td>83 /4 ib</td>
<td>AND r/m32, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>r/m32 AND imm8 (sign-extended).</td>
</tr>
<tr>
<td>REX.W + 83 /4 ib</td>
<td>AND r/m64, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>N.E.</td>
<td>r/m64 AND imm8 (sign-extended).</td>
</tr>
<tr>
<td>20 /r</td>
<td>AND r/m8, r8</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>r/m8 AND r8.</td>
</tr>
<tr>
<td>REX + 20 /r</td>
<td>AND r/m8*, r8</td>
<td>MR</td>
<td>Valid</td>
<td>N.E.</td>
<td>r/m64 AND r8 (sign-extended).</td>
</tr>
<tr>
<td>21 /r</td>
<td>AND r/m16, r16</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>r/m16 AND r16.</td>
</tr>
<tr>
<td>21 /r</td>
<td>AND r/m32, r32</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>r/m32 AND r32.</td>
</tr>
<tr>
<td>REX.W + 21 /r</td>
<td>AND r/m64, r64</td>
<td>MR</td>
<td>Valid</td>
<td>N.E.</td>
<td>r/m64 AND r32.</td>
</tr>
<tr>
<td>22 /r</td>
<td>AND r8, r/m8</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>r8 AND r/m8.</td>
</tr>
<tr>
<td>REX + 22 /r</td>
<td>AND r8*, r/m8</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>r/m64 AND r8 (sign-extended).</td>
</tr>
<tr>
<td>23 /r</td>
<td>AND r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>r16 AND r/m16.</td>
</tr>
<tr>
<td>23 /r</td>
<td>AND r32, r/m32</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>r32 AND r/m32.</td>
</tr>
<tr>
<td>REX.W + 23 /r</td>
<td>AND r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>r64 AND r/m64.</td>
</tr>
</tbody>
</table>

NOTES:
*In 64-bit mode, r/m8 can not be encoded to access the following byte registers if a REX prefix is used: AH, BH, CH, DH.

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRMreg (r, w)</td>
<td>ModRMreg (r, w)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MR</td>
<td>ModRMreg (r, w)</td>
<td>ModRMreg (r, w)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MI</td>
<td>ModRMreg (r, w)</td>
<td>imm8</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>I</td>
<td>AL/AX/EAX/RAX</td>
<td>imm8</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Performs a bitwise AND operation on the destination (first) and source (second) operands and stores the result in the destination operand location. The source operand can be an immediate, a register, or a memory location; the destination operand can be a register or a memory location. (However, two memory operands cannot be used in one instruction.) Each bit of the result is set to 1 if both corresponding bits of the first and second operands are 1; otherwise, it is set to 0.

This instruction can be used with a LOCK prefix to allow the it to be executed atomically.
In 64-bit mode, the instruction’s default operation size is 32 bits. Using a REX prefix in the form of REX.R permits access to additional registers (R8-R15). Using a REX prefix in the form of REX.W promotes operation to 64 bits. See the summary chart at the beginning of this section for encoding data and limits.

**Operation**

DEST ← DEST AND SRC;

**Flags Affected**

The OF and CF flags are cleared; the SF, ZF, and PF flags are set according to the result. The state of the AF flag is undefined.

**Protected Mode Exceptions**

- **#GP(0)** If the destination operand points to a non-writable segment.
- If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- If the DS, ES, FS, or GS register contains a NULL segment selector.
- **#SS(0)** If a memory operand effective address is outside the SS segment limit.
- **#PF(fault-code)** If a page fault occurs.
- **#AC(0)** If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
- **#UD** If the LOCK prefix is used but the destination is not a memory operand.

**Real-Address Mode Exceptions**

- **#GP** If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS** If a memory operand effective address is outside the SS segment limit.
- **#UD** If the LOCK prefix is used but the destination is not a memory operand.

**Virtual-8086 Mode Exceptions**

- **#GP(0)** If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS(0)** If a memory operand effective address is outside the SS segment limit.
- **#PF(fault-code)** If a page fault occurs.
- **#AC(0)** If alignment checking is enabled and an unaligned memory reference is made.
- **#UD** If the LOCK prefix is used but the destination is not a memory operand.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

- **#SS(0)** If a memory address referencing the SS segment is in a non-canonical form.
- **#GP(0)** If the memory address is in a non-canonical form.
- **#PF(fault-code)** If a page fault occurs.
- **#AC(0)** If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
- **#UD** If the LOCK prefix is used but the destination is not a memory operand.
ANDN — Logical AND NOT

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

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

**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.
ANDPD—Bitwise Logical AND of Packed Double-Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/ En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ANDPD xmm1, xmm2/m128</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Return the bitwise logical AND of packed double-precision floating-point values in xmm1 and xmm2/m128.</td>
</tr>
<tr>
<td>VEX.NDS.128.66.0F.WIG 54 /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Return the bitwise logical AND of packed double-precision floating-point values in xmm2 and xmm3/mem.</td>
</tr>
<tr>
<td>VEX.NDS.256.66.0F.WIG 54 /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Return the bitwise logical AND of packed double-precision floating-point values in ymm2 and ymm3/mem.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Instruction Operand Encoding</th>
</tr>
</thead>
<tbody>
<tr>
<td>Op/En</td>
</tr>
<tr>
<td>RM</td>
</tr>
<tr>
<td>RVM</td>
</tr>
</tbody>
</table>

Description

Performs a bitwise logical AND of the two packed double-precision floating-point values from the source operand (second operand) and the destination operand (first 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).

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

**ANDPD (128-bit Legacy SSE version)**

DEST[63:0] ← DEST[63:0] BITWISE AND SRC[63:0]
DEST[VLMAX-1:128] ← 0

**VANPD (VEX.128 encoded version)**

DEST[63:0] ← SRC1[63:0] BITWISE AND SRC2[63:0]
DEST[VLMAX-1:128] ← 0

**VANPD (VEX.256 encoded version)**

DEST[63:0] ← SRC1[63:0] BITWISE AND SRC2[63:0]
Intel C/C++ Compiler Intrinsic Equivalent

ANDPD: __m128d _mm_and_pd(__m128d a, __m128d b)
VANDPD: __m256d _mm256_and_pd (__m256d a, __m256d b)

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4.
ANDPS—Bitwise Logical AND of Packed Single-Precision Floating-Point Values

### Opcode/Instruction

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/ En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 54 r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE</td>
<td>Bitwise logical AND of xmm2/m128 and xmm1.</td>
</tr>
<tr>
<td>ANDPS xmm1, xmm2/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.128.0F.WIG 54 r</td>
<td>RVM V/V</td>
<td>AVX</td>
<td></td>
<td>Return the bitwise logical AND of packed single-precision floating-point values in xmm2 and xmm3/mem.</td>
</tr>
<tr>
<td>VANDPS xmm1,xmm2, xmm3/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.256.0F.WIG 54 r</td>
<td>RVM V/V</td>
<td>AVX</td>
<td></td>
<td>Return the bitwise logical AND of packed single-precision floating-point values in ymm2 and ymm3/mem.</td>
</tr>
<tr>
<td>VANDPS ymm1, ymm2, ymm3/m256</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

Performs a bitwise logical AND of the four or eight packed single-precision floating-point values from the first source operand and the second 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).

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

**ANDPS (128-bit Legacy SSE version)**

\[
\text{DEST}[31:0] \leftarrow \text{DEST}[31:0] \text{ BITWISE AND SRC}[31:0] \\
\text{DEST}[95:64] \leftarrow \text{DEST}[95:64] \text{ BITWISE AND SRC}[95:64] \\
\text{DEST}[127:96] \leftarrow \text{DEST}[127:96] \text{ BITWISE AND SRC}[127:96] \\
\text{DEST}[\text{VLMAX}-1:128] \leftarrow (\text{Unmodified})
\]

**VANDPS (VEX.128 encoded version)**

\[
\text{DEST}[31:0] \leftarrow \text{SRC1}[31:0] \text{ BITWISE AND SRC2}[31:0] \\
\text{DEST}[63:32] \leftarrow \text{SRC1}[63:32] \text{ BITWISE AND SRC2}[63:32] \\
\text{DEST}[95:64] \leftarrow \text{SRC1}[95:64] \text{ BITWISE AND SRC2}[95:64] \\
\text{DEST}[127:96] \leftarrow \text{SRC1}[127:96] \text{ BITWISE AND SRC2}[127:96] \\
\text{DEST}[\text{VLMAX}-1:128] \leftarrow 0
\]


**VANDPS (VEX.256 encoded version)**

\[
\begin{align*}
\text{DEST}[31:0] & \leftarrow \text{SRC1}[31:0] \text{ BITWISE AND SRC2}[31:0] \\
\text{DEST}[95:64] & \leftarrow \text{SRC1}[95:64] \text{ BITWISE AND SRC2}[95:64] \\
\text{DEST}[127:96] & \leftarrow \text{SRC1}[127:96] \text{ BITWISE AND SRC2}[127:96] \\
\text{DEST}[159:128] & \leftarrow \text{SRC1}[159:128] \text{ BITWISE AND SRC2}[159:128] \\
\text{DEST}[191:160] & \leftarrow \text{SRC1}[191:160] \text{ BITWISE AND SRC2}[191:160] \\
\text{DEST}[223:192] & \leftarrow \text{SRC1}[223:192] \text{ BITWISE AND SRC2}[223:192] \\
\text{DEST}[255:224] & \leftarrow \text{SRC1}[255:224] \text{ BITWISE AND SRC2}[255:224].
\end{align*}
\]

**Intel C/C++ Compiler Intrinsic Equivalent**

ANDPS: \texttt{__m128 \_mm\_and\_ps(__m128 a, __m128 b)}

VANDPS: \texttt{__m256 \_mm256\_and\_ps (__m256 a, __m256 b)}

**SIMD Floating-Point Exceptions**

None.

**Other Exceptions**

See Exceptions Type 4.
ANDNPD—Bitwise Logical AND NOT of Packed Double-Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 55 /r ANDNPD xmm1, xmm2/m128</td>
<td>RM V/V</td>
<td>SSE2</td>
<td>Bitwise logical AND NOT of xmm2/m128 and xmm1.</td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.128.66.0F.WIG 55 /r VANDNPD xmm1, xmm2, xmm3/m128</td>
<td>RVM V/V</td>
<td>AVX</td>
<td>Return the bitwise logical AND NOT of packed double-precision floating-point values in xmm2 and xmm3/mem.</td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.256.66.0F.WIG 55/r VANDNPD ymm1, ymm2, ymm3/m256</td>
<td>RVM V/V</td>
<td>AVX</td>
<td>Return the bitwise logical AND NOT of packed double-precision floating-point values in ymm2 and ymm3/mem.</td>
<td></td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRMreg (r, w)</td>
<td>ModRMr/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRMreg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRMr/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Performs a bitwise logical AND NOT of the two or four packed double-precision floating-point values from the first source operand and the second 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).

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

**ANDNPD (128-bit Legacy SSE version)**
\[
\text{DEST}[63:0] \leftarrow \text{NOT(DIST[63:0]) BITWISE AND SRC[63:0]}
\]
\[
\text{DEST}[127:64] \leftarrow \text{NOT(DIST[127:64]) BITWISE AND SRC[127:64]}
\]
\[
\text{DEST}[\text{VLMAX}-1:128] \leftarrow \text{(Unmodified)}
\]

**VANDNPD (VEX.128 encoded version)**
\[
\text{DEST}[63:0] \leftarrow \text{NOT(SRC1[63:0]) BITWISE AND SRC2[63:0]}
\]
\[
\text{DEST}[127:64] \leftarrow \text{NOT(SRC1[127:64]) BITWISE AND SRC2[127:64]}
\]
\[
\text{DEST}[\text{VLMAX}-1:128] \leftarrow 0
\]

**VANDNPD (VEX.256 encoded version)**
\[
\text{DEST}[63:0] \leftarrow \text{NOT(SRC1[63:0]) BITWISE AND SRC2[63:0]}
\]
\[
\text{DEST}[127:64] \leftarrow \text{NOT(SRC1[127:64]) BITWISE AND SRC2[127:64]}
\]
\[
\text{DEST}[191:128] \leftarrow \text{NOT(SRC1[191:128]) BITWISE AND SRC2[191:128]}
\]
\[
\text{DEST}[255:192] \leftarrow \text{NOT(SRC1[255:192]) BITWISE AND SRC2[255:192]}
\]
**Intel C/C++ Compiler Intrinsic Equivalent**

ANDNPD:  __m128d _mm_andnot_pd(__m128d a, __m128d b)

VANDNPD:  __m256d _mm256_andnot_pd (__m256d a, __m256d b)

**SIMD Floating-Point Exceptions**

None.

**Other Exceptions**

See Exceptions Type 4.
ANDNPS—Bitwise Logical AND NOT of Packed Single-Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/ En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 55  /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE</td>
<td>Bitwise logical AND NOT of xmm2/m128 and xmm1.</td>
</tr>
<tr>
<td>ANDNPS xmm1, xmm2/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.128.0F.WIG 55 /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Return the bitwise logical AND NOT of packed single-precision floating-point values in xmm2 and xmm3/mem.</td>
</tr>
<tr>
<td>VANDNPS xmm1, xmm2, xmm3/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.256.0F.WIG 55 /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Return the bitwise logical AND NOT of packed single-precision floating-point values in ymm2 and ymm3/mem.</td>
</tr>
<tr>
<td>VANDNPS ymm1, ymm2, ymm3/m256</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX:vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Inverts the bits of the four packed single-precision floating-point values in the destination operand (first operand), performs a bitwise logical AND of the four packed single-precision floating-point values in the source operand (second operand) and the temporary inverted result, 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).

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**

**ANDNPS (128-bit Legacy SSE version)**

DEST[31:0] ← (NOT(DEST[31:0])) BITWISE AND SRC[31:0]
DEST[95:64] ← (NOT(DEST[95:64])) BITWISE AND SRC[95:64]
DEST[127:96] ← (NOT(DEST[127:96])) BITWISE AND SRC[127:96]
DEST[VLMAX-1:128] (Unmodified)

**VANDNPS (VEX.128 encoded version)**

DEST[31:0] ← (NOT(SRC[1:31:0])) BITWISE AND SRC2[31:0]
DEST[95:64] ← (NOT(SRC[1:95:64])) BITWISE AND SRC2[95:64]
DEST[VLMAX-1:128] ← 0
VANDNPS (VEX.256 encoded version)
DEST[31:0] ← (NOT(SRC1[31:0])) BITWISE AND SRC2[31:0]
DEST[95:64] ← (NOT(SRC1[95:64])) BITWISE AND SRC2[95:64]
DEST[127:96] ← (NOT(SRC1[127:96])) BITWISE AND SRC2[127:96]
DEST[159:128] ← (NOT(SRC1[159:128])) BITWISE AND SRC2[159:128]

Intel C/C++ Compiler Intrinsic Equivalent
ANDNPS: __m128 _mm_andnot_ps(__m128 a, __m128 b)
VANDNPS: __m256 _mm256_andnot_ps (__m256 a, __m256 b)

SIMD Floating-Point Exceptions
None.

Other Exceptions
See Exceptions Type 4.
ARPL—Adjust RPL Field of Segment Selector

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>63 /r</td>
<td>ARPL r/m16, r16</td>
<td>NP</td>
<td>N. E.</td>
<td>Valid</td>
<td>Adjust RPL of r/m16 to not less than RPL of r16.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>ModRM:r/m (w)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Compares the RPL fields of two segment selectors. The first operand (the destination operand) contains one segment selector and the second operand (source operand) contains the other. (The RPL field is located in bits 0 and 1 of each operand.) If the RPL field of the destination operand is less than the RPL field of the source operand, the ZF flag is set and the RPL field of the destination operand is increased to match that of the source operand. Otherwise, the ZF flag is cleared and no change is made to the destination operand. (The destination operand can be a word register or a memory location; the source operand must be a word register.)

The ARPL instruction is provided for use by operating-system procedures (however, it can also be used by applications). It is generally used to adjust the RPL of a segment selector that has been passed to the operating system by an application program to match the privilege level of the application program. Here the segment selector passed to the operating system is placed in the destination operand and segment selector for the application program’s code segment is placed in the source operand. (The RPL field in the source operand represents the privilege level of the application program.) Execution of the ARPL instruction then ensures that the RPL of the segment selector received by the operating system is no lower (does not have a higher privilege) than the privilege level of the application program (the segment selector for the application program’s code segment can be read from the stack following a procedure call).

This instruction executes as described in compatibility mode and legacy mode. It is not encodable in 64-bit mode. See “Checking Caller Access Privileges” in Chapter 3, “Protected-Mode Memory Management,” of the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*, for more information about the use of this instruction.

**Operation**

IF 64-BIT MODE

THEN

See MOVSXD;

ELSE

IF DEST[RPL] < SRC[RPL]

THEN

ZF ← 1;

DEST[RPL] ← SRC[RPL];

ELSE

ZF ← 0;

FI;

FI;

**Flags Affected**

The ZF flag is set to 1 if the RPL field of the destination operand is less than that of the source operand; otherwise, it is set to 0.
Protected Mode Exceptions
#GP(0) If the destination is located in a non-writable segment.
    If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
    If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.

Real-Address Mode Exceptions
#UD The ARPL instruction is not recognized in real-address mode.
    If the LOCK prefix is used.

Virtual-8086 Mode Exceptions
#UD The ARPL instruction is not recognized in virtual-8086 mode.
    If the LOCK prefix is used.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
Not applicable.
BLENDPD — Blend Packed Double Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/ En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 3A 0D /r ib BLENDPD xmm1, xmm2/m128, imm8</td>
<td>RMI</td>
<td>V/V</td>
<td>SSE4_1</td>
<td>Select packed DP-FP values from xmm1 and xmm2/m128 from mask specified in imm8 and store the values into xmm1.</td>
</tr>
<tr>
<td>VEX.NDS.128.66.0F3A.WIG OD /r ib VBLENDPD xmm1, xmm2, xmm3/m128, imm8</td>
<td>RVMI</td>
<td>V/V</td>
<td>AVX</td>
<td>Select packed double-precision floating-point Values from xmm2 and xmm3/m128 from mask in imm8 and store the values in xmm1.</td>
</tr>
<tr>
<td>VEX.NDS.256.66.0F3A.WIG OD /r ib VBLENDPD ymm1, ymm2, ymm3/m256, imm8</td>
<td>RVMI</td>
<td>V/V</td>
<td>AVX</td>
<td>Select packed double-precision floating-point Values from ymm2 and ymm3/m256 from mask in imm8 and store the values in ymm1.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RMI</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>imm8</td>
<td>NA</td>
</tr>
<tr>
<td>RVMI</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>imm8[3:0]</td>
</tr>
</tbody>
</table>

Description

Double-precision floating-point values from the second source operand (third operand) are conditionally merged with values from the first source operand (second operand) and written to the destination operand (first operand). The immediate bits [3:0] determine whether the corresponding double-precision floating-point value in the destination is copied from the second source or first source. If a bit in the mask, corresponding to a word, is "1", then the double-precision floating-point value in the second source operand is copied, else the value in the first source operand is copied.

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. 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 can be a YMM register or a 256-bit memory location. The destination operand is a YMM register.

Operation

**BLENDPD (128-bit Legacy SSE version)**

IF (IMM8[0] = 0) THEN DEST[63:0] ← DEST[63:0] ELSE DEST[63:0] ← SRC[63:0] FI


DEST[VLMAX-1:128] ← (Unmodified)

**VBLENDPD (VEX.128 encoded version)**

IF (IMM8[0] = 0) THEN DEST[63:0] ← SRC[1][63:0] ELSE DEST[63:0] ← SRC[2][63:0] FI


DEST[VLMAX-1:128] ← 0
VBLENDPD (VEX.256 encoded version)

IF (IMM8[0] = 0) THEN DEST[63:0] ← SRC1[63:0]
ELSE DEST[63:0] ← SRC2[63:0] FI

IF (IMM8[1] = 0) THEN DEST[127:64] ← SRC1[127:64]
ELSE DEST[127:64] ← SRC2[127:64] FI


Intel C/C++ Compiler Intrinsic Equivalent

BLENDPD: __m128d _mm_blend_pd (__m128d v1, __m128d v2, const int mask);

VBLENDPD: __m256d _mm256_blend_pd (__m256d a, __m256d b, const int mask);

SIMD Floating-Point Exceptions

None

Other Exceptions

See Exceptions Type 4.
BEXTR — Bit Field Extract

**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 second 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.
BLENDPS — Blend Packed Single Precision Floating-Point Values

### Opcode/Description

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 3A 0C /r ib</td>
<td>RMI</td>
<td>V/V</td>
<td>SSE4_1</td>
<td>Select packed single precision floating-point values from xmm1 and xmm2/m128 from mask specified in imm8 and store the values into xmm1.</td>
</tr>
<tr>
<td>VEX.NDS.128.66.0F3A.WIG OC /r ib</td>
<td>RVMI</td>
<td>V/V</td>
<td>AVX</td>
<td>Select packed single-precision floating-point values from xmm2 and xmm3/m128 from mask in imm8 and store the values in xmm1.</td>
</tr>
<tr>
<td>VEX.NDS.256.66.0F3A.WIG OC /r ib</td>
<td>RVMI</td>
<td>V/V</td>
<td>AVX</td>
<td>Select packed single-precision floating-point values from ymm2 and ymm3/m256 from mask in imm8 and store the values in ymm1.</td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RMI</td>
<td>ModRMreg (r, w)</td>
<td>ModRMrs/m (r)</td>
<td>imm8</td>
<td>NA</td>
</tr>
<tr>
<td>RVMI</td>
<td>ModRMreg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRMrs/m (r)</td>
<td>imm8</td>
</tr>
</tbody>
</table>

### Description

Packed single-precision floating-point values from the second source operand (third operand) are conditionally merged with values from the first source operand (second operand) and written to the destination operand (first operand). The immediate bits [7:0] determine whether the corresponding single precision floating-point value in the destination is copied from the second source or first source. If a bit in the mask, corresponding to a word, is "1", then the single-precision floating-point value in the second source operand is copied; else, the value in the first source operand is copied.

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 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 can be a YMM register or a 256-bit memory location. The destination operand is a YMM register.

### Operation

**BLENDPS (128-bit Legacy SSE version)**

IF (IMM8[0] = 0) THEN DEST[31:0] ← DEST[31:0]
ELSE DEST[31:0] ← SRC[31:0] FI


IF (IMM8[2] = 0) THEN DEST[95:64] ← DEST[95:64]
ELSE DEST[95:64] ← SRC[95:64] FI


DEST[VLMAX-1:128] (Unmodified)
VBLENDPS (VEX.128 encoded version)
IF (IMM8[0] = 0) THEN DEST[31:0] ← SRC1[31:0]
ELSE DEST[31:0] ← SRC2[31:0] FI
IF (IMM8[2] = 0) THEN DEST[95:64] ← SRC1[95:64]
ELSE DEST[95:64] ← SRC2[95:64] FI
DEST[VLMAX-1:128] ← 0

VBLENDPS (VEX.256 encoded version)
IF (IMM8[0] = 0) THEN DEST[31:0] ← SRC1[31:0]
ELSE DEST[31:0] ← SRC2[31:0] FI
IF (IMM8[2] = 0) THEN DEST[95:64] ← SRC1[95:64]
ELSE DEST[95:64] ← SRC2[95:64] FI

Intel C/C++ Compiler Intrinsic Equivalent
BLENDPS: __m128_mm_blend_ps(__m128 v1, __m128 v2, const int mask);
VBLENDPS: __m256_xxmm256_blend_ps(__m256 a, __m256 b, const int mask);

SIMD Floating-Point Exceptions
None

Other Exceptions
See Exceptions Type 4.
**BLENDVPD — Variable Blend Packed Double Precision Floating-Point Values**

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/ En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 38 15 /r</td>
<td>RM0</td>
<td>V/V</td>
<td>SSE4_1</td>
<td>Select packed DP FP values from xmm1 and xmm2/m128 from mask specified in XMM0 and store the values in xmm1.</td>
</tr>
<tr>
<td>BLENDVPD xmm1, xmm2/m128 , &lt;XMM0&gt;</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.128:66:0F3A.W0 4B /r /is4</td>
<td>RVMR</td>
<td>V/V</td>
<td>AVX</td>
<td>Conditionally copy double-precision floating-point values from xmm2 or xmm3/m128 to xmm1, based on mask bits in the mask operand, xmm4.</td>
</tr>
<tr>
<td>VBLENDVPD xmm1, xmm2, xmm3/m128, xmm4</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.256:66:0F3A.W0 4B /r /is4</td>
<td>RVMR</td>
<td>V/V</td>
<td>AVX</td>
<td>Conditionally copy double-precision floating-point values from ymm2 or ymm3/m256 to ymm1, based on mask bits in the mask operand, ymm4.</td>
</tr>
<tr>
<td>VBLENDVPD ymm1, ymm2, ymm3/m256, ymm4</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM0</td>
<td>ModRM/reg (r, w)</td>
<td>ModRM/r/m (r)</td>
<td>implicit XMM0</td>
<td>NA</td>
</tr>
<tr>
<td>RVMR</td>
<td>ModRM/reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM/r/m (r)</td>
<td>imm8[7:4]</td>
</tr>
</tbody>
</table>

**Description**

Conditionally copy each quadword data element of double-precision floating-point value from the second source operand and the first source operand depending on mask bits defined in the mask register operand. The mask bits are the most significant bit in each quadword element of the mask register.

Each quadword element of the destination operand is copied from:

- the corresponding quadword element in the second source operand, if a mask bit is "1"; or
- the corresponding quadword element in the first source operand, if a mask bit is "0"

The register assignment of the implicit mask operand for BLENDVPD 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 BLENDVPD 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.W must be 0, otherwise, the instruction will #UD.

VEX.256 encoded version: The first source operand and destination operand are YMM registers. The second source operand can be a YMM register or a 256-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. VEX.W must be 0, otherwise, the instruction will #UD.

VBLENDVPD permits the mask to be any XMM or YMM register. In contrast, BLENDVPD treats XMM0 implicitly as the mask and do not support non-destructive destination operation.
### Operation

**BLENDVPD (128-bit Legacy SSE version)**

MASK $\leftarrow$ XMM0

- IF (MASK[63] = 0) THEN DEST[63:0] $\leftarrow$ DEST[63:0]
- ELSE DEST[63:0] $\leftarrow$ SRC[63:0] FI

- IF (MASK[127] = 0) THEN DEST[127:64] $\leftarrow$ DEST[127:64]
- ELSE DEST[127:64] $\leftarrow$ SRC[127:64] FI

DEST[VLMAX-1:128] (Unmodified)

**VBLENDVPD (VEX.128 encoded version)**

MASK $\leftarrow$ SRC3

- IF (MASK[63] = 0) THEN DEST[63:0] $\leftarrow$ SRC1[63:0]
- ELSE DEST[63:0] $\leftarrow$ SRC2[63:0] FI

- IF (MASK[127] = 0) THEN DEST[127:64] $\leftarrow$ SRC1[127:64]
- ELSE DEST[127:64] $\leftarrow$ SRC2[127:64] FI

DEST[VLMAX-1:128] $\leftarrow$ 0

**VBLENDVPD (VEX.256 encoded version)**

MASK $\leftarrow$ SRC3

- IF (MASK[63] = 0) THEN DEST[63:0] $\leftarrow$ SRC1[63:0]
- ELSE DEST[63:0] $\leftarrow$ SRC2[63:0] FI

- IF (MASK[127] = 0) THEN DEST[127:64] $\leftarrow$ SRC1[127:64]
- ELSE DEST[127:64] $\leftarrow$ SRC2[127:64] FI


- IF (MASK[255] = 0) THEN DEST[255:192] $\leftarrow$ SRC1[255:192]
- ELSE DEST[255:192] $\leftarrow$ SRC2[255:192] FI

**Intel C/C++ Compiler Intrinsic Equivalent**

BLENDVPD: `__m128d _mm_blendv_pd(__m128d v1, __m128d v2, __m128d v3);`

VBLENDVPD: `__m128 _mm_blendv_pd (__m128d a, __m128d b, __m128d mask);`

VBLENDVPD: `__m256 _mm256_blendv_pd (__m256d a, __m256d b, __m256d mask);`

### SIMD Floating-Point Exceptions

None

### Other Exceptions

See Exceptions Type 4; additionally

#UD If VEX.W = 1.
BLENDVPS — Variable Blend Packed Single Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 38 14 /r</td>
<td>RMO</td>
<td>V/V</td>
<td>SSE4_1</td>
<td>Select packed single precision floating-point values from xmm1 and xmm2/m128 from mask specified in XMM0 and store the values into xmm1.</td>
</tr>
<tr>
<td>VEX.NDS.128.66.0F3A.W0 4A /r</td>
<td>RVMR</td>
<td>V/V</td>
<td>AVX</td>
<td>Conditionally copy single-precision floating-point values from xmm2 or xmm3/m128 to xmm1, based on mask bits in the specified mask operand, xmm4.</td>
</tr>
<tr>
<td>VEX.NDS.256.66.0F3A.W0 4A /r</td>
<td>RVMR</td>
<td>V/V</td>
<td>AVX</td>
<td>Conditionally copy single-precision floating-point values from ymm2 or ymm3/m256 to ymm1, based on mask bits in the specified mask register, ymm4.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RMO</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>implicit XMM0</td>
<td>NA</td>
</tr>
<tr>
<td>RVMR</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>imm8[7:4]</td>
</tr>
</tbody>
</table>

**Description**

Conditionally copy each dword data element of single-precision floating-point value from the second source operand and the first source operand depending on mask bits defined in the mask register operand. The mask bits are the most significant bit in each dword element of the mask register.

Each quadword element of the destination operand is copied from:

- the corresponding dword element in the second source operand, If a mask bit is "1"; or
- the corresponding dword element in the first source operand, If a mask bit is "0"

The register assignment of the implicit mask operand for BLENDVPS 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 BLENDVPS 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.W must be 0, otherwise, the instruction will #UD.

VEX.256 encoded version: The first source operand and destination operand are YMM registers. The second source operand can be a YMM register or a 256-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. VEX.W must be 0, otherwise, the instruction will #UD.

VBLENDVPS permits the mask to be any XMM or YMM register. In contrast, BLENDVPS treats XMM0 implicitly as the mask and do not support non-destructive destination operation.
**Operation**

**BLENDVPS (128-bit Legacy SSE version)**
MASK ← XMM0  
IF (MASK[31] = 0) THEN DEST[31:0] ← DEST[31:0]  
ELSE DEST[31:0] ← SRC[31:0] FI  
IF (MASK[63] = 0) THEN DEST[63:32] ← DEST[63:32]  
IF (MASK[95] = 0) THEN DEST[95:64] ← DEST[95:64]  
ELSE DEST[95:64] ← SRC[95:64] FI  
IF (MASK[127] = 0) THEN DEST[127:96] ← DEST[127:96]  
DEST[VLMAX-1:128] (Unmodified)

**VBLENDVPS (VEX.128 encoded version)**
MASK ← SRC3  
IF (MASK[31] = 0) THEN DEST[31:0] ← SRC1[31:0]  
ELSE DEST[31:0] ← SRC2[31:0] FI  
IF (MASK[63] = 0) THEN DEST[63:32] ← SRC1[63:32]  
IF (MASK[95] = 0) THEN DEST[95:64] ← SRC1[95:64]  
ELSE DEST[95:64] ← SRC2[95:64] FI  
IF (MASK[127] = 0) THEN DEST[127:96] ← SRC1[127:96]  
IF (MASK[159] = 0) THEN DEST[159:128] ← SRC1[159:128]  
IF (MASK[255] = 0) THEN DEST[255:224] ← SRC1[255:224]  
DEST[VLMAX-1:128] ← 0

**VBLENDVPS (VEX.256 encoded version)**
MASK ← SRC3  
IF (MASK[31] = 0) THEN DEST[31:0] ← SRC1[31:0]  
ELSE DEST[31:0] ← SRC2[31:0] FI  
IF (MASK[63] = 0) THEN DEST[63:32] ← SRC1[63:32]  
IF (MASK[95] = 0) THEN DEST[95:64] ← SRC1[95:64]  
ELSE DEST[95:64] ← SRC2[95:64] FI  
IF (MASK[127] = 0) THEN DEST[127:96] ← SRC1[127:96]  
IF (MASK[159] = 0) THEN DEST[159:128] ← SRC1[159:128]  
IF (MASK[255] = 0) THEN DEST[255:224] ← SRC1[255:224]  

**Intel C/C++ Compiler Intrinsic Equivalent**

**BLENDVPS:**  
`__m128_mm_blendv_ps(__m128 v1, __m128 v2, __m128 v3);`

**VBLENDVPS:**  
`__m128_mm_blendv_ps(__m128 a, __m128 b, __m128 mask);`

**VBLENDVPS:**  
`__m256_mm256_blendv_ps(__m256 a, __m256 b, __m256 mask);`
SIMD Floating-Point Exceptions
None

Other Exceptions
See Exceptions Type 4; additionally
#UD If VEX.W = 1.
BLSI — Extract Lowest Set Isolated Bit

**Opcode/ Instruction**

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

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>VM</td>
<td>VEX.vvvv (w)</td>
<td>ModRM/r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**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**

```plaintext
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

**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**
\[
\text{temp} \leftarrow (\text{SRC}-1) \text{ XOR } \text{SRC} ; \\
\text{SF} \leftarrow \text{temp}[\text{OperandSize} -1] ; \\
\text{ZF} \leftarrow 0 ; \\
\text{IF SRC = 0} \\
\quad \text{CF} \leftarrow 1 ; \\
\text{ELSE} \\
\quad \text{CF} \leftarrow 0 ; \\
\text{FI} \\
\text{DEST} \leftarrow \text{temp} ;
\]

**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

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

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>VM</td>
<td>VEX.vvvv (w)</td>
<td>ModRM/r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**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**

\[
\text{temp} \leftarrow (\text{SRC}-1) \text{bitwiseAND} (\text{SRC})
\]

\[
\text{SF} \leftarrow \text{temp}[\text{OperandSize -1}]
\]

\[
\text{ZF} \leftarrow (\text{temp} = 0);
\]

IF SRC = 0

\[
\text{CF} \leftarrow 1;
\]

ELSE

\[
\text{CF} \leftarrow 0;
\]

FI

\[
\text{DEST} \leftarrow \text{temp};
\]

**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.
BOUND—Check Array Index Against Bounds

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>62 /r</td>
<td>BOUND r16, m16&amp;16</td>
<td>RM</td>
<td>Invalid</td>
<td>Valid</td>
<td>Check if r16 (array index) is within bounds specified by m16&amp;16.</td>
</tr>
<tr>
<td>62 /r</td>
<td>BOUND r32, m32&amp;32</td>
<td>RM</td>
<td>Invalid</td>
<td>Valid</td>
<td>Check if r32 (array index) is within bounds specified by m32&amp;32.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

BOUND determines if the first operand (array index) is within the bounds of an array specified the second operand (bounds operand). The array index is a signed integer located in a register. The bounds operand is a memory location that contains a pair of signed doubleword-integers (when the operand-size attribute is 32) or a pair of signed word-integers (when the operand-size attribute is 16). The first doubleword (or word) is the lower bound of the array and the second doubleword (or word) is the upper bound of the array. The array index must be greater than or equal to the lower bound and less than or equal to the upper bound plus the operand size in bytes. If the index is not within bounds, a BOUND range exceeded exception (#BR) is signaled. When this exception is generated, the saved return instruction pointer points to the BOUND instruction.

The bounds limit data structure (two words or doublewords containing the lower and upper limits of the array) is usually placed just before the array itself, making the limits addressable via a constant offset from the beginning of the array. Because the address of the array already will be present in a register, this practice avoids extra bus cycles to obtain the effective address of the array bounds.

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

**Operation**

IF 64bit Mode
  THEN #UD;
  ELSE
    IF (ArrayIndex < LowerBound OR ArrayIndex > UpperBound)
      (* Below lower bound or above upper bound *)
      THEN #BR; Fi;
    FI;

**Flags Affected**

None.

**Protected Mode Exceptions**

#BR                    If the bounds test fails.
#UD                    If second operand is not a memory location.
                        If the LOCK prefix is used.
#GP(0)                 If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
                        If the DS, ES, FS, or GS register contains a NULL segment selector.
#SS(0)                 If a memory operand effective address is outside the SS segment limit.
#PF(fault-code)         If a page fault occurs.
#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**

#BR  If the bounds test fails.
#UD  If second operand is not a memory location.
     If the LOCK prefix is used.
#GP  If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS  If a memory operand effective address is outside the SS segment limit.

**Virtual-8086 Mode Exceptions**

#BR  If the bounds test fails.
#UD  If second operand is not a memory location.
     If the LOCK prefix is used.
#GP(0)  If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0)  If a memory operand effective address is outside the SS segment limit.
#PF(fault-code)  If a page fault occurs.
#AC(0)  If alignment checking is enabled and an unaligned memory reference is made.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

#UD  If in 64-bit mode.
BSF—Bit Scan Forward

Description

Searches the source operand (second operand) for the least significant set bit (1 bit). If a least significant 1 bit is found, its bit index is stored in the destination operand (first operand). The source operand can be a register or a memory location; the destination operand is a register. The bit index is an unsigned offset from bit 0 of the source operand. If the content of the source operand is 0, the content of the destination operand is undefined.

In 64-bit mode, the instruction’s default operation size is 32 bits. Using a REX prefix in the form of REX.R permits access to additional registers (R8-R15). Using a REX prefix in the form of REX.W promotes operation to 64 bits. See the summary chart at the beginning of this section for encoding data and limits.

Operation

IF SRC = 0  
THEN  
    ZF ← 1;  
    DEST is undefined;  
ELSE  
    ZF ← 0;  
    temp ← 0;  
    WHILE Bit(SRC, temp) = 0  
    DO  
        temp ← temp + 1;  
    OD;  
    DEST ← temp;  
FI;

Flags Affected

The ZF flag is set to 1 if all the source operand is 0; otherwise, the ZF flag is cleared. The CF, OF, SF, AF, and PF, flags are undefined.

Protected Mode Exceptions

#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.  
#SS(0) If a memory operand effective address is outside the SS segment limit.  
#PF(fault-code) If a page fault occurs.  
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.  
#UD If the LOCK prefix is used.

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>
Real-Address Mode Exceptions
#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#UD If the LOCK prefix is used.

Virtual-8086 Mode Exceptions
#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.
### BSR—Bit Scan Reverse

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>0F BD /r</strong></td>
<td>BSR r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Bit scan reverse on r/m16.</td>
</tr>
<tr>
<td><strong>0F BD /r</strong></td>
<td>BSR r32, r/m32</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Bit scan reverse on r/m32.</td>
</tr>
<tr>
<td><strong>REX.W + 0F BD /r</strong></td>
<td>BSR r64, r/m64</td>
<td>RM</td>
<td>N.E.</td>
<td></td>
<td>Bit scan reverse on r/m64.</td>
</tr>
</tbody>
</table>

#### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:\reg (w)</td>
<td>ModRM:\r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

#### Description

Searches the source operand (second operand) for the most significant set bit (1 bit). If a most significant 1 bit is found, its bit index is stored in the destination operand (first operand). The source operand can be a register or a memory location; the destination operand is a register. The bit index is an unsigned offset from bit 0 of the source operand. If the content source operand is 0, the content of the destination operand is undefined.

In 64-bit mode, the instruction’s default operation size is 32 bits. Using a REX prefix in the form of REX.R permits access to additional registers (R8-R15). Using a REX prefix in the form of REX.W promotes operation to 64 bits. See the summary chart at the beginning of this section for encoding data and limits.

#### Operation

IF SRC = 0 
THEN
    \[ ZF \leftarrow 1; \]
    \[ \text{DEST is undefined}; \]
ELSE
    \[ ZF \leftarrow 0; \]
    \[ \text{temp} \leftarrow \text{OperandSize} - 1; \]
    \[ \text{WHILE Bit(SRC, temp) = 0} \]
    \[ \text{DO} \]
    \[ \text{temp} \leftarrow \text{temp} - 1; \]
    \[ \text{OD}; \]
    \[ \text{DEST} \leftarrow \text{temp}; \]
FI;

#### Flags Affected

The ZF flag is set to 1 if all the source operand is 0; otherwise, the ZF flag is cleared. The CF, OF, SF, AF, and PF, flags are undefined.

#### Protected Mode Exceptions

- **#GP(0)** If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS(0)** If the DS, ES, FS, or GS register contains a NULL segment selector.
- **#PF(fault-code)** If a page fault occurs.
- **#AC(0)** If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
- **#UD** If the LOCK prefix is used.
Real-Address Mode Exceptions

#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#UD If the LOCK prefix is used.

Virtual-8086 Mode Exceptions

#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.
BSWAP—Byte Swap

**Description**
Reverses the byte order of a 32-bit or 64-bit (destination) register. This instruction is provided for converting little-endian values to big-endian format and vice versa. To swap bytes in a word value (16-bit register), use the XCHG instruction. When the BSWAP instruction references a 16-bit register, the result is undefined.

In 64-bit mode, the instruction’s default operation size is 32 bits. Using a REX prefix in the form of REX.R permits access to additional registers (R8-R15). Using a REX prefix in the form of REX.W promotes operation to 64 bits. See the summary chart at the beginning of this section for encoding data and limits.

**IA-32 Architecture Legacy Compatibility**
The BSWAP instruction is not supported on IA-32 processors earlier than the Intel486™ processor family. For compatibility with this instruction, software should include functionally equivalent code for execution on Intel processors earlier than the Intel486 processor family.

**Operation**
```
TEMP ← DEST
IF 64-bit mode AND OperandSize = 64
    THEN
        DEST[7:0] ← TEMP[63:56];
        DEST[15:8] ← TEMP[55:48];
        DEST[23:16] ← TEMP[47:40];
        DEST[39:32] ← TEMP[31:24];
        DEST[47:40] ← TEMP[23:16];
        DEST[55:48] ← TEMP[15:8];
        DEST[63:56] ← TEMP[7:0];
    ELSE
        DEST[7:0] ← TEMP[31:24];
        DEST[15:8] ← TEMP[23:16];
        DEST[23:16] ← TEMP[15:8];
        DEST[31:24] ← TEMP[7:0];
    FI;
```

**Flags Affected**
None.

**Exceptions (All Operating Modes)**
- #UD If the LOCK prefix is used.
**BT—Bit Test**

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F A3 /r</td>
<td>BT r/m16, r16</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>Store selected bit in CF flag.</td>
</tr>
<tr>
<td>0F A3 /r</td>
<td>BT r/m32, r32</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>Store selected bit in CF flag.</td>
</tr>
<tr>
<td>REX.W + 0F A3 /r</td>
<td>BT r/m64, r64</td>
<td>MR</td>
<td>Valid</td>
<td>N.E.</td>
<td>Store selected bit in CF flag.</td>
</tr>
<tr>
<td>0F BA /4 ib</td>
<td>BT r/m16, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>Store selected bit in CF flag.</td>
</tr>
<tr>
<td>0F BA /4 ib</td>
<td>BT r/m32, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>Store selected bit in CF flag.</td>
</tr>
<tr>
<td>REX.W + 0F BA /4 ib</td>
<td>BT r/m64, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>N.E.</td>
<td>Store selected bit in CF flag.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>MR</td>
<td>ModRM:r/m (r)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MI</td>
<td>ModRM:r/m (r)</td>
<td>imm8</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Selects the bit in a bit string (specified with the first operand, called the bit base) at the bit-position designated by the bit offset (specified by the second operand) and stores the value of the bit in the CF flag. The bit base operand can be a register or a memory location; the bit offset operand can be a register or an immediate value:

- If the bit base operand specifies a register, the instruction takes the modulo 16, 32, or 64 of the bit offset operand (modulo size depends on the mode and register size; 64-bit operands are available only in 64-bit mode).
- If the bit base operand specifies a memory location, the operand represents the address of the byte in memory that contains the bit base (bit 0 of the specified byte) of the bit string. The range of the bit position that can be referenced by the offset operand depends on the operand size.

See also: **Bit(BitBase, BitOffset)** on page 3-10.

Some assemblers support immediate bit offsets larger than 31 by using the immediate bit offset field in combination with the displacement field of the memory operand. In this case, the low-order 3 or 5 bits (3 for 16-bit operands, 5 for 32-bit operands) of the immediate bit offset are stored in the immediate bit offset field, and the high-order bits are shifted and combined with the byte displacement in the addressing mode by the assembler. The processor will ignore the high order bits if they are not zero.

When accessing a bit in memory, the processor may access 4 bytes starting from the memory address for a 32-bit operand size, using by the following relationship:

\[
\text{Effective Address} + (4 \times \text{(BitOffset DIV 32)})
\]

Or, it may access 2 bytes starting from the memory address for a 16-bit operand, using this relationship:

\[
\text{Effective Address} + (2 \times \text{(BitOffset DIV 16)})
\]

It may do so even when only a single byte needs to be accessed to reach the given bit. When using this bit addressing mechanism, software should avoid referencing areas of memory close to address space holes. In particular, it should avoid references to memory-mapped I/O registers. Instead, software should use the MOV instructions to load from or store to these addresses, and use the register form of these instructions to manipulate the data.

In 64-bit mode, the instruction's default operation size is 32 bits. Using a REX prefix in the form of REX.R permits access to additional registers (R8-R15). Using a REX prefix in the form of REX.W promotes operation to 64 bit operands. See the summary chart at the beginning of this section for encoding data and limits.
**Operation**

CF ← Bit(BitBase, BitOffset);

**Flags Affected**

The CF flag contains the value of the selected bit. The ZF flag is unaffected. The OF, SF, AF, and PF flags are undefined.

**Protected Mode Exceptions**

#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.  
If the DS, ES, FS, or GS register contains a NULL segment selector.  
#SS(0) If a memory operand effective address is outside the SS segment limit.  
#PF(fault-code) If a page fault occurs.  
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.  
#UD If the LOCK prefix is used.

**Real-Address Mode Exceptions**

#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.  
#SS If a memory operand effective address is outside the SS segment limit.  
#UD If the LOCK prefix is used.

**Virtual-8086 Mode Exceptions**

#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.  
#SS(0) If a memory operand effective address is outside the SS segment limit.  
#PF(fault-code) If a page fault occurs.  
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.  
#UD If the LOCK prefix is used.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

#SS(0) If a memory address referencing the SS segment is in a non-canonical form.  
#GP(0) If the memory address is in a non-canonical form.  
#PF(fault-code) If a page fault occurs.  
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.  
#UD If the LOCK prefix is used.
BTC—Bit Test and Complement

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F BB /r</td>
<td>BTC r/m16, r16</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>Store selected bit in CF flag and complement.</td>
</tr>
<tr>
<td>0F BB /r</td>
<td>BTC r/m32, r32</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>Store selected bit in CF flag and complement.</td>
</tr>
<tr>
<td>REX.W + 0F BB /r</td>
<td>BTC r/m64, r64</td>
<td>MR</td>
<td>Valid</td>
<td>N.E.</td>
<td>Store selected bit in CF flag and complement.</td>
</tr>
<tr>
<td>0F BA /7 ib</td>
<td>BTC r/m16, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>Store selected bit in CF flag and complement.</td>
</tr>
<tr>
<td>0F BA /7 ib</td>
<td>BTC r/m32, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>Store selected bit in CF flag and complement.</td>
</tr>
<tr>
<td>REX.W + 0F BA /7 ib</td>
<td>BTC r/m64, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>N.E.</td>
<td>Store selected bit in CF flag and complement.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>MR</td>
<td>ModRMr/m (r, w)</td>
<td>ModRMreg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MI</td>
<td>ModRMr/m (r, w)</td>
<td>imm8</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Selects the bit in a bit string (specified with the first operand, called the bit base) at the bit-position designated by the bit offset operand (second operand), stores the value of the bit in the CF flag, and complements the selected bit in the bit string. The bit base operand can be a register or a memory location; the bit offset operand can be a register or an immediate value:

- If the bit base operand specifies a register, the instruction takes the modulo 16, 32, or 64 of the bit offset operand (modulo size depends on the mode and register size; 64-bit operands are available only in 64-bit mode). This allows any bit position to be selected.
- If the bit base operand specifies a memory location, the operand represents the address of the byte in memory that contains the bit base (bit 0 of the specified byte) of the bit string. The range of the bit position that can be referenced by the offset operand depends on the operand size.

See also: Bit(BitBase, BitOffset) on page 3-10.

Some assemblers support immediate bit offsets larger than 31 by using the immediate bit offset field in combination with the displacement field of the memory operand. See “BT—Bit Test” in this chapter for more information on this addressing mechanism.

This instruction can be used with a LOCK prefix to allow the instruction to be executed atomically.

In 64-bit mode, the instruction’s default operation size is 32 bits. Using a REX prefix in the form of REX.R permits access to additional registers (R8-R15). Using a REX prefix in the form of REX.W promotes operation to 64 bits. See the summary chart at the beginning of this section for encoding data and limits.

Operation

CF ← Bit(BitBase, BitOffset);
Bit(BitBase, BitOffset) ← NOT Bit(BitBase, BitOffset);

Flags Affected

The CF flag contains the value of the selected bit before it is complemented. The ZF flag is unaffected. The OF, SF, AF, and PF flags are undefined.

Protected Mode Exceptions

#GP(0)  If the destination operand points to a non-writable segment.
If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
If the DS, ES, FS, or GS register contains a NULL segment selector.
INSTRUCTION SET REFERENCE, A-M

#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used but the destination is not a memory operand.

Real-Address Mode Exceptions
#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#UD If the LOCK prefix is used but the destination is not a memory operand.

Virtual-8086 Mode Exceptions
#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used but the destination is not a memory operand.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used but the destination is not a memory operand.
BTR—Bit Test and Reset

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F B3</td>
<td>BTR r/m16, r16</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>Store selected bit in CF flag and clear.</td>
</tr>
<tr>
<td>0F B3</td>
<td>BTR r/m32, r32</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>Store selected bit in CF flag and clear.</td>
</tr>
<tr>
<td>REX.W</td>
<td>0F B3</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>Store selected bit in CF flag and clear.</td>
</tr>
<tr>
<td>0F BA /6 ib</td>
<td>BTR r/m16, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>N.E.</td>
<td>Store selected bit in CF flag and clear.</td>
</tr>
<tr>
<td>0F BA /6 ib</td>
<td>BTR r/m32, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>N.E.</td>
<td>Store selected bit in CF flag and clear.</td>
</tr>
<tr>
<td>REX.W</td>
<td>0F BA /6 ib</td>
<td>MI</td>
<td>Valid</td>
<td>N.E.</td>
<td>Store selected bit in CF flag and clear.</td>
</tr>
</tbody>
</table>

Description
Selects the bit in a bit string (specified with the first operand, called the bit base) at the bit-position designated by the bit offset operand (second operand), stores the value of the bit in the CF flag, and clears the selected bit in the bit string to 0. The bit base operand can be a register or a memory location; the bit offset operand can be a register or an immediate value:

- If the bit base operand specifies a register, the instruction takes the modulo 16, 32, or 64 of the bit offset operand (modulo size depends on the mode and register size; 64-bit operands are available only in 64-bit mode). This allows any bit position to be selected.
- If the bit base operand specifies a memory location, the operand represents the address of the byte in memory that contains the bit base (bit 0 of the specified byte) of the bit string. The range of the bit position that can be referenced by the offset operand depends on the operand size.

See also: Bit(BitBase, BitOffset) on page 3-10.

Some assemblers support immediate bit offsets larger than 31 by using the immediate bit offset field in combination with the displacement field of the memory operand. See “BT—Bit Test” in this chapter for more information on this addressing mechanism.

This instruction can be used with a LOCK prefix to allow the instruction to be executed atomically.

In 64-bit mode, the instruction’s default operation size is 32 bits. Using a REX prefix in the form of REX.R permits access to additional registers (R8-R15). Using a REX prefix in the form of REX.W promotes operation to 64 bits. See the summary chart at the beginning of this section for encoding data and limits.

Operation

\[
\begin{align*}
\text{CF} &\leftarrow \text{Bit(BitBase, BitOffset)}; \\
\text{Bit(BitBase, BitOffset)} &\leftarrow 0;
\end{align*}
\]

Flags Affected
The CF flag contains the value of the selected bit before it is cleared. The ZF flag is unaffected. The OF, SF, AF, and PF flags are undefined.

Protected Mode Exceptions

- If the destination operand points to a non-writable segment.
- If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- If the DS, ES, FS, or GS register contains a NULL segment selector.
BTR—Bit Test and Reset

#SS(0) If a memory operand effective address is outside the SS segment limit.

#PF(fault-code) If a page fault occurs.

#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.

#UD If the LOCK prefix is used but the destination is not a memory operand.

Real-Address Mode Exceptions

#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.

#SS If a memory operand effective address is outside the SS segment limit.

#UD If the LOCK prefix is used but the destination is not a memory operand.

Virtual-8086 Mode Exceptions

#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.

#SS(0) If a memory operand effective address is outside the SS segment limit.

#PF(fault-code) If a page fault occurs.

#AC(0) If alignment checking is enabled and an unaligned memory reference is made.

#UD If the LOCK prefix is used but the destination is not a memory operand.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#SS(0) If a memory address referencing the SS segment is in a non-canonical form.

#GP(0) If the memory address is in a non-canonical form.

#PF(fault-code) If a page fault occurs.

#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.

#UD If the LOCK prefix is used but the destination is not a memory operand.
BTS—Bit Test and Set

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-bit Mode</th>
<th>Comp/M Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F AB /r</td>
<td>BTS r/m16, r16</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>Store selected bit in CF flag and set.</td>
</tr>
<tr>
<td>0F AB /r</td>
<td>BTS r/m32, r32</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>Store selected bit in CF flag and set.</td>
</tr>
<tr>
<td>REX.W + 0F AB /r</td>
<td>BTS r/m64, r64</td>
<td>MR</td>
<td>Valid</td>
<td>N.E.</td>
<td>Store selected bit in CF flag and set.</td>
</tr>
<tr>
<td>0F BA /5 ib</td>
<td>BTS r/m64, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>Store selected bit in CF flag and set.</td>
</tr>
<tr>
<td>0F BA /5 ib</td>
<td>BTS r/m32, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>Store selected bit in CF flag and set.</td>
</tr>
<tr>
<td>REX.W + 0F BA /5 ib</td>
<td>BTS r/m64, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>N.E.</td>
<td>Store selected bit in CF flag and set.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>MR</td>
<td>ModRM:r/m (r, w)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MI</td>
<td>ModRM:r/m (r, w)</td>
<td>imm8</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Selects the bit in a bit string (specified with the first operand, called the bit base) at the bit-position designated by the bit offset operand (second operand), stores the value of the bit in the CF flag, and sets the selected bit in the bit string to 1. The bit base operand can be a register or a memory location; the bit offset operand can be a register or an immediate value:

- If the bit base operand specifies a register, the instruction takes the modulo 16, 32, or 64 of the bit offset operand (modulo size depends on the mode and register size; 64-bit operands are available only in 64-bit mode). This allows any bit position to be selected.
- If the bit base operand specifies a memory location, the operand represents the address of the byte in memory that contains the bit base (bit 0 of the specified byte) of the bit string. The range of the bit position that can be referenced by the offset operand depends on the operand size.

See also: Bit(BitBase, BitOffset) on page 3-10.

Some assemblers support immediate bit offsets larger than 31 by using the immediate bit offset field in combination with the displacement field of the memory operand. See “BT—Bit Test” in this chapter for more information on this addressing mechanism.

This instruction can be used with a LOCK prefix to allow the instruction to be executed atomically.

In 64-bit mode, the instruction’s default operation size is 32 bits. Using a REX prefix in the form of REX.R permits access to additional registers (R8-R15). Using a REX prefix in the form of REX.W promotes operation to 64 bits. See the summary chart at the beginning of this section for encoding data and limits.

Operation

CF ← Bit(BitBase, BitOffset);
Bit(BitBase, BitOffset) ← 1;

Flags Affected

The CF flag contains the value of the selected bit before it is set. The ZF flag is unaffected. The OF, SF, AF, and PF flags are undefined.

Protected Mode Exceptions

- #GP(0) If the destination operand points to a non-writable segment.
- If the memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- If the DS, ES, FS, or GS register contains a NULL segment selector.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used but the destination is not a memory operand.

**Real-Address Mode Exceptions**

#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#UD If the LOCK prefix is used but the destination is not a memory operand.

**Virtual-8086 Mode Exceptions**

#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used but the destination is not a memory operand.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used but the destination is not a memory operand.
**BZHI — Zero High Bits Starting with Specified Bit Position**

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/ En</th>
<th>64/32 Bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>VEX.NDS1.LZ.0F38.W0 F5 /r</td>
<td>RMV</td>
<td>V/V</td>
<td>BMI2</td>
<td>Zero bits in r/m32 starting with the position in r32b, write result to r32a.</td>
</tr>
<tr>
<td>BZHI r32a, r/m32, r32b</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS1.LZ.0F38.W1 F5 /r</td>
<td>RMV</td>
<td>V/N.E.</td>
<td>BMI2</td>
<td>Zero bits in r/m64 starting with the position in r64b, write result to r64a.</td>
</tr>
<tr>
<td>BZHI r64a, r/m64, r64b</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**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

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RMV</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>VEX.vvvv (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

**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**

\[
\begin{align*}
N & \leftarrow \text{SRC2}[7:0] \\
\text{DEST} & \leftarrow \text{SRC1} \\
\text{IF } (N < \text{OperandSize}) & \text{ IF } (N < \text{OperandSize}) \\
& \text{DEST}[\text{OperandSize}-1:N] \leftarrow 0 \\
& \text{FI} \\
& \text{IF } (N > \text{OperandSize} - 1) \\
& \text{CF} \leftarrow 1 \\
& \text{ELSE} \\
& \text{CF} \leftarrow 0 \\
& \text{FI}
\end{align*}
\]

**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.
CALL—Call Procedure

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-bit Mode</th>
<th>Comp/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>E8 cw</td>
<td>CALL rel16</td>
<td>M</td>
<td>N.S.</td>
<td>Valid</td>
<td>Call near, relative, displacement relative to next instruction.</td>
</tr>
<tr>
<td>E8 cd</td>
<td>CALL rel32</td>
<td>M</td>
<td>Valid</td>
<td>Valid</td>
<td>Call near, relative, displacement relative to next instruction. 32-bit displacement sign extended to 64-bits in 64-bit mode.</td>
</tr>
<tr>
<td>FF /2</td>
<td>CALL r/m16</td>
<td>M</td>
<td>N.E.</td>
<td>Valid</td>
<td>Call near, absolute indirect, address given in r/m16.</td>
</tr>
<tr>
<td>FF /2</td>
<td>CALL r/m32</td>
<td>M</td>
<td>N.E.</td>
<td>Valid</td>
<td>Call near, absolute indirect, address given in r/m32.</td>
</tr>
<tr>
<td>FF /2</td>
<td>CALL r/m64</td>
<td>M</td>
<td>Valid</td>
<td>N.E.</td>
<td>Call near, absolute indirect, address given in r/m64.</td>
</tr>
<tr>
<td>9A cd</td>
<td>CALL ptr16:16</td>
<td>D</td>
<td>Invalid</td>
<td>Valid</td>
<td>Call far, absolute, address given in operand.</td>
</tr>
<tr>
<td>9A cp</td>
<td>CALL ptr16:32</td>
<td>D</td>
<td>Invalid</td>
<td>Valid</td>
<td>Call far, absolute, address given in operand.</td>
</tr>
<tr>
<td>FF /3</td>
<td>CALL m16:16</td>
<td>M</td>
<td>Valid</td>
<td>Valid</td>
<td>Call far, absolute indirect address given in m16:16. In 32-bit mode: if selector points to a gate, then RIP = 32-bit zero extended displacement taken from gate; else RIP = zero extended 16-bit offset from far pointer referenced in the instruction.</td>
</tr>
<tr>
<td>FF /3</td>
<td>CALL m16:32</td>
<td>M</td>
<td>Valid</td>
<td>Valid</td>
<td>In 64-bit mode: If selector points to a gate, then RIP = 64-bit displacement taken from gate; else RIP = zero extended 32-bit offset from far pointer referenced in the instruction.</td>
</tr>
<tr>
<td>REX.W + FF /3</td>
<td>CALL m16:64</td>
<td>M</td>
<td>Valid</td>
<td>N.E.</td>
<td>In 64-bit mode: If selector points to a gate, then RIP = 64-bit displacement taken from gate; else RIP = 64-bit offset from far pointer referenced in the instruction.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>D</td>
<td>Offset</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>M</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Saves procedure linking information on the stack and branches to the called procedure specified using the target operand. The target operand specifies the address of the first instruction in the called procedure. The operand can be an immediate value, a general-purpose register, or a memory location.

This instruction can be used to execute four types of calls:

- **Near Call** — A call to a procedure in the current code segment (the segment currently pointed to by the CS register), sometimes referred to as an intra-segment call.
- **Far Call** — A call to a procedure located in a different segment than the current code segment, sometimes referred to as an inter-segment call.
- **Inter-privilege-level far call** — A far call to a procedure in a segment at a different privilege level than that of the currently executing program or procedure.
- **Task switch** — A call to a procedure located in a different task.
The latter two call types (inter-privilege-level call and task switch) can only be executed in protected mode. See "Calling Procedures Using Call and RET" in Chapter 6 of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1, for additional information on near, far, and inter-privilege-level calls. See Chapter 7, "Task Management," in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A, for information on performing task switches with the CALL instruction.

Near Call. When executing a near call, the processor pushes the value of the EIP register (which contains the offset of the instruction following the CALL instruction) on the stack (for use later as a return-instruction pointer). The processor then branches to the address in the current code segment specified by the target operand. The target operand specifies either an absolute offset in the code segment (an offset from the base of the code segment) or a relative offset (a signed displacement relative to the current value of the instruction pointer in the EIP register; this value points to the instruction following the CALL instruction). The CS register is not changed on near calls.

For a near call absolute, an absolute offset is specified indirectly in a general-purpose register or a memory location (r/m16, r/m32, or r/m64). The operand-size attribute determines the size of the target operand (16, 32 or 64 bits). When in 64-bit mode, the operand size for near call (and all near branches) is forced to 64-bits. Absolute offsets are loaded directly into the EIP(RIP) register. If the operand size attribute is 16, the upper two bytes of the EIP register are cleared, resulting in a maximum instruction pointer size of 16 bits. When accessing an absolute offset indirectly using the stack pointer [ESP] as the base register, the base value used is the value of the ESP before the instruction executes.

A relative offset (rel16 or rel32) is generally specified as a label in assembly code. But at the machine code level, it is encoded as a signed, 16- or 32-bit immediate value. This value is added to the value in the EIP(RIP) register. In 64-bit mode the relative offset is always a 32-bit immediate value which is sign extended to 64-bits before it is added to the value in the RIP register for the target calculation. As with absolute offsets, the operand-size attribute determines the size of the target operand (16, 32, or 64 bits). In 64-bit mode the target operand will always be 64-bits because the operand size is forced to 64-bits for near branches.

Far Calls in Real-Address or Virtual-8086 Mode. When executing a far call in real-address or virtual-8086 mode, the processor pushes the current value of both the CS and EIP registers on the stack for use as a return-instruction pointer. The processor then performs a “far branch” to the code segment and offset specified with the target operand for the called procedure. The target operand specifies an absolute far address either directly with a pointer (ptr16:16 or ptr16:32) or indirectly with a memory location (m16:16 or m16:32). With the pointer method, the segment and offset of the called procedure is encoded in the instruction using a 4-byte (16-bit operand size) or 6-byte (32-bit operand size) far address immediate. With the indirect method, the target operand specifies a memory location that contains a 4-byte (16-bit operand size) or 6-byte (32-bit operand size) far address. The operand-size attribute determines the size of the offset (16 or 32 bits) in the far address. The far address is loaded directly into the CS and EIP registers. If the operand-size attribute is 16, the upper two bytes of the EIP register are cleared.

Far Calls in Protected Mode. When the processor is operating in protected mode, the CALL instruction can be used to perform the following types of far calls:

- Far call to the same privilege level
- Far call to a different privilege level (inter-privilege level call)
- Task switch (far call to another task)

In protected mode, the processor always uses the segment selector part of the far address to access the corresponding descriptor in the GDT or LDT. The descriptor type (code segment, call gate, task gate, or TSS) and access rights determine the type of call operation to be performed.

If the selected descriptor is for a code segment, a far call to a code segment at the same privilege level is performed. (If the selected code segment is at a different privilege level and the code segment is non-conforming, a general-protection exception is generated.) A far call to the same privilege level in protected mode is very similar to one carried out in real-address or virtual-8086 mode. The target operand specifies an absolute far address either directly with a pointer (ptr16:16 or ptr16:32) or indirectly with a memory location (m16:16 or m16:32). The operand-size attribute determines the size of the offset (16 or 32 bits) in the far address. The new code segment selector and its descriptor are loaded into CS register; the offset from the instruction is loaded into the EIP register.

A call gate (described in the next paragraph) can also be used to perform a far call to a code segment at the same privilege level. Using this mechanism provides an extra level of indirection and is the preferred method of making calls between 16-bit and 32-bit code segments.

When executing an inter-privilege-level far call, the code segment for the procedure being called must be accessed through a call gate. The segment selector specified by the target operand identifies the call gate. The target
operand and can specify the call gate segment selector either directly with a pointer (ptr16:16 or ptr16:32) or indirectly with a memory location (m16:16 or m16:32). The processor obtains the segment selector for the new code segment and the new instruction pointer (offset) from the call gate descriptor. (The offset from the target operand is ignored when a call gate is used.)

On inter-privilege-level calls, the processor switches to the stack for the privilege level of the called procedure. The segment selector for the new stack segment is specified in the TSS for the currently running task. The branch to the new code segment occurs after the stack switch. (Note that when using a call gate to perform a far call to a segment at the same privilege level, no stack switch occurs.) On the new stack, the processor pushes the segment selector and stack pointer for the calling procedure's stack, and the segment selector and instruction pointer for the calling procedure’s code segment. (A value in the call gate descriptor determines how many parameters to copy to the new stack.) Finally, the processor branches to the address of the procedure being called within the new code segment.

Executing a task switch with the CALL instruction is similar to executing a call through a call gate. The target operand specifies the segment selector of the task gate for the new task activated by the switch (the offset in the target operand is ignored). The task gate in turn points to the TSS for the new task, which contains the segment selectors for the task’s code and stack segments. Note that the TSS also contains the EIP value for the next instruction that was to be executed before the calling task was suspended. This instruction pointer value is loaded into the EIP register to re-start the calling task.

The CALL instruction can also specify the segment selector of the TSS directly, which eliminates the indirection of the task gate. See Chapter 7, “Task Management,” in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A, for information on the mechanics of a task switch.

When you execute at task switch with a CALL instruction, the nested task flag (NT) is set in the EFLAGS register and the new TSS’s previous task link field is loaded with the old task’s TSS selector. Code is expected to suspend this nested task by executing an IRET instruction which, because the NT flag is set, automatically uses the previous task link to return to the calling task. (See “Task Linking” in Chapter 7 of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A, for information on nested tasks.) Switching tasks with the CALL instruction differs in this regard from JMP instruction. JMP does not set the NT flag and therefore does not expect an IRET instruction to suspend the task.

Mixing 16-Bit and 32-Bit Calls. When making far calls between 16-bit and 32-bit code segments, use a call gate. If the far call is from a 32-bit code segment to a 16-bit code segment, the call should be made from the first 64 KBytes of the 32-bit code segment. This is because the operand-size attribute of the instruction is set to 16, so only a 16-bit return address offset can be saved. Also, the call should be made using a 16-bit call gate so that 16-bit values can be pushed on the stack. See Chapter 21, “Mixing 16-Bit and 32-Bit Code,” in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3B, for more information.

Far Calls in Compatibility Mode. When the processor is operating in compatibility mode, the CALL instruction can be used to perform the following types of far calls:

- Far call to the same privilege level, remaining in compatibility mode
- Far call to the same privilege level, transitioning to 64-bit mode
- Far call to a different privilege level (inter-privilege level call), transitioning to 64-bit mode

Note that a CALL instruction cannot be used to cause a task switch in compatibility mode since task switches are not supported in IA-32e mode.

In compatibility mode, the processor always uses the segment selector part of the far address to access the corresponding descriptor in the GDT or LDT. The descriptor type (code segment, call gate) and access rights determine the type of call operation to be performed.

If the selected descriptor is for a code segment, a far call to a code segment at the same privilege level is performed. (If the selected code segment is at a different privilege level and the code segment is non-conforming, a general-protection exception is generated.) A far call to the same privilege level in compatibility mode is very similar to one carried out in protected mode. The target operand specifies an absolute far address either directly with a pointer (ptr16:16 or ptr16:32) or indirectly with a memory location (m16:16 or m16:32). The operand-size attribute determines the size of the offset (16 or 32 bits) in the far address. The new code segment selector and its descriptor are loaded into CS register and the offset from the instruction is loaded into the EIP register. The difference is that 64-bit mode may be entered. This specified by the L bit in the new code segment descriptor.
Note that a 64-bit call gate (described in the next paragraph) can also be used to perform a far call to a code segment at the same privilege level. However, using this mechanism requires that the target code segment descriptor have the L bit set, causing an entry to 64-bit mode.

When executing an inter-privilege-level far call, the code segment for the procedure being called must be accessed through a 64-bit call gate. The segment selector specified by the target operand identifies the call gate. The target operand can specify the call gate segment selector either directly with a pointer (ptr16:16 or ptr16:32) or indirectly with a memory location (m16:16 or m16:32). The processor obtains the segment selector for the new code segment and the new instruction pointer (offset) from the 16-byte call gate descriptor. (The offset from the target operand is ignored when a call gate is used.)

On inter-privilege-level calls, the processor switches to the stack for the privilege level of the called procedure. The segment selector for the new stack segment is set to NULL. The new stack pointer is specified in the TSS for the currently running task. The branch to the new code segment occurs after the stack switch. (Note that when using a call gate to perform a far call to a segment at the same privilege level, an implicit stack switch occurs as a result of entering 64-bit mode. The SS selector is unchanged, but stack segment accesses use a segment base of 0x0, the limit is ignored, and the default stack size is 64-bits. The full value of RSP is used for the offset, of which the upper 32-bits are undefined.) On the new stack, the processor pushes the segment selector and stack pointer for the calling procedure's stack and the segment selector and instruction pointer for the calling procedure's code segment. (Parameter copy is not supported in IA-32e mode.) Finally, the processor branches to the address of the procedure being called within the new code segment.

Near/(Far) Calls in 64-bit Mode. When the processor is operating in 64-bit mode, the CALL instruction can be used to perform the following types of far calls:

- Far call to the same privilege level, transitioning to compatibility mode
- Far call to the same privilege level, remaining in 64-bit mode
- Far call to a different privilege level (inter-privilege level call), remaining in 64-bit mode

Note that in this mode the CALL instruction can not be used to cause a task switch in 64-bit mode since task switches are not supported in IA-32e mode.

In 64-bit mode, the processor always uses the segment selector part of the far address to access the corresponding descriptor in the GDT or LDT. The descriptor type (code segment, call gate) and access rights determine the type of call operation to be performed.

If the selected descriptor is for a code segment, a far call to a code segment at the same privilege level is performed. (If the selected code segment is at a different privilege level and the code segment is non-conforming, a general-protection exception is generated.) A far call to the same privilege level in 64-bit mode is very similar to one carried out in compatibility mode. The target operand specifies an absolute far address indirectly with a memory location (m16:16, m16:32 or m16:64). The form of CALL with a direct specification of absolute far address is not defined in 64-bit mode. The operand-size attribute determines the size of the offset (16, 32, or 64 bits) in the far address. The new code segment selector and its descriptor are loaded into the CS register; the offset from the instruction is loaded into the EIP register. The new code segment may specify entry either into compatibility or 64-bit mode, based on the L bit value.

A 64-bit call gate (described in the next paragraph) can also be used to perform a far call to a code segment at the same privilege level. However, using this mechanism requires that the target code segment descriptor have the L bit set.

When executing an inter-privilege-level far call, the code segment for the procedure being called must be accessed through a 64-bit call gate. The segment selector specified by the target operand identifies the call gate. The target operand can only specify the call gate segment selector indirectly with a memory location (m16:16, m16:32 or m16:64). The processor obtains the segment selector for the new code segment and the new instruction pointer (offset) from the 16-byte call gate descriptor. (The offset from the target operand is ignored when a call gate is used.)

On inter-privilege-level calls, the processor switches to the stack for the privilege level of the called procedure. The segment selector for the new stack segment is set to NULL. The new stack pointer is specified in the TSS for the currently running task. The branch to the new code segment occurs after the stack switch.

Note that when using a call gate to perform a far call to a segment at the same privilege level, an implicit stack switch occurs as a result of entering 64-bit mode. The SS selector is unchanged, but stack segment accesses use a segment base of 0x0, the limit is ignored, and the default stack size is 64-bits. (The full value of RSP is used for the
Offset.) On the new stack, the processor pushes the segment selector and stack pointer for the calling procedure’s stack and the segment selector and instruction pointer for the calling procedure’s code segment. (Parameter copy is not supported in IA-32e mode.) Finally, the processor branches to the address of the procedure being called within the new code segment.

**Operation**

IF near call
  THEN IF near relative call
    THEN
      IF OperandSize = 64
        THEN
          tempDEST ← SignExtend(DEST); (* DEST is rel32 *)
          tempRIP ← RIP + tempDEST;
          IF stack not large enough for a 8-byte return address
            THEN #SS(0); Fl;
            Push(RIP);
            RIP ← tempRIP;
          FI;
        FI;
      IF OperandSize = 32
        THEN
          tempEIP ← EIP + DEST; (* DEST is rel32 *)
          IF tempEIP is not within code segment limit THEN #GP(0); Fl;
          IF stack not large enough for a 4-byte return address
            THEN #SS(0); Fl;
            Push(EIP);
            EIP ← tempEIP;
          FI;
      FI;
    ELSE (* Near absolute call *)
      IF OperandSize = 64
        THEN
          tempRIP ← DEST; (* DEST is r/m64 *)
          IF stack not large enough for a 8-byte return address
            THEN #SS(0); Fl;
            Push(RIP);
            RIP ← tempRIP;
          FI;
        FI;
      IF OperandSize = 32
        THEN
          tempEIP ← DEST; (* DEST is r/m32 *)
          IF stack not large enough for a 4-byte return address
            THEN #SS(0); Fl;
            Push(EIP);
            EIP ← tempEIP;
CALL—Call Procedure

INSTRUCTION SET REFERENCE, A-M

3-104 Vol. 2A

FI;
IF OperandSize = 16
THEN
    tempEIP ← DEST AND 0000FFFFH; (* DEST is r/m16 *)
    IF tempEIP is not within code segment limit THEN #GP(0); FI;
    IF stack not large enough for a 2-byte return address
    THEN #SS(0); FI;
    Push(IP);
    EIP ← tempEIP;
FI;
FI;rel/abs
FI; near

IF far call and (PE = 0 or (PE = 1 and VM = 1)) (* Real-address or virtual-8086 mode *)
THEN
    IF OperandSize = 32
    THEN
        IF stack not large enough for a 6-byte return address
        THEN #SS(0); FI;
        IF DEST[31:16] is not zero THEN #GP(0); FI;
        Push(CS); (* Padded with 16 high-order bits *)
        Push(EIP);
        CS ← DEST[47:32]; (* DEST is ptr16:32 or [m16:32] *)
        EIP ← DEST[31:0]; (* DEST is ptr16:32 or [m16:32] *)
    ELSE (* OperandSize = 16 *)
        IF stack not large enough for a 4-byte return address
        THEN #SS(0); FI;
        Push(CS);
        Push(IP);
        CS ← DEST[31:16]; (* DEST is ptr16:16 or [m16:16] *)
        EIP ← DEST[15:0]; (* DEST is ptr16:16 or [m16:16]; clear upper 16 bits *)
    FI;
FI;

IF far call and (PE = 1 and VM = 0) (* Protected mode or IA-32e Mode, not virtual-8086 mode*)
THEN
    IF segment selector in target operand NULL
    THEN #GP(0); FI;
    IF segment selector index not within descriptor table limits
    THEN #GP(new code segment selector); FI;
    Read type and access rights of selected segment descriptor;
    IF IA32_EFER.LMA = 0
    THEN
        IF segment type is not a conforming or nonconforming code segment, call gate, task gate, or TSS
        THEN #GP(segment selector); FI;
    ELSE
        IF segment type is not a conforming or nonconforming code segment or
        64-bit call gate,
        THEN #GP(segment selector); FI;
    FI;
Depending on type and access rights:
    GO TO CONFORMING-CODE-SEGMENT;
    GO TO NONCONFORMING-CODE-SEGMENT;
GO TO CALL-GATE;
GO TO TASK-GATE;
GO TO TASK-STATE-SEGMENT;

FI;

CONFORMING-CODE-SEGMENT:
  IF L bit = 1 and D bit = 1 and IA32_EFER.LMA = 1
    THEN GP(new code segment selector); FI;
  IF DPL > CPL
    THEN #GP(new code segment selector); FI;
  IF segment not present
    THEN #NP(new code segment selector); FI;
  IF stack not large enough for return address
    THEN #SS(0); FI;
  tempEIP ← DEST(Offset);
  IF OperandSize = 16
    THEN
      tempEIP ← tempEIP AND 0000FFFFH; (*) Clear upper 16 bits *)
      IF (EFER.LMA = 0 or target mode = Compatibility mode) and (tempEIP outside new code
        segment limit)
        THEN #GP(0); FI;
      IF tempEIP is non-canonical
        THEN #GP(0); FI;
     ELSE
      IF OperandSize = 32
        THEN
          Push(CS); (* Padded with 16 high-order bits *)
          Push(EIP);
          CS ← DEST(CodeSegmentSelector);
          (* Segment descriptor information also loaded *)
          CS(RPL) ← CPL;
          EIP ← tempEIP;
        ELSE (* OperandSize = 64 *)
          Push(CS); (* Padded with 48 high-order bits *)
          Push(RIP);
          CS ← DEST(CodeSegmentSelector);
          (* Segment descriptor information also loaded *)
          CS(RPL) ← CPL;
          RIP ← tempEIP;
      FI;
    FI;
  END;

NONCONFORMING-CODE-SEGMENT:
  IF L-Bit = 1 and D-BIT = 1 and IA32_EFER.LMA = 1
    THEN GP(new code segment selector); FI;
IF (RPL > CPL) or (DPL ≠ CPL) THEN #GP(new code segment selector); FI;
IF segment not present THEN #NP(new code segment selector); FI;
IF stack not large enough for return address THEN #SS(0); FI;
tempEIP ← DEST(Offset);
IF OperandSize = 16 THEN tempEIP ← tempEIP AND 0000FFFFH; FI;} (* Clear upper 16 bits *)
IF (EFER.LMA = 0 or target mode = Compatibility mode) and (tempEIP outside new code segment limit)
THEN #GP(0); FI;
IF tempEIP is non-canonical THEN #GP(0); FI;
IF OperandSize = 32 THEN
    Push(CS); (* Padded with 16 high-order bits *)
    Push(EIP);
    CS ← DEST(CodeSegmentSelector);
    (* Segment descriptor information also loaded *)
    CS(RPL) ← CPL;
    EIP ← tempEIP;
ELSE IF OperandSize = 16 THEN
    Push(CS);
    Push(IP);
    CS ← DEST(CodeSegmentSelector);
    (* Segment descriptor information also loaded *)
    CS(RPL) ← CPL;
    EIP ← tempEIP;
ELSE (* OperandSize = 64 *) THEN
    Push(CS); (* Padded with 48 high-order bits *)
    Push(RIP);
    CS ← DEST(CodeSegmentSelector);
    (* Segment descriptor information also loaded *)
    CS(RPL) ← CPL;
    RIP ← tempEIP;
ELSE (* OperandSize = 64 *) THEN
    Push(CS); (* Padded with 48 high-order bits *)
    Push(RIP);
    CS ← DEST(CodeSegmentSelector);
    (* Segment descriptor information also loaded *)
    CS(RPL) ← CPL;
    RIP ← tempEIP;
ELSE (* OperandSize = 64 *) THEN
    Push(CS); (* Padded with 48 high-order bits *)
    Push(RIP);
    CS ← DEST(CodeSegmentSelector);
    (* Segment descriptor information also loaded *)
    CS(RPL) ← CPL;
    RIP ← tempEIP;
ELSE (* OperandSize = 64 *) THEN
    Push(CS); (* Padded with 48 high-order bits *)
    Push(RIP);
    CS ← DEST(CodeSegmentSelector);
    (* Segment descriptor information also loaded *)
    CS(RPL) ← CPL;
    RIP ← tempEIP;
    FI;
END;

CALL-GATE:
IF call gate (DPL < CPL) or (RPL > CPL) THEN #GP(call-gate selector); FI;
IF call gate not present THEN #NP(call-gate selector); FI;
IF call-gate code-segment selector is NULL THEN #GP(0); FI;
IF call-gate code-segment selector index is outside descriptor table limits THEN #GP(call-gate code-segment selector); FI;
Read call-gate code-segment descriptor;
IF call-gate code-segment descriptor does not indicate a code segment or call-gate code-segment descriptor DPL > CPL.

3-106 Vol. 2A CALL—Call Procedure
THEN #GP(call-gate code-segment selector); Fi;
IF IA32_EFER.LMA = 1 AND (call-gate code-segment descriptor is
not a 64-bit code segment or call-gate code-segment descriptor has both L-bit and D-bit set)
THEN #GP(call-gate code-segment selector); Fi;
IF call-gate code segment not present
THEN #NP(call-gate code-segment selector); Fi;
IF call-gate code segment is non-conforming and DPL < CPL
THEN go to MORE-PRIVILEGE;
ELSE go to SAME-PRIVILEGE;
Fi;
END;

MORE-PRIVILEGE:
IF current TSS is 32-bit
THEN
TSSstackAddress ← (new code-segment DPL * 8) + 4;
IF (TSSstackAddress + 5) > current TSS limit
THEN #TS(current TSS selector); Fi;
NewSS ← 2 bytes loaded from (TSS base + TSSstackAddress + 4);
NewESP ← 4 bytes loaded from (TSS base + TSSstackAddress);
ELSE
IF current TSS is 16-bit
THEN
TSSstackAddress ← (new code-segment DPL * 4) + 2
IF (TSSstackAddress + 3) > current TSS limit
THEN #TS(current TSS selector); Fi;
NewSS ← 2 bytes loaded from (TSS base + TSSstackAddress + 2);
NewESP ← 2 bytes loaded from (TSS base + TSSstackAddress);
ELSE (* current TSS is 64-bit *)
TSSstackAddress ← (new code-segment DPL * 8) + 4;
IF (TSSstackAddress + 7) > current TSS limit
THEN #TS(current TSS selector); Fi;
NewSS ← new code-segment DPL; (* NULL selector with RPL = new CPL *)
NewRSP ← 8 bytes loaded from (current TSS base + TSSstackAddress);
Fi;
FI;
IF IA32_EFER.LMA = 0 and NewSS is NULL
THEN #TS(NewSS); Fi;
Read new code-segment descriptor and new stack-segment descriptor;
IF IA32_EFER.LMA = 0 and (NewSS RPL ≠ new code-segment DPL
or new stack-segment DPL ≠ new code-segment DPL or new stack segment is not a
writable data segment)
THEN #TS(NewSS); Fi;
IF IA32_EFER.LMA = 0 and new stack segment not present
THEN #SS(NewSS); Fi;
IF CallGateSize = 32
THEN
IF new stack does not have room for parameters plus 16 bytes
THEN #SS(NewSS); Fi;
IF CallGate(InstructionPointer) not within new code-segment limit
THEN #GP(0); Fi;
SS ← newSS; (* Segment descriptor information also loaded *)
ESP ← newESP;
CS:EIP ← CallGate(CS:InstructionPointer);
CALL—Call Procedure

INSTRUCTION SET REFERENCE, A-M

3-108 Vol. 2A

CALL—Call Procedure

(* Segment descriptor information also loaded *)
Push(oldSS:oldESP); (* From calling procedure *)
temp ← parameter count from call gate, masked to 5 bits;
Push(parameters from calling procedure's stack, temp)
Push(oldCS:oldEIP); (* Return address to calling procedure *)

ELSE
  IF CallGateSize = 16
    THEN
      IF new stack does not have room for parameters plus 8 bytes
        THEN #SS(NewSS); FI;
      IF (CallGate(InstructionPointer) AND FFFFH) not in new code-segment limit
        THEN #GP(0); FI;
      SS ← newSS; (* Segment descriptor information also loaded *)
      ESP ← newESP;
      CS:IP ← CallGate(CS:InstructionPointer);
      (* Segment descriptor information also loaded *)
      Push(oldSS:oldESP); (* From calling procedure *)
      temp ← parameter count from call gate, masked to 5 bits;
      Push(parameters from calling procedure's stack, temp)
      Push(oldCS:oldEIP); (* Return address to calling procedure *)
    ELSE (* CallGateSize = 64 *)
      IF pushing 32 bytes on the stack would use a non-canonical address
        THEN #SS(NewSS); FI;
      IF (CallGate(InstructionPointer) is non-canonical)
        THEN #GP(0); FI;
      SS ← NewSS; (* NewSS is NULL)
      RSP ← NewESP;
      CS:IP ← CallGate(CS:InstructionPointer);
      (* Segment descriptor information also loaded *)
      Push(oldSS:oldESP); (* From calling procedure *)
      Push(oldCS:oldEIP); (* Return address to calling procedure *)
    FI;
  CPL ← CodeSegment(DPL)
  CS(RPL) ← CPL
END;

SAME-PRIVILEGE:
  IF CallGateSize = 32
    THEN
      IF stack does not have room for 8 bytes
        THEN #SS(0); FI;
      IF CallGate(InstructionPointer) not within code segment limit
        THEN #GP(0); FI;
      CS:EIP ← CallGate(CS:EIP) (* Segment descriptor information also loaded *)
      Push(oldCS:oldEIP); (* Return address to calling procedure *)
    ELSE
      IF CallGateSize = 16
        THEN
          IF stack does not have room for 4 bytes
            THEN #SS(0); FI;
          IF CallGate(InstructionPointer) not within code segment limit
            THEN #GP(0); FI;
          CS:IP ← CallGate(CS:Instruction Pointer);
CALL—Call Procedure

(* Segment descriptor information also loaded *)
Push(oldCS:oldIP); (* Return address to calling procedure *)
ELSE (* CallGateSize = 64 *)
  IF pushing 16 bytes on the stack touches non-canonical addresses
    THEN #SS(0); Fl;
  IF RIP non-canonical
    THEN #GP(0); Fl;
  CS:IP ← CallGate(CS:instruction pointer);
  (* Segment descriptor information also loaded *)
  Push(oldCS:oldIP); (* Return address to calling procedure *)
FI;
FI;
CS(RPL) ← CPL
END;

TASK-GATE:
  IF task gate DPL < CPL or RPL
    THEN #GP(task gate selector); Fl;
  IF task gate not present
    THEN #NP(task gate selector); Fl;
  Read the TSS segment selector in the task-gate descriptor;
  IF TSS segment selector local/global bit is set to local
    or index not within GDT limits
    THEN #GP(TSS selector); Fl;
  Access TSS descriptor in GDT;
  IF TSS descriptor specifies that the TSS is busy (low-order 5 bits set to 00001)
    THEN #GP(TSS selector); Fl;
  IF TSS not present
    THEN #NP(TSS selector); Fl;
  SWITCH-TASKS (with nesting) to TSS;
  IF EIP not within code segment limit
    THEN #GP(0); Fl;
END;

TASK-STATE-SEGMENT:
  IF TSS DPL < CPL or RPL
  or TSS descriptor indicates TSS not available
    THEN #GP(TSS selector); Fl;
  IF TSS is not present
    THEN #NP(TSS selector); Fl;
  SWITCH-TASKS (with nesting) to TSS;
  IF EIP not within code segment limit
    THEN #GP(0); Fl;
END;

Flags Affected
All flags are affected if a task switch occurs; no flags are affected if a task switch does not occur.

Protected Mode Exceptions
#GP(0) If the target offset in destination operand is beyond the new code segment limit.
If the segment selector in the destination operand is NULL.
If the code segment selector in the gate is NULL.
If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.

#GP(selector)  If a code segment or gate or TSS selector index is outside descriptor table limits.
If the segment descriptor pointed to by the segment selector in the destination operand is not for a conforming-code segment, nonconforming-code segment, call gate, task gate, or task state segment.
If the DPL for a nonconforming-code segment is not equal to the CPL or the RPL for the segment's segment selector is greater than the CPL.
If the DPL for a conforming-code segment is greater than the CPL.
If the DPL from a call-gate, task-gate, or TSS segment descriptor is less than the CPL or than the RPL of the call-gate, task-gate, or TSS's segment selector.
If the segment descriptor for a segment selector from a call gate does not indicate it is a code segment.
If the segment selector from a call gate is beyond the descriptor table limits.
If the DPL for a code-segment obtained from a call gate is greater than the CPL.
If the segment selector for a TSS has its local/global bit set for local.
If a TSS segment descriptor specifies that the TSS is busy or not available.

#SS(0)  If pushing the return address, parameters, or stack segment pointer onto the stack exceeds the bounds of the stack segment, when no stack switch occurs.
If a memory operand effective address is outside the SS segment limit.

#SS(selector)  If pushing the return address, parameters, or stack segment pointer onto the stack exceeds the bounds of the stack segment, when a stack switch occurs.
If the SS register is being loaded as part of a stack switch and the segment pointed to is marked not present.
If stack segment does not have room for the return address, parameters, or stack segment pointer, when stack switch occurs.

#NP(selector)  If a code segment, data segment, stack segment, call gate, task gate, or TSS is not present.
#TS(selector)  If the new stack segment selector and ESP are beyond the end of the TSS.
If the new stack segment selector is NULL.
If the RPL of the new stack segment selector in the TSS is not equal to the DPL of the code segment being accessed.
If DPL of the stack segment descriptor for the new stack segment is not equal to the DPL of the code segment descriptor.
If the new stack segment is not a writable data segment.
If segment-selector index for stack segment is outside descriptor table limits.

#PF(fault-code)  If a page fault occurs.
#AC(0)  If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD  If the LOCK prefix is used.

Real-Address Mode Exceptions
#GP  If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
If the target offset is beyond the code segment limit.
#UD  If the LOCK prefix is used.

Virtual-8086 Mode Exceptions
#GP(0)  If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
If the target offset is beyond the code segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

#GP(selector) If a memory address accessed by the selector is in non-canonical space.
#GP(0) If the target offset in the destination operand is non-canonical.

**64-Bit Mode Exceptions**

#GP(0) If a memory address is non-canonical.
If target offset in destination operand is non-canonical.
If the segment selector in the destination operand is NULL.
If the code segment selector in the 64-bit gate is NULL.

#GP(selector) If code segment or 64-bit call gate is outside descriptor table limits.
If code segment or 64-bit call gate overlaps non-canonical space.
If the segment descriptor pointed to by the segment selector in the destination operand is not for a conforming-code segment, nonconforming-code segment, or 64-bit call gate.
If the segment descriptor pointed to by the segment selector in the destination operand is a code segment and has both the D-bit and the L-bit set.
If the DPL for a nonconforming-code segment is not equal to the CPL, or the RPL for the segment’s segment selector is greater than the CPL.
If the DPL for a conforming-code segment is greater than the CPL.
If the DPL from a 64-bit call-gate is less than the CPL or than the RPL of the 64-bit call-gate.
If the upper type field of a 64-bit call gate is not 0x0.
If the segment selector from a 64-bit call gate is beyond the descriptor table limits.
If the DPL for a code-segment obtained from a 64-bit call gate is greater than the CPL.
If the code segment descriptor pointed to by the selector in the 64-bit gate doesn't have the L-bit set and the D-bit clear.
If the segment descriptor for a segment selector from the 64-bit call gate does not indicate it is a code segment.

#SS(0) If pushing the return offset or CS selector onto the stack exceeds the bounds of the stack segment when no stack switch occurs.
If a memory operand effective address is outside the SS segment limit.
If the stack address is in a non-canonical form.

#SS(selector) If pushing the old values of SS selector, stack pointer, EFLAGS, CS selector, offset, or error code onto the stack violates the canonical boundary when a stack switch occurs.

#NP(selector) If a code segment or 64-bit call gate is not present.

#TS(selector) If the load of the new RSP exceeds the limit of the TSS.

#UD (64-bit mode only) If a far call is direct to an absolute address in memory.
If the LOCK prefix is used.

#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
CBW/CWDE/CDQE—Convert Byte to Word/Convert Word to Doubleword/Convert Doubleword to Quadword

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>98</td>
<td>CBW</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>AX ← sign-extend of AL.</td>
</tr>
<tr>
<td>98</td>
<td>CWDE</td>
<td>NP</td>
<td>Valid</td>
<td>N.E.</td>
<td>EAX ← sign-extend of AX.</td>
</tr>
<tr>
<td>REX.W + 98</td>
<td>CDQE</td>
<td>NP</td>
<td>Valid</td>
<td>N.E.</td>
<td>RAX ← sign-extend of EAX.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Double the size of the source operand by means of sign extension. The CBW (convert byte to word) instruction copies the sign (bit 7) in the source operand into every bit in the AH register. The CWDE (convert word to doubleword) instruction copies the sign (bit 15) of the word in the AX register into the high 16 bits of the EAX register.

CBW and CWDE reference the same opcode. The CBW instruction is intended for use when the operand-size attribute is 16; CWDE is intended for use when the operand-size attribute is 32. Some assemblers may force the operand size. Others may treat these two mnemonics as synonyms (CBW/CWDE) and use the setting of the operand-size attribute to determine the size of values to be converted.

In 64-bit mode, the default operation size is the size of the destination register. Use of the REX.W prefix promotes this instruction (CDQE when promoted) to operate on 64-bit operands. In which case, CDQE copies the sign (bit 31) of the doubleword in the EAX register into the high 32 bits of RAX.

**Operation**

IF OperandSize = 16 (* Instruction = CBW *)
THEN
   AX ← SignExtend(AL);
ELSE IF (OperandSize = 32, Instruction = CWDE)
   EAX ← SignExtend(AX); Fl;
ELSE (* 64-Bit Mode, OperandSize = 64, Instruction = CDQE*)
   RAX ← SignExtend(EAX);
Fl;

**Flags Affected**

None.

**Exceptions (All Operating Modes)**

#UD If the LOCK prefix is used.
### CLAC—Clear AC Flag in EFLAGS Register

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 01 CA</td>
<td>CLAC</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Clear the AC flag in the EFLAGS register.</td>
</tr>
</tbody>
</table>

#### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

#### Description

Clears the AC flag bit in EFLAGS register. This disables any alignment checking of user-mode data accesses. If the SMAP bit is set in the CR4 register, this disallows explicit supervisor-mode data accesses to user-mode pages. This instruction's operation is the same in non-64-bit modes and 64-bit mode. Attempts to execute CLAC when CPL > 0 cause #UD.

#### Operation

EFLAGS.AC ← 0;

#### Flags Affected

AC cleared. Other flags are unaffected.

#### Protected Mode Exceptions

- #UD If the LOCK prefix is used.
- If the CPL > 0.
- If CPUID.(EAX=07H, ECX=0H):EBX.SMAP[bit 20] = 0.

#### Real-Address Mode Exceptions

- #UD If the LOCK prefix is used.
- If CPUID.(EAX=07H, ECX=0H):EBX.SMAP[bit 20] = 0.

#### Virtual-8086 Mode Exceptions

- #UD The CLAC instruction is not recognized in virtual-8086 mode.

#### Compatibility Mode Exceptions

- #UD If the LOCK prefix is used.
- If the CPL > 0.
- If CPUID.(EAX=07H, ECX=0H):EBX.SMAP[bit 20] = 0.

#### 64-Bit Mode Exceptions

- #UD If the LOCK prefix is used.
- If the CPL > 0.
- If CPUID.(EAX=07H, ECX=0H):EBX.SMAP[bit 20] = 0.
CLC—Clear Carry Flag

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F8</td>
<td>CLC</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Clear CF flag.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**
Clears the CF flag in the EFLAGS register. Operation is the same in all modes.

**Operation**

\[
\text{CF} \leftarrow 0;
\]

**Flags Affected**
The CF flag is set to 0. The OF, ZF, SF, AF, and PF flags are unaffected.

**Exceptions (All Operating Modes)**

[#UD] If the LOCK prefix is used.
CLD—Clear Direction Flag

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-bit Mode</th>
<th>Comp/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FC</td>
<td>CLD</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Clear DF flag.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description
Cleans the DF flag in the EFLAGS register. When the DF flag is set to 0, string operations increment the index registers (ESI and/or EDI). Operation is the same in all modes.

Operation
DF ← 0;

Flags Affected
The DF flag is set to 0. The CF, OF, ZF, SF, AF, and PF flags are unaffected.

Exceptions (All Operating Modes)
#UD If the LOCK prefix is used.
CLFLUSH—Flush Cache Line

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F AE/7</td>
<td>CLFLUSH m8</td>
<td>M</td>
<td>Valid</td>
<td>Valid</td>
<td>Flushes cache line containing m8.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>M</td>
<td>ModRM/r/m (w)</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Invalidates the cache line that contains the linear address specified with the source operand from all levels of the processor cache hierarchy (data and instruction). The invalidation is broadcast throughout the cache coherence domain. If, at any level of the cache hierarchy, the line is inconsistent with memory (dirty) it is written to memory before invalidation. The source operand is a byte memory location.

The availability of CLFLUSH is indicated by the presence of the CPUID feature flag CLFSH (bit 19 of the EDX register, see “CPUID—CPU Identification” in this chapter). The aligned cache line size affected is also indicated with the CPUID instruction (bits 8 through 15 of the EBX register when the initial value in the EAX register is 1).

The memory attribute of the page containing the affected line has no effect on the behavior of this instruction. It should be noted that processors are free to speculatively fetch and cache data from system memory regions assigned a memory-type allowing for speculative reads (such as, the WB, WC, and WT memory types). PREFETCHh instructions can be used to provide the processor with hints for this speculative behavior. Because this speculative fetching can occur at any time and is not tied to instruction execution, the CLFLUSH instruction is not ordered with respect to PREFETCHh instructions or any of the speculative fetching mechanisms (that is, data can be speculatively loaded into a cache line just before, during, or after the execution of a CLFLUSH instruction that references the cache line).

CLFLUSH is only ordered by the MFENCE instruction. It is not guaranteed to be ordered by any other fencing or serializing instructions or by another CLFLUSH instruction. For example, software can use an MFENCE instruction to ensure that previous stores are included in the write-back.

The CLFLUSH instruction can be used at all privilege levels and is subject to all permission checking and faults associated with a byte load (and in addition, a CLFLUSH instruction is allowed to flush a linear address in an execute-only segment). Like a load, the CLFLUSH instruction sets the A bit but not the D bit in the page tables.

The CLFLUSH instruction was introduced with the SSE2 extensions; however, because it has its own CPUID feature flag, it can be implemented in IA-32 processors that do not include the SSE2 extensions. Also, detecting the presence of the SSE2 extensions with the CPUID instruction does not guarantee that the CLFLUSH instruction is implemented in the processor.

CLFLUSH operation is the same in non-64-bit modes and 64-bit mode.

Operation

Flush_Cache_Line(SRC);

Intel C/C++ Compiler Intrinsic Equivalents

CLFLUSH: void _mm_clflush(void const *p)

Protected Mode Exceptions

#GP(0) For an illegal memory operand effective address in the CS, DS, ES, FS or GS segments.
#SS(0) For an illegal address in the SS segment.
#PF(fault-code) For a page fault.
#UD If CPUID.01H:EDX.CLFSH[bit 19] = 0.
If the LOCK prefix is used.
If instruction prefix is 66H, F2H or F3H.

Real-Address Mode Exceptions

#GP If any part of the operand lies outside the effective address space from 0 to FFFFH.
#UD If CPUID.01H:EDX.CLFSH[bit 19] = 0.
If the LOCK prefix is used.
If instruction prefix is 66H, F2H or F3H.

Virtual-8086 Mode Exceptions

Same exceptions as in real address mode.
#PF(fault-code) For a page fault.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#PF(fault-code) For a page fault.
#UD If CPUID.01H:EDX.CLFSH[bit 19] = 0.
If the LOCK prefix is used.
If instruction prefix is 66H, F2H or F3H.
CLI — Clear Interrupt Flag

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

If protected-mode virtual interrupts are not enabled, CLI clears the IF flag in the EFLAGS register. No other flags are affected. Clearing the IF flag causes the processor to ignore maskable external interrupts. The IF flag and the CLI and STI instruction have no affect on the generation of exceptions and NMI interrupts.

When protected-mode virtual interrupts are enabled, CPL is 3, and IOPL is less than 3; CLI clears the VIF flag in the EFLAGS register, leaving IF unaffected. Table 3-6 indicates the action of the CLI instruction depending on the processor operating mode and the CPL/IOPL of the running program or procedure.

Operation is the same in all modes.

### Table 3-6. Decision Table for CLI Results

<table>
<thead>
<tr>
<th>PE</th>
<th>VM</th>
<th>IOPL</th>
<th>CPL</th>
<th>PVI</th>
<th>VIP</th>
<th>VME</th>
<th>CLI Result</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>X</td>
<td>≥ CPL</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>IF = 0</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>&lt; CPL</td>
<td>3</td>
<td>1</td>
<td>X</td>
<td>X</td>
<td>VIF = 0</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>&lt; CPL</td>
<td>&lt; 3</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>GP Fault</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>&lt; CPL</td>
<td>X</td>
<td>0</td>
<td>X</td>
<td>X</td>
<td>GP Fault</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>3</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>IF = 0</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>&lt; 3</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>1</td>
<td>VIF = 0</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>&lt; 3</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>0</td>
<td>GP Fault</td>
</tr>
</tbody>
</table>

**NOTES:**
* X = This setting has no impact.

### Operation

IF PE = 0

THEN

IF ← 0; (* Reset Interrupt Flag *)

ELSE

IF VM = 0;

THEN

IF IOPL ≥ CPL

THEN

IF ← 0; (* Reset Interrupt Flag *)

ELSE

IF ((IOPL < CPL) and (CPL = 3) and (PVI = 1))

THEN

VIF ← 0; (* Reset Virtual Interrupt Flag *)

ELSE
CLI — Clear Interrupt Flag

```plaintext
#GP(0);
FI;
FI;
ELSE (* VM = 1 *)
   IF IOPL = 3
      THEN
         IF ← 0; (* Reset Interrupt Flag *)
      ELSE
         IF (IOPL < 3) AND (VME = 1)
            THEN
               VIF ← 0; (* Reset Virtual Interrupt Flag *)
            ELSE
               #GP(0);
            FI;
      FI;
FI;
FI;
FI;
```

**Flags Affected**

If protected-mode virtual interrupts are not enabled, IF is set to 0 if the CPL is equal to or less than the IOPL; otherwise, it is not affected. Other flags are unaffected.

When protected-mode virtual interrupts are enabled, CPL is 3, and IOPL is less than 3; CLI clears the VIF flag in the EFLAGS register, leaving IF unaffected. Other flags are unaffected.

**Protected Mode Exceptions**

- #GP(0) If the CPL is greater (has less privilege) than the IOPL of the current program or procedure.
- #UD If the LOCK prefix is used.

**Real-Address Mode Exceptions**

- #UD If the LOCK prefix is used.

**Virtual-8086 Mode Exceptions**

- #GP(0) If the CPL is greater (has less privilege) than the IOPL of the current program or procedure.
- #UD If the LOCK prefix is used.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

- #GP(0) If the CPL is greater (has less privilege) than the IOPL of the current program or procedure.
- #UD If the LOCK prefix is used.
CLTS—Clear Task-Switched Flag in CR0

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 06</td>
<td>CLTS</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Clears TS flag in CR0.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Clears the task-switched (TS) flag in the CR0 register. This instruction is intended for use in operating-system procedures. It is a privileged instruction that can only be executed at a CPL of 0. It is allowed to be executed in real-address mode to allow initialization for protected mode.

The processor sets the TS flag every time a task switch occurs. The flag is used to synchronize the saving of FPU context in multitasking applications. See the description of the TS flag in the section titled “Control Registers” in Chapter 2 of the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*, for more information about this flag.

CLTS operation is the same in non-64-bit modes and 64-bit mode.

See Chapter 25, “VMX Non-Root Operation,” of the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3C*, for more information about the behavior of this instruction in VMX non-root operation.

**Operation**

CR0.TS[bit 3] ← 0;

**Flags Affected**

The TS flag in CR0 register is cleared.

**Protected Mode Exceptions**

- **#GP(0)** If the current privilege level is not 0.
- **#UD** If the LOCK prefix is used.

**Real-Address Mode Exceptions**

- **#UD** If the LOCK prefix is used.

**Virtual-8086 Mode Exceptions**

- **#GP(0)** CLTS is not recognized in virtual-8086 mode.
- **#UD** If the LOCK prefix is used.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

- **#GP(0)** If the CPL is greater than 0.
- **#UD** If the LOCK prefix is used.
CMC—Complement Carry Flag

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F5</td>
<td>CMC</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Complement CF flag.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description
Complements the CF flag in the EFLAGS register. CMC operation is the same in non-64-bit modes and 64-bit mode.

Operation
EFLAGS.CF[bit 0] ← NOT EFLAGS.CF[bit 0];

Flags Affected
The CF flag contains the complement of its original value. The OF, ZF, SF, AF, and PF flags are unaffected.

Exceptions (All Operating Modes)
#UD If the LOCK prefix is used.
### CMOVcc—Conditional Move

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 47 /r</td>
<td>CMOVA r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if above (CF=0 and ZF=0).</td>
</tr>
<tr>
<td>0F 47 /r</td>
<td>CMOVA r32, r/m32</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if above (CF=0 and ZF=0).</td>
</tr>
<tr>
<td>REX.W + 0F 47 /r</td>
<td>CMOVA r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if above (CF=0 and ZF=0).</td>
</tr>
<tr>
<td>0F 43 /r</td>
<td>CMOVAE r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Move if above or equal (CF=0).</td>
<td></td>
</tr>
<tr>
<td>0F 43 /r</td>
<td>CMOVAE r32, r/m32</td>
<td>RM</td>
<td>Valid</td>
<td>Move if above or equal (CF=0).</td>
<td></td>
</tr>
<tr>
<td>REX.W + 0F 43 /r</td>
<td>CMOVAE r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if above or equal (CF=0).</td>
</tr>
<tr>
<td>0F 42 /r</td>
<td>CMOVBE r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Move if below (CF=1).</td>
<td></td>
</tr>
<tr>
<td>0F 42 /r</td>
<td>CMOVBE r32, r/m32</td>
<td>RM</td>
<td>Valid</td>
<td>Move if below (CF=1).</td>
<td></td>
</tr>
<tr>
<td>REX.W + 0F 42 /r</td>
<td>CMOVBE r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if below (CF=1).</td>
</tr>
<tr>
<td>0F 46 /r</td>
<td>CMOVBE r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Move if carry (CF=1).</td>
<td></td>
</tr>
<tr>
<td>0F 46 /r</td>
<td>CMOVBE r32, r/m32</td>
<td>RM</td>
<td>Valid</td>
<td>Move if carry (CF=1).</td>
<td></td>
</tr>
<tr>
<td>REX.W + 0F 46 /r</td>
<td>CMOVBE r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if carry (CF=1).</td>
</tr>
<tr>
<td>0F 42 /r</td>
<td>CMOVNA r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Move if less (SF≠OF).</td>
<td></td>
</tr>
<tr>
<td>0F 42 /r</td>
<td>CMOVNA r32, r/m32</td>
<td>RM</td>
<td>Valid</td>
<td>Move if less (SF≠OF).</td>
<td></td>
</tr>
<tr>
<td>REX.W + 0F 42 /r</td>
<td>CMOVNA r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if less (SF≠OF).</td>
</tr>
<tr>
<td>0F 46 /r</td>
<td>CMOVNA r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Move if not above (CF=1 or ZF=1).</td>
<td></td>
</tr>
<tr>
<td>0F 46 /r</td>
<td>CMOVNA r32, r/m32</td>
<td>RM</td>
<td>Valid</td>
<td>Move if not above (CF=1 or ZF=1).</td>
<td></td>
</tr>
<tr>
<td>REX.W + 0F 46 /r</td>
<td>CMOVNA r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if not above (CF=1 or ZF=1).</td>
</tr>
<tr>
<td>0F 42 /r</td>
<td>CMOVNAE r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Move if below or equal (CF=0).</td>
<td></td>
</tr>
<tr>
<td>0F 42 /r</td>
<td>CMOVNAE r32, r/m32</td>
<td>RM</td>
<td>Valid</td>
<td>Move if below or equal (CF=0).</td>
<td></td>
</tr>
<tr>
<td>REX.W + 0F 42 /r</td>
<td>CMOVNAE r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if below or equal (CF=0).</td>
</tr>
<tr>
<td>0F 47 /r</td>
<td>CMOVNB r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Move if not below (CF=0).</td>
<td></td>
</tr>
<tr>
<td>0F 47 /r</td>
<td>CMOVNB r32, r/m32</td>
<td>RM</td>
<td>Valid</td>
<td>Move if not below (CF=0).</td>
<td></td>
</tr>
<tr>
<td>REX.W + 0F 47 /r</td>
<td>CMOVNB r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if not below (CF=0).</td>
</tr>
<tr>
<td>0F 47 /r</td>
<td>CMOVNB r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Move if not below (CF=0 and ZF=0).</td>
<td></td>
</tr>
<tr>
<td>0F 47 /r</td>
<td>CMOVNBE r32, r/m32</td>
<td>RM</td>
<td>Valid</td>
<td>Move if not below (CF=0 and ZF=0).</td>
<td></td>
</tr>
<tr>
<td>0F 47 /r</td>
<td>CMOVNBE r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>Move if not below (CF=0 and ZF=0).</td>
<td></td>
</tr>
<tr>
<td>Opcode</td>
<td>Instruction</td>
<td>Op/En</td>
<td>64-Bit Mode</td>
<td>Compat/ Leg Mode</td>
<td>Description</td>
</tr>
<tr>
<td>----------</td>
<td>-----------------</td>
<td>-------</td>
<td>-------------</td>
<td>------------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>0F 47/r</td>
<td>CMOVNE r32, r/m32</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if not below or equal (CF=0 and ZF=0).</td>
</tr>
<tr>
<td>REX.W+0F 47/r</td>
<td>CMOVNE r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if not below or equal (CF=0 and ZF=0).</td>
</tr>
<tr>
<td>0F 43/r</td>
<td>CMOVNC r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if not carry (CF=0).</td>
</tr>
<tr>
<td>0F 43/r</td>
<td>CMOVNC r32, r/m32</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if not carry (CF=0).</td>
</tr>
<tr>
<td>REX.W+0F 43/r</td>
<td>CMOVNC r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if not carry (CF=0).</td>
</tr>
<tr>
<td>0F 45/r</td>
<td>CMOVNE r32, r/m32</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if not equal (ZF=0).</td>
</tr>
<tr>
<td>REX.W+0F 45/r</td>
<td>CMOVNE r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if not equal (ZF=0).</td>
</tr>
<tr>
<td>0F 4E/r</td>
<td>CMOVNG r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if not greater (ZF=1 or SF≠OF).</td>
</tr>
<tr>
<td>REX.W+0F 4E/r</td>
<td>CMOVNG r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if not greater (ZF=1 or SF≠OF).</td>
</tr>
<tr>
<td>0F 4C/r</td>
<td>CMOVNGE r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if not greater or equal (SF=OF).</td>
</tr>
<tr>
<td>REX.W+0F 4C/r</td>
<td>CMOVNGE r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if not greater or equal (SF=OF).</td>
</tr>
<tr>
<td>0F 4D/r</td>
<td>CMOVNL r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if not less (SF=OF).</td>
</tr>
<tr>
<td>REX.W+0F 4D/r</td>
<td>CMOVNL r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if not less (SF=OF).</td>
</tr>
<tr>
<td>0F 4F/r</td>
<td>CMOVNLE r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if not less or equal (ZF=0 and SF=OF).</td>
</tr>
<tr>
<td>REX.W+0F 4F/r</td>
<td>CMOVNLE r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if not less or equal (ZF=0 and SF=OF).</td>
</tr>
<tr>
<td>0F 41/r</td>
<td>CMOVNO r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if not overflow (OF=0).</td>
</tr>
<tr>
<td>REX.W+0F 41/r</td>
<td>CMOVNO r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if not overflow (OF=0).</td>
</tr>
<tr>
<td>0F 4B/r</td>
<td>CMOVPN r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if not parity (PF=0).</td>
</tr>
<tr>
<td>REX.W+0F 4B/r</td>
<td>CMOVPN r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if not parity (PF=0).</td>
</tr>
<tr>
<td>0F 49/r</td>
<td>CMOVN r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if not sign (SF=0).</td>
</tr>
<tr>
<td>REX.W+0F 49/r</td>
<td>CMOVN r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if not sign (SF=0).</td>
</tr>
<tr>
<td>0F 45/r</td>
<td>CMOVNZ r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if not zero (ZF=0).</td>
</tr>
<tr>
<td>REX.W+0F 45/r</td>
<td>CMOVNZ r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if not zero (ZF=0).</td>
</tr>
<tr>
<td>0F 40/r</td>
<td>CMOV r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if overflow (OF=1).</td>
</tr>
<tr>
<td>REX.W+0F 40/r</td>
<td>CMOV r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if overflow (OF=1).</td>
</tr>
<tr>
<td>0F 4A/r</td>
<td>COMOV r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if parity (PF=1).</td>
</tr>
<tr>
<td>REX.W+0F 4A/r</td>
<td>COMOV r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if parity (PF=1).</td>
</tr>
<tr>
<td>0F 4A/r</td>
<td>COMOVP r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if parity even (PF=1).</td>
</tr>
<tr>
<td>REX.W+0F 4A/r</td>
<td>COMOVP r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if parity even (PF=1).</td>
</tr>
</tbody>
</table>
### Description

The CMOV\(cc\) instructions check the state of one or more of the status flags in the EFLAGS register (CF, OF, PF, SF, and ZF) and perform a move operation if the flags are in a specified state (or condition). A condition code (\(cc\)) is associated with each instruction to indicate the condition being tested for. If the condition is not satisfied, a move is not performed and execution continues with the instruction following the CMOV\(cc\) instruction.

These instructions can move 16-bit, 32-bit or 64-bit values from memory to a general-purpose register or from one general-purpose register to another. Conditional moves of 8-bit register operands are not supported.

The condition for each CMOV\(cc\) mnemonic is given in the description column of the above table. The terms “less” and “greater” are used for comparisons of signed integers and the terms “above” and “below” are used for unsigned integers.

Because a particular state of the status flags can sometimes be interpreted in two ways, two mnemonics are defined for some opcodes. For example, the CMOVA (conditional move if above) instruction and the CMOVNBE (conditional move if not below or equal) instruction are alternate mnemonics for the opcode 0F 47H.

The CMOV\(cc\) instructions were introduced in P6 family processors; however, these instructions may not be supported by all IA-32 processors. Software can determine if the CMOV\(cc\) instructions are supported by checking the processor’s feature information with the CPUID instruction (see “CPUID—CPU Identification” in this chapter).

In 64-bit mode, the instruction’s default operation size is 32 bits. Use of the REX.R prefix permits access to additional registers (R8-R15). Use of the REX.W prefix promotes operation to 64 bits. See the summary chart at the beginning of this section for encoding data and limits.

### Operation

\[
\text{temp} \leftarrow \text{SRC}
\]

IF condition TRUE
  THEN
    \[
    \text{DEST} \leftarrow \text{temp};
    \]
  FI;
ELSE
  IF (OperandSize = 32 and IA-32e mode active)
    THEN
      \[
      \text{DEST}[63:32] \leftarrow 0;
      \]
  FI;

---

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

---

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 4B /r</td>
<td>CMOVPO r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if parity odd (PF=0).</td>
</tr>
<tr>
<td>0F 4B /r</td>
<td>CMOVPO r32, r/m32</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if parity odd (PF=0).</td>
</tr>
<tr>
<td>REX.W + 0F 4B /r</td>
<td>CMOVPO r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if parity odd (PF=0).</td>
</tr>
<tr>
<td>0F 4B /r</td>
<td>CMOVZ r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if sign (SF=1).</td>
</tr>
<tr>
<td>0F 4B /r</td>
<td>CMOVZ r32, r/m32</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if sign (SF=1).</td>
</tr>
<tr>
<td>REX.W + 0F 4B /r</td>
<td>CMOVZ r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if sign (SF=1).</td>
</tr>
<tr>
<td>0F 44 /r</td>
<td>CMOVZ r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if zero (ZF=1).</td>
</tr>
<tr>
<td>0F 44 /r</td>
<td>CMOVZ r32, r/m32</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if zero (ZF=1).</td>
</tr>
<tr>
<td>REX.W + 0F 44 /r</td>
<td>CMOVZ r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move if zero (ZF=1).</td>
</tr>
</tbody>
</table>
Flags Affected
None.

Protected Mode Exceptions
#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
If the DS, ES, FS, or GS register contains a NULL segment selector.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.

Real-Address Mode Exceptions
#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#UD If the LOCK prefix is used.

Virtual-8086 Mode Exceptions
#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.
CMP—Compare Two Operands

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Comp/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>3C ib</td>
<td>CMP AL, imm8</td>
<td>I</td>
<td>Valid</td>
<td>Valid</td>
<td>Compare imm8 with AL.</td>
</tr>
<tr>
<td>3D iw</td>
<td>CMP AX, imm16</td>
<td>I</td>
<td>Valid</td>
<td>Compare imm16 with AX.</td>
<td></td>
</tr>
<tr>
<td>3D id</td>
<td>CMP EAX, imm32</td>
<td>I</td>
<td>Valid</td>
<td>Compare imm32 with EAX.</td>
<td></td>
</tr>
<tr>
<td>REX.W + 3D id</td>
<td>CMP RAX, imm32</td>
<td>I</td>
<td>N.E.</td>
<td>Compare imm32 sign-extended to 64-bits with RAX.</td>
<td></td>
</tr>
<tr>
<td>80 /7 ib</td>
<td>CMP r/m8, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>Compare imm8 with r/m8.</td>
</tr>
<tr>
<td>REX + 80 /7 ib</td>
<td>CMP r/m8*, imm8</td>
<td>MI</td>
<td>N.E.</td>
<td>Compare imm8 with r/m8.</td>
<td></td>
</tr>
<tr>
<td>81 /7 iw</td>
<td>CMP r/m16, imm16</td>
<td>MI</td>
<td>Valid</td>
<td>Compare imm16 with r/m16.</td>
<td></td>
</tr>
<tr>
<td>81 /7 id</td>
<td>CMP r/m32, imm32</td>
<td>MI</td>
<td>Valid</td>
<td>Compare imm32 with r/m32.</td>
<td></td>
</tr>
<tr>
<td>REX.W + 81 /7 id</td>
<td>CMP r/m64, imm32</td>
<td>MI</td>
<td>N.E.</td>
<td>Compare imm32 sign-extended to 64-bits with r/m64.</td>
<td></td>
</tr>
<tr>
<td>83 /7 ib</td>
<td>CMP r/m16, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>Compare imm8 with r/m16.</td>
</tr>
<tr>
<td>REX + 83 /7 ib</td>
<td>CMP r/m32, imm8</td>
<td>MI</td>
<td>Valid</td>
<td>Compare imm8 with r/m32.</td>
<td></td>
</tr>
<tr>
<td>3B /r</td>
<td>CMP r/m8, r8</td>
<td>MR</td>
<td>Valid</td>
<td>Compare r8 with r/m8.</td>
<td></td>
</tr>
<tr>
<td>REX + 3B /r</td>
<td>CMP r/m8*, r8*</td>
<td>MR</td>
<td>N.E.</td>
<td>Compare r8 with r/m8.</td>
<td></td>
</tr>
<tr>
<td>39 /r</td>
<td>CMP r/m16, r16</td>
<td>MR</td>
<td>Valid</td>
<td>Compare r16 with r/m16.</td>
<td></td>
</tr>
<tr>
<td>39 /r</td>
<td>CMP r/m32, r32</td>
<td>MR</td>
<td>Valid</td>
<td>Compare r32 with r/m32.</td>
<td></td>
</tr>
<tr>
<td>REX.W + 39 /r</td>
<td>CMP r/m64, r64</td>
<td>MR</td>
<td>N.E.</td>
<td>Compare r64 with r/m64.</td>
<td></td>
</tr>
<tr>
<td>3A /r</td>
<td>CMP r8, r/m8</td>
<td>RM</td>
<td>Valid</td>
<td>Compare r/m8 with r8.</td>
<td></td>
</tr>
<tr>
<td>REX + 3A /r</td>
<td>CMP r8*, r/m8*</td>
<td>RM</td>
<td>N.E.</td>
<td>Compare r/m8 with r8.</td>
<td></td>
</tr>
<tr>
<td>3B /r</td>
<td>CMP r16, r16</td>
<td>RM</td>
<td>Valid</td>
<td>Compare r16 with r16.</td>
<td></td>
</tr>
<tr>
<td>3B /r</td>
<td>CMP r32, r/m32</td>
<td>RM</td>
<td>Valid</td>
<td>Compare r/m32 with r32.</td>
<td></td>
</tr>
<tr>
<td>REX.W + 3B /r</td>
<td>CMP r64, r/m64</td>
<td>RM</td>
<td>N.E.</td>
<td>Compare r/m64 with r64.</td>
<td></td>
</tr>
</tbody>
</table>

NOTES:
* In 64-bit mode, r/m8 can not be encoded to access the following byte registers if a REX prefix is used: AH, BH, CH, DH.

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRMreg (r, w)</td>
<td>ModRMtr/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MR</td>
<td>ModRMtr/m (r, w)</td>
<td>ModRMreg (w)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MI</td>
<td>ModRMtr/m (r, w)</td>
<td>imm8</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>I</td>
<td>AL/AX/EAX/RAX</td>
<td>imm8</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Compares the first source operand with the second source operand and sets the status flags in the EFLAGS register according to the results. The comparison is performed by subtracting the second operand from the first operand and then setting the status flags in the same manner as the SUB instruction. When an immediate value is used as an operand, it is sign-extended to the length of the first operand.

The condition codes used by the Jcc, CMOVcc, and SETcc instructions are based on the results of a CMP instruction. Appendix B, "EFLAGS Condition Codes," in the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1, shows the relationship of the status flags and the condition codes.
In 64-bit mode, the instruction’s default operation size is 32 bits. Use of the REX.R prefix permits access to additional registers (R8-R15). Use of the REX.W prefix promotes operation to 64 bits. See the summary chart at the beginning of this section for encoding data and limits.

Operation

\[ \text{temp} \leftarrow \text{SRC1} - \text{SignExtend} (\text{SRC2}); \]

ModifyStatusFlags; (* Modify status flags in the same manner as the SUB instruction*)

Flags Affected

The CF, OF, SF, ZF, AF, and PF flags are set according to the result.

Protected Mode Exceptions

- **#GP(0)**: If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS(0)**: If a memory operand effective address is outside the SS segment limit.
- **#PF(fault-code)**: If a page fault occurs.
- **#AC(0)**: If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
- **#UD**: If the LOCK prefix is used.

Real-Address Mode Exceptions

- **#GP**: If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS**: If a memory operand effective address is outside the SS segment limit.

Virtual-8086 Mode Exceptions

- **#GP(0)**: If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS(0)**: If a memory operand effective address is outside the SS segment limit.
- **#PF(fault-code)**: If a page fault occurs.
- **#AC(0)**: If alignment checking is enabled and an unaligned memory reference is made.
- **#UD**: If the LOCK prefix is used.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

- **#SS(0)**: If a memory address referencing the SS segment is in a non-canonical form.
- **#GP(0)**: If the memory address is in a non-canonical form.
- **#PF(fault-code)**: If a page fault occurs.
- **#AC(0)**: If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
- **#UD**: If the LOCK prefix is used.
**CMPPD—Compare Packed Double-Precision Floating-Point Values**

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F C2 /r ib</td>
<td>RMI</td>
<td>V/V</td>
<td>SSE</td>
<td>Compare packed double-precision floating-point values in xmm2/m128 and xmm1 using imm8 as comparison predicate.</td>
</tr>
<tr>
<td>CMPPD xmm1, xmm2/m128, imm8</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.128.66.0F.WIG C2 /r ib</td>
<td>RVMI</td>
<td>V/V</td>
<td>AVX</td>
<td>Compare packed double-precision floating-point values in xmm3/m128 and xmm2 using bits 4:0 of imm8 as a comparison predicate.</td>
</tr>
<tr>
<td>VCMPPD xmm1, xmm2, xmm3/m128, imm8</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.256.66.0F.WIG C2 /r ib</td>
<td>RVMI</td>
<td>V/V</td>
<td>AVX</td>
<td>Compare packed double-precision floating-point values in ymm3/m256 and ymm2 using bits 4:0 of imm8 as a comparison predicate.</td>
</tr>
<tr>
<td>VCMPPD ymm1, ymm2, ymm3/m256, imm8</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RMI</td>
<td>ModRM:reg</td>
<td>ModRM:r/m</td>
<td>imm8</td>
<td>NA</td>
</tr>
<tr>
<td>RVMI</td>
<td>ModRM:reg</td>
<td>VEX.vvvv</td>
<td>ModRM:r/m</td>
<td>imm8</td>
</tr>
</tbody>
</table>

**Description**

Performs a SIMD compare of the packed double-precision floating-point values in the source operand (second operand) and the destination operand (first operand) and returns the results of the comparison to the destination operand. The comparison predicate operand (third operand) specifies the type of comparison performed on each of the pairs of packed values. The result of each comparison is a quadword mask of all 1s (comparison true) or all 0s (comparison false). The sign of zero is ignored for comparisons, so that –0.0 is equal to +0.0.

128-bit Legacy SSE version: The first source and destination operand (first operand) is an XMM register. The second source operand (second operand) can be an XMM register or 128-bit memory location. The comparison predicate operand is an 8-bit immediate, bits 2:0 of the immediate define the type of comparison to be performed (see Table 3-7). Bits 7:3 of the immediate is reserved. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged. Two comparisons are performed with results written to bits 127:0 of the destination operand.

**Table 3-7. Comparison Predicate for CMPPD and CMPPS Instructions**

<table>
<thead>
<tr>
<th>Predicate</th>
<th>imm8 Encoding</th>
<th>Description</th>
<th>Relation where: A is 1st Operand B is 2nd Operand</th>
<th>Emulation</th>
<th>Result if NaN Operand</th>
<th>QNaN Oper-and Signals Invalid</th>
</tr>
</thead>
<tbody>
<tr>
<td>EQ</td>
<td>000B</td>
<td>Equal</td>
<td>A = B</td>
<td>False</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>LT</td>
<td>001B</td>
<td>Less-than</td>
<td>A &lt; B</td>
<td>False</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>LE</td>
<td>010B</td>
<td>Less-than-or-equal</td>
<td>A ≤ B</td>
<td>False</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Greater than</td>
<td>A &gt; B, Swap Operands, Use LT</td>
<td>False</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>Greater-than-or-equal</td>
<td>A ≥ B, Swap Operands, Use LE</td>
<td>False</td>
<td>Yes</td>
<td></td>
</tr>
<tr>
<td>UNORD</td>
<td>011B</td>
<td>Unordered</td>
<td>A, B = Unordered</td>
<td>True</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>NEQ</td>
<td>100B</td>
<td>Not-equal</td>
<td>A ≠ B</td>
<td>True</td>
<td>No</td>
<td></td>
</tr>
<tr>
<td>NLT</td>
<td>101B</td>
<td>Not-less-than</td>
<td>NOT(A &lt; B)</td>
<td>True</td>
<td>Yes</td>
<td></td>
</tr>
</tbody>
</table>
The unordered relationship is true when at least one of the two source operands being compared is a NaN; the ordered relationship is true when neither source operand is a NaN.

A subsequent computational instruction that uses the mask result in the destination operand as an input operand will not generate an exception, because a mask of all 0s corresponds to a floating-point value of +0.0 and a mask of all 1s corresponds to a QNaN.

Note that the processors with “CPUID.1H:ECX.AVX =0” do not implement the greater-than, greater-than-or-equal, not-greater-than, and not-greater-than-or-equal relations. These comparisons can be made either by using the inverse relationship (that is, use the “not-less-than-or-equal” to make a “greater-than” comparison) or by using software emulation. When using software emulation, the program must swap the operands (copying registers when necessary to protect the data that will now be in the destination), and then perform the compare using a different predicate. The predicate to be used for these emulations is listed in Table 3-7 under the heading Emulation.

Compilers and assemblers may implement the following two-operand pseudo-ops in addition to the three-operand CMPPD instruction, for processors with “CPUID.1H:ECX.AVX =0”. See Table 3-8. Compiler should treat reserved Imm8 values as illegal syntax.

Table 3-8. Pseudo-Op and CMPPD Implementation

<table>
<thead>
<tr>
<th>Pseudo-Op</th>
<th>CMPPD Implementation</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMPEQPD xmm1, xmm2</td>
<td>CMPPD xmm1, xmm2, 0</td>
</tr>
<tr>
<td>CMPLTPD xmm1, xmm2</td>
<td>CMPPD xmm1, xmm2, 1</td>
</tr>
<tr>
<td>CMPELEPD xmm1, xmm2</td>
<td>CMPPD xmm1, xmm2, 2</td>
</tr>
<tr>
<td>CMPUJORPD xmm1, xmm2</td>
<td>CMPPD xmm1, xmm2, 3</td>
</tr>
<tr>
<td>CMPEQPD xmm1, xmm2</td>
<td>CMPPD xmm1, xmm2, 4</td>
</tr>
<tr>
<td>CMPLTLPD xmm1, xmm2</td>
<td>CMPPD xmm1, xmm2, 5</td>
</tr>
<tr>
<td>CMNLEPD xmm1, xmm2</td>
<td>CMPPD xmm1, xmm2, 6</td>
</tr>
<tr>
<td>CMPOPD xmm1, xmm2</td>
<td>CMPPD xmm1, xmm2, 7</td>
</tr>
</tbody>
</table>

The greater-than relations that the processor does not implement, require more than one instruction to emulate in software and therefore should not be implemented as pseudo-ops. (For these, the programmer should reverse the operands of the corresponding less than relations and use move instructions to ensure that the mask is moved to the correct destination register and that the source operand is left intact.)

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

Enhanced Comparison Predicate for VEX-Encoded VCMPPD

VEX.128 encoded version: The first source operand (second operand) is an XMM register. The second source operand (third operand) can be an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed. Two comparisons are performed with results written to bits 127:0 of the destination operand.
VEX.256 encoded version: The first source operand (second operand) is a YMM register. The second source operand (third operand) can be a YMM register or a 256-bit memory location. The destination operand (first operand) is a YMM register. Four comparisons are performed with results written to the destination operand.

The comparison predicate operand is an 8-bit immediate:

- For instructions encoded using the VEX prefix, bits 4:0 define the type of comparison to be performed (see Table 3-9). Bits 5 through 7 of the immediate are reserved.

<table>
<thead>
<tr>
<th>Predicate</th>
<th>imm8 Value</th>
<th>Description</th>
<th>Result: A Is 1st Operand, B Is 2nd Operand</th>
<th>Signals #IA on QNAN</th>
</tr>
</thead>
<tbody>
<tr>
<td>EQ_OQ (EQ)</td>
<td>0H</td>
<td>Equal (ordered, non-signaling)</td>
<td>False False True False</td>
<td>False No</td>
</tr>
<tr>
<td>LT_OS (LT)</td>
<td>1H</td>
<td>Less-than (ordered, signaling)</td>
<td>False True False False</td>
<td>True Yes</td>
</tr>
<tr>
<td>LE_OS (LE)</td>
<td>2H</td>
<td>Less-than-or-equal (ordered, signaling)</td>
<td>False True True False</td>
<td>True Yes</td>
</tr>
<tr>
<td>UNORD_Q (UNORD)</td>
<td>3H</td>
<td>Unordered (non-signaling)</td>
<td>False False False True</td>
<td>True No</td>
</tr>
<tr>
<td>NEQ_UQ (NEQ)</td>
<td>4H</td>
<td>Not-equal (unordered, non-signaling)</td>
<td>True True False False</td>
<td>True No</td>
</tr>
<tr>
<td>NLT_US (NLT)</td>
<td>5H</td>
<td>Not-less-than (unordered, signaling)</td>
<td>True False True True</td>
<td>True Yes</td>
</tr>
<tr>
<td>NLE_US (NLE)</td>
<td>6H</td>
<td>Not-less-than-or-equal (unordered, signaling)</td>
<td>True False False True</td>
<td>True Yes</td>
</tr>
<tr>
<td>ORD_Q (ORD)</td>
<td>7H</td>
<td>Ordered (non-signaling)</td>
<td>True True True False</td>
<td>False No</td>
</tr>
<tr>
<td>EQ_UQ</td>
<td>8H</td>
<td>Equal (unordered, non-signaling)</td>
<td>False False True False</td>
<td>False No</td>
</tr>
<tr>
<td>NGE_US (NGE)</td>
<td>9H</td>
<td>Not-greater-than-or-equal (unordered, signaling)</td>
<td>False True False True</td>
<td>True Yes</td>
</tr>
<tr>
<td>NLT_UQ (NGT)</td>
<td>AH</td>
<td>Not-greater-than (unordered, signaling)</td>
<td>False True True True</td>
<td>True Yes</td>
</tr>
<tr>
<td>FALSE_OQ(FALSE)</td>
<td>BH</td>
<td>False (ordered, non-signaling)</td>
<td>False False False False</td>
<td>False No</td>
</tr>
<tr>
<td>NEQ_OQ</td>
<td>CH</td>
<td>Not-equal (ordered, non-signaling)</td>
<td>True True False False</td>
<td>False No</td>
</tr>
<tr>
<td>GE_OS (GE)</td>
<td>DH</td>
<td>Greater-than-or-equal (ordered, signaling)</td>
<td>True False True False</td>
<td>True Yes</td>
</tr>
<tr>
<td>GT_OS (GT)</td>
<td>EH</td>
<td>Greater-than (ordered, signaling)</td>
<td>True False False False</td>
<td>False No</td>
</tr>
<tr>
<td>TRUE_UQ(TRUE)</td>
<td>FH</td>
<td>True (unordered, non-signaling)</td>
<td>True True True False</td>
<td>False No</td>
</tr>
<tr>
<td>EQ_OS</td>
<td>10H</td>
<td>Equal (ordered, signaling)</td>
<td>False False True False</td>
<td>False Yes</td>
</tr>
<tr>
<td>LT_OQ</td>
<td>11H</td>
<td>Less-than (ordered, nonsignaling)</td>
<td>False True False False</td>
<td>True No</td>
</tr>
<tr>
<td>LE_OQ</td>
<td>12H</td>
<td>Less-than-or-equal (ordered, nonsignaling)</td>
<td>False True True False</td>
<td>True No</td>
</tr>
<tr>
<td>UNORD_S</td>
<td>13H</td>
<td>Unordered (signaling)</td>
<td>False False False True</td>
<td>True Yes</td>
</tr>
<tr>
<td>NEQ_US</td>
<td>14H</td>
<td>Not-equal (unordered, signaling)</td>
<td>True True False True</td>
<td>True Yes</td>
</tr>
<tr>
<td>NLT_UQ</td>
<td>15H</td>
<td>Not-less-than (unordered, nonsignaling)</td>
<td>True False True True</td>
<td>True No</td>
</tr>
<tr>
<td>NLE_UQ</td>
<td>16H</td>
<td>Not-less-than-or-equal (unordered, nonsignaling)</td>
<td>True False False True</td>
<td>True No</td>
</tr>
<tr>
<td>ORD_S</td>
<td>17H</td>
<td>Ordered (signaling)</td>
<td>True True True False</td>
<td>False Yes</td>
</tr>
<tr>
<td>EQ_US</td>
<td>18H</td>
<td>Equal (unordered, signaling)</td>
<td>False False True True</td>
<td>True Yes</td>
</tr>
</tbody>
</table>
Processors with "CPUID.1H:ECX.AVX = 1" implement the full complement of 32 predicates shown in Table 3-9, software emulation is no longer needed. Compilers and assemblers may implement the following three-operand pseudo-ops in addition to the four-operand VCMPPD instruction. See Table 3-10, where the notations of reg1 reg2, and reg3 represent either XMM registers or YMM registers. Compiler should treat reserved Imm8 values as illegal syntax. Alternately, intrinsics can map the pseudo-ops to pre-defined constants to support a simpler intrinsic interface.

### Table 3-9. Comparison Predicate for VCMPPD and VCMPPS Instructions (Contd.)

<table>
<thead>
<tr>
<th>Predicate</th>
<th>imm8 Value</th>
<th>Description</th>
<th>Result: A is 1st Operand, B is 2nd Operand</th>
<th>Signals #IA on QNAN</th>
</tr>
</thead>
<tbody>
<tr>
<td>NGE_UQ</td>
<td>19H</td>
<td>Not-greater-than-or-equal (unordered, nonsignaling)</td>
<td>False</td>
<td>True</td>
</tr>
<tr>
<td>NGT_UQ</td>
<td>1AH</td>
<td>Not-greater-than (unordered, nonsignaling)</td>
<td>False</td>
<td>True</td>
</tr>
<tr>
<td>FALSE_OS</td>
<td>1BH</td>
<td>False (ordered, signaling)</td>
<td>False</td>
<td>False</td>
</tr>
<tr>
<td>NEQ_OS</td>
<td>1CH</td>
<td>Not-equal (ordered, signaling)</td>
<td>True</td>
<td>True</td>
</tr>
<tr>
<td>GE_OQ</td>
<td>1DH</td>
<td>Greater-than-or-equal (ordered, nonsignaling)</td>
<td>True</td>
<td>False</td>
</tr>
<tr>
<td>GT_OQ</td>
<td>1EH</td>
<td>Greater-than (ordered, nonsignaling)</td>
<td>True</td>
<td>False</td>
</tr>
<tr>
<td>TRUE_US</td>
<td>1FH</td>
<td>True (unordered, signaling)</td>
<td>True</td>
<td>True</td>
</tr>
</tbody>
</table>

**NOTES:**
1. If either operand A or B is a NAN.

### Table 3-10. Pseudo-Op and VCMPPD Implementation

<table>
<thead>
<tr>
<th>Pseudo-Op</th>
<th>CMPPD Implementation</th>
</tr>
</thead>
<tbody>
<tr>
<td>VCMPEQPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 0</td>
</tr>
<tr>
<td>VCMPPLTPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 1</td>
</tr>
<tr>
<td>VCMPLEPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 2</td>
</tr>
<tr>
<td>VCMPUNORDPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 3</td>
</tr>
<tr>
<td>VCMPNEQPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 4</td>
</tr>
<tr>
<td>VCMPNLEXPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 5</td>
</tr>
<tr>
<td>VCMFNLEPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 6</td>
</tr>
<tr>
<td>VCMFORDPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 7</td>
</tr>
<tr>
<td>VCMP_EQ_UQPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 8</td>
</tr>
<tr>
<td>VCMPNEGPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 9</td>
</tr>
<tr>
<td>VCMPNGTPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 10H</td>
</tr>
<tr>
<td>VCMPFALSEPDP reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 0AH</td>
</tr>
<tr>
<td>VCMPFALSEPDP reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 0BH</td>
</tr>
<tr>
<td>VCMPQEQPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, OCH</td>
</tr>
<tr>
<td>VCMPGEPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, ODH</td>
</tr>
<tr>
<td>VCMPGEPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, OEH</td>
</tr>
<tr>
<td>VCMFTRUVPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 0FH</td>
</tr>
<tr>
<td>VCMP_EQ_OSPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 10H</td>
</tr>
<tr>
<td>VCMPGTPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 11H</td>
</tr>
<tr>
<td>VCMPLE_OQPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 12H</td>
</tr>
</tbody>
</table>
Table 3-10. Pseudo-Op and VCMPPD Implementation

<table>
<thead>
<tr>
<th>Pseudo-Op</th>
<th>CMPPD Implementation</th>
</tr>
</thead>
<tbody>
<tr>
<td>VCMPUNORD_SPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 13H</td>
</tr>
<tr>
<td>VCMPNEQ_USPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 14H</td>
</tr>
<tr>
<td>VCMPNLT_UQPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 15H</td>
</tr>
<tr>
<td>VCMPNLE_UQPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 16H</td>
</tr>
<tr>
<td>VCMPORD_SPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 17H</td>
</tr>
<tr>
<td>VCMEQ_USPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 18H</td>
</tr>
<tr>
<td>VCMPNGE_UQPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 19H</td>
</tr>
<tr>
<td>VCMPNGT_UQPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 1AH</td>
</tr>
<tr>
<td>VCMPPFALSE_OSPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 1BH</td>
</tr>
<tr>
<td>VCMPPNEQ_OSPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 1CH</td>
</tr>
<tr>
<td>VCMPPGE_OQPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 1DH</td>
</tr>
<tr>
<td>VCMPPGT_OQPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 1EH</td>
</tr>
<tr>
<td>VCMPPTRUE_USPD reg1, reg2, reg3</td>
<td>VCMPPD reg1, reg2, reg3, 1FH</td>
</tr>
</tbody>
</table>

Operation

CASE (COMPARISON PREDICATE) OF

0: OP3 ← EQ_OQ; OP5 ← EQ_OQ;
1: OP3 ← LT_OS; OP5 ← LT_OS;
2: OP3 ← LE_OS; OP5 ← LE_OS;
3: OP3 ← UNORD_Q; OP5 ← UNORD_Q;
4: OP3 ← NEQ_UQ; OP5 ← NEQ_UQ;
5: OP3 ← NLT_US; OP5 ← NLT_US;
6: OP3 ← NLE_US; OP5 ← NLE_US;
7: OP3 ← ORD_Q; OP5 ← ORD_Q;
8: OP5 ← EQ_UQ;
9: OP5 ← NEQ_US;
10: OP5 ← NGE_US;
11: OP5 ← FALSE_OQ;
12: OP5 ← NLT_UQ;
13: OP5 ← NLE_UQ;
14: OP5 ← ORD_S;
15: OP5 ← TRUE_UQ;
16: OP5 ← EQ_US;
17: OP5 ← LT_QQ;
18: OP5 ← LE_QQ;
19: OP5 ← UNORD_S;
20: OP5 ← NEQ_US;
21: OP5 ← NLT_UQ;
22: OP5 ← NLE_UQ;
23: OP5 ← ORD_S;
24: OP5 ← EQ_US;
25: OP5 ← NEQ_US;
26: OP5 ← NLT_UQ;
27: OP5 ← FALSE_OS;
28: OP5 ← NEQ_OS;
29: OP5 ← GE_OQ;
30: OP5 ← GT_OQ;
31: OP5 ← TRUE_US;
DEFAULT: Reserved;

**CMPPD (128-bit Legacy SSE version)**

CMPO ← SRC1[63:0] OP3 SRC2[63:0];
CMPI ← SRC1[127:64] OP3 SRC2[127:64];

IF CMPO = TRUE
   THEN DEST[63:0] ← FFFFFFFF00000000H; Fl;
   ELSE DEST[63:0] ← 0000000000000000H; Fl;

IF CMPI = TRUE
   THEN DEST[127:64] ← FFFFFFFF00000000H;
   ELSE DEST[127:64] ← 0000000000000000H; Fl;

DEST[VLMAX-1:128] (Unmodified)

**VCMPPD (VEX.128 encoded version)**

CMPO ← SRC1[63:0] OP5 SRC2[63:0];
CMPI ← SRC1[127:64] OP5 SRC2[127:64];

IF CMPO = TRUE
   THEN DEST[63:0] ← FFFFFFFF00000000H; Fl;
   ELSE DEST[63:0] ← 0000000000000000H; Fl;

IF CMPI = TRUE
   THEN DEST[127:64] ← FFFFFFFF00000000H;
   ELSE DEST[127:64] ← 0000000000000000H; Fl;

DEST[VLMAX-1:128] ← 0

**VCMPPD (VEX.256 encoded version)**

CMPO ← SRC1[63:0] OP5 SRC2[63:0];
CMPI ← SRC1[127:64] OP5 SRC2[127:64];
CMPG ← SRC1[191:128] OP5 SRC2[191:128];
CMPIF ← SRC1[255:192] OP5 SRC2[255:192];

IF CMPO = TRUE
   THEN DEST[63:0] ← FFFFFFFF00000000H; Fl;
   ELSE DEST[63:0] ← 0000000000000000H; Fl;

IF CMPI = TRUE
   THEN DEST[127:64] ← FFFFFFFF00000000H;
   ELSE DEST[127:64] ← 0000000000000000H; Fl;

IF CMPG = TRUE
   THEN DEST[191:128] ← FFFFFFFF00000000H;
   ELSE DEST[191:128] ← 0000000000000000H; Fl;

IF CMPIF = TRUE
   THEN DEST[255:192] ← FFFFFFFF00000000H;
   ELSE DEST[255:192] ← 0000000000000000H; Fl;

**Intel C/C++ Compiler Intrinsic Equivalents**

CMPPD for equality:  __m128d _mm_cmpeq_pd(__m128d a, __m128d b)
CMPPD for less-than:  __m128d _mm_cmplt_pd(__m128d a, __m128d b)
CMPPD for less-than-or-equal:  __m128d _mm_cmple_pd(__m128d a, __m128d b)
CMPPD for greater-than:  __m128d _mm_cmpgt_pd(__m128d a, __m128d b)
CMPPD for greater-than-or-equal:  __m128d _mm_cmpge_pd(__m128d a, __m128d b)
CMPPD for inequality:  __m128d _mm_cmpneq_pd(__m128d a, __m128d b)
CMPPD for not-less-than:  __m128d _mm_cmpnlt_pd(__m128d a, __m128d b)
CMPPD for not-greater-than: __m128d _mm_cmpgt_pd(__m128d a, __m128d b)
CMPPD for not-greater-than-or-equal: __m128d _mm_cmpge_pd(__m128d a, __m128d b)
CMPPD for ordered: __m128d _mm_cmpord_pd(__m128d a, __m128d b)
CMPPD for unordered: __m128d _mm_cmpunord_pd(__m128d a, __m128d b)
CMPPD for not-less-than-or-equal: __m128d _mm_cmpnle_pd(__m128d a, __m128d b)

VCMPPD: __m256 _mm256_cmp_pd(__m256 a, __m256 b, const int imm)
VCMPPD: __m128 _mm_cmp_pd(__m128 a, __m128 b, const int imm)

**SIMD Floating-Point Exceptions**
Invalid if SNaN operand and invalid if QNaN and predicate as listed in above table, Denormal.

**Other Exceptions**
See Exceptions Type 2.
CMPPS—Compare Packed Single-Precision Floating-Point Values

### Instruction Encoding

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F C2 / r ib</td>
<td>RMI V/V</td>
<td>SSE</td>
<td>Compare packed single-precision floating-point values in xmm2/mem and xmm1 using imm8 as comparison predicate.</td>
</tr>
<tr>
<td>VEX.NDS.128.0F.WIG C2 / r ib</td>
<td>RVMI V/V</td>
<td>AVX</td>
<td>Compare packed single-precision floating-point values in xmm3/m128 and xmm2 using bits 4:0 of imm8 as a comparison predicate.</td>
</tr>
<tr>
<td>VEX.NDS.256.0F.WIG C2 / r ib</td>
<td>RVMI V/V</td>
<td>AVX</td>
<td>Compare packed single-precision floating-point values in ymm3/m256 and ymm2 using bits 4:0 of imm8 as a comparison predicate.</td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RMI</td>
<td>ModRMreg (r, w) ModRMr/m (r)</td>
<td>imm8</td>
<td>NA</td>
<td></td>
</tr>
<tr>
<td>RVMI</td>
<td>ModRMreg (w) VEX.vvvv (r)</td>
<td>ModRMr/m (r)</td>
<td>imm8</td>
<td></td>
</tr>
</tbody>
</table>

### Description

Performs a SIMD compare of the packed single-precision floating-point values in the source operand (second operand) and the destination operand (first operand) and returns the results of the comparison to the destination operand. The comparison predicate operand (third operand) specifies the type of comparison performed on each of the pairs of packed values. The result of each comparison is a doubleword mask of all 1s (comparison true) or all 0s (comparison false). The sign of zero is ignored for comparisons, so that −0.0 is equal to +0.0.

128-bit Legacy SSE version: The first source and destination operand (first operand) is an XMM register. The second source operand (second operand) can be an XMM register or 128-bit memory location. The comparison predicate operand is an 8-bit immediate, bits 2:0 of the immediate define the type of comparison to be performed (see Table 3-7). Bits 7:3 of the immediate is reserved. Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged. Four comparisons are performed with results written to bits 127:0 of the destination operand.

The unordered relationship is true when at least one of the two source operands being compared is a NaN; the ordered relationship is true when neither source operand is a NaN.

A subsequent computational instruction that uses the mask result in the destination operand as an input operand will not generate a fault, because a mask of all 0s corresponds to a floating-point value of +0.0 and a mask of all 1s corresponds to a QNaN.

Note that processors with "CPUID.1H:ECX.AVX =0" do not implement the “greater-than”, “greater-than-or-equal”, “not-greater than”, and “not-greater-than-or-equal relations” predicates. These comparisons can be made either by using the inverse relationship (that is, use the “not-less-than-or-equal” to make a “greater-than” comparison) or by using software emulation. When using software emulation, the program must swap the operands (copying registers when necessary to protect the data that will now be in the destination), and then perform the compare using a different predicate. The predicate to be used for these emulations is listed in Table 3-7 under the heading Emulation.

Compilers and assemblers may implement the following two-operand pseudo-ops in addition to the three-operand CMPPS instruction, for processors with “CPUID.1H:ECX.AVX =0”. See Table 3-11. Compiler should treat reserved Imm8 values as illegal syntax.

In 64-bit mode, use of the REX.R prefix permits this instruction to access additional registers (XMM8-XMM15).
The greater-than relations not implemented by processor require more than one instruction to emulate in software and therefore should not be implemented as pseudo-ops. (For these, the programmer should reverse the operands of the corresponding less than relations and use move instructions to ensure that the mask is moved to the correct destination register and that the source operand is left intact.)

**Enhanced Comparison Predicate for VEX-Encoded VCMPPS**

VEX.128 encoded version: The first source operand (second operand) is an XMM register. The second source operand (third operand) can be an XMM register or a 128-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed. Four comparisons are performed with results written to bits 127:0 of the destination operand.

VEX.256 encoded version: The first source operand (second operand) is a YMM register. The second source operand (third operand) can be a YMM register or a 256-bit memory location. The destination operand (first operand) is a YMM register. Eight comparisons are performed with results written to the destination operand.

The comparison predicate operand is an 8-bit immediate:

- For instructions encoded using the VEX prefix, bits 4:0 define the type of comparison to be performed (see Table 3-9). Bits 5 through 7 of the immediate are reserved.

Processors with “CPUID.1H:ECX.AVX =1” implement the full complement of 32 predicates shown in Table 3-9, software emulation is no longer needed. Compilers and assemblers may implement the following three-operand pseudo-ops in addition to the four-operand VCMPPS instruction. See Table 3-12, where the notation of reg1 and reg2 represent either XMM registers or YMM registers. Compiler should treat reserved Imm8 values as illegal syntax. Alternately, intrinsics can map the pseudo-ops to pre-defined constants to support a simpler intrinsic interface.

**Table 3-11. Pseudo-Ops and CMPPS**

<table>
<thead>
<tr>
<th>Pseudo-Op</th>
<th>Implementation</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMPEQPS xmm1, xmm2</td>
<td>CMPPS xmm1, xmm2, 0</td>
</tr>
<tr>
<td>CMPLTPS xmm1, xmm2</td>
<td>CMPPS xmm1, xmm2, 1</td>
</tr>
<tr>
<td>CMPLEPS xmm1, xmm2</td>
<td>CMPPS xmm1, xmm2, 2</td>
</tr>
<tr>
<td>CMPUNORDPS xmm1, xmm2</td>
<td>CMPPS xmm1, xmm2, 3</td>
</tr>
<tr>
<td>CMPNEQPS xmm1, xmm2</td>
<td>CMPPS xmm1, xmm2, 4</td>
</tr>
<tr>
<td>CMPNLTPS xmm1, xmm2</td>
<td>CMPPS xmm1, xmm2, 5</td>
</tr>
<tr>
<td>CMPNLEPS xmm1, xmm2</td>
<td>CMPPS xmm1, xmm2, 6</td>
</tr>
<tr>
<td>CMPORDPS xmm1, xmm2</td>
<td>CMPPS xmm1, xmm2, 7</td>
</tr>
</tbody>
</table>

**Table 3-12. Pseudo-Op and VCMPPS Implementation**

<table>
<thead>
<tr>
<th>Pseudo-Op</th>
<th>CMPPS Implementation</th>
</tr>
</thead>
<tbody>
<tr>
<td>VCMPEQPS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 0</td>
</tr>
<tr>
<td>VCMLTPS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 1</td>
</tr>
<tr>
<td>VCMLEPS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 2</td>
</tr>
<tr>
<td>VMPCUNORDPS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 3</td>
</tr>
<tr>
<td>VCMPEQPS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 4</td>
</tr>
<tr>
<td>VCMPNLTPS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 5</td>
</tr>
<tr>
<td>VCMPLEPS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 6</td>
</tr>
<tr>
<td>VCMPPDPS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 7</td>
</tr>
<tr>
<td>VCMPEQ_UQPS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 8</td>
</tr>
<tr>
<td>VCMPINGEPS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 9</td>
</tr>
<tr>
<td>VCMPNGTPS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 0AH</td>
</tr>
<tr>
<td>VCMPPALSEPS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, OBH</td>
</tr>
</tbody>
</table>
Table 3-12. Pseudo-Op and VCMPPS Implementation

<table>
<thead>
<tr>
<th>Pseudo-Op</th>
<th>CMPPS Implementation</th>
</tr>
</thead>
<tbody>
<tr>
<td>VCMPNEQ_OQPS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 0CH</td>
</tr>
<tr>
<td>VCMPGEP reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, ODH</td>
</tr>
<tr>
<td>VCMPGT reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 0EH</td>
</tr>
<tr>
<td>VCMPTRUES reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 0FH</td>
</tr>
<tr>
<td>VCMEQ_OSPS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 10H</td>
</tr>
<tr>
<td>VCMPLT_OQPS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 11H</td>
</tr>
<tr>
<td>VCMPLE_OQPS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 12H</td>
</tr>
<tr>
<td>VCMPPNORD_SPS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 13H</td>
</tr>
<tr>
<td>VCMPNEQ_USPS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 14H</td>
</tr>
<tr>
<td>VCMPPNLT_USPS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 15H</td>
</tr>
<tr>
<td>VCMPNLE_USPS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 16H</td>
</tr>
<tr>
<td>VCMPPRUS PS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 17H</td>
</tr>
<tr>
<td>VCMPPUS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 18H</td>
</tr>
<tr>
<td>VCMPPNS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 19H</td>
</tr>
<tr>
<td>VCMPPNL reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 1AH</td>
</tr>
<tr>
<td>VCMPPNEQ_US reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 1BH</td>
</tr>
<tr>
<td>VCMPPGE_OQPS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 1DH</td>
</tr>
<tr>
<td>VCMPPGT_OQPS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 1EH</td>
</tr>
<tr>
<td>VCMPPNLU_USPS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 1FH</td>
</tr>
</tbody>
</table>

Operation

CASE (COMPARISON PREDICATE) OF
  0: OP3 ← EQ_OQ; OP5 ← EQ_OQ;
  1: OP3 ← LT_O; OP5 ← LT_O;
  2: OP3 ← LE_O; OP5 ← LE_O;
  3: OP3 ← UNORD_Q; OP5 ← UNORD_Q;
  4: OP3 ← NEQ_U; OP5 ← NEQ_U;
  5: OP3 ← NLT_US; OP5 ← NLT_US;
  6: OP3 ← NLE_US; OP5 ← NLE_US;
  7: OP3 ← ORD_Q; OP5 ← ORD_Q;
  8: OP5 ← EQ_U;
  9: OP5 ← NGE_US;
 10: OP5 ← NGT_US;
 11: OP5 ← FALSE_OQ;
 12: OP5 ← NEQ_OQ;
 13: OP5 ← GE_OS;
 14: OP5 ← GT_OS;
 15: OP5 ← TRUE_UQ;
 16: OP5 ← EQ_OS;
 17: OP5 ← LT_O;
 18: OP5 ← LE_O;
 19: OP5 ← UNORD_S;
 20: OP5 ← NEQ_US;
21: OP5 ← NLT_UQ;
22: OP5 ← NLE_UQ;
23: OP5 ← ORD_S;
24: OP5 ← EQ_US;
25: OP5 ← NGE_UQ;
26: OP5 ← NGT_UQ;
27: OP5 ← FALSE_US;
28: OP5 ← NEQ_OS;
29: OP5 ← GE_OQ;
30: OP5 ← GT_OQ;
31: OP5 ← TRUE_US;
DEFAULT: Reserved

EASC;

**CMPPS (128-bit Legacy SSE version)**
CMPO ← SRC1[31:0] OP3 SRC2[31:0];
CMP1 ← SRC1[63:32] OP3 SRC2[63:32];
CMP2 ← SRC1[95:64] OP3 SRC2[95:64];
CMP3 ← SRC1[127:96] OP3 SRC2[127:96];
IF CMP0 = TRUE
    THEN DEST[31:0] ← FFFFFFFFH;
    ELSE DEST[31:0] ← 000000000H; Fl;
IF CMP1 = TRUE
    THEN DEST[63:32] ← FFFFFFFFH;
    ELSE DEST[63:32] ← 000000000H; Fl;
IF CMP2 = TRUE
    THEN DEST[95:64] ← FFFFFFFFH;
    ELSE DEST[95:64] ← 000000000H; Fl;
IF CMP3 = TRUE
    THEN DEST[127:96] ← FFFFFFFFH;
    ELSE DEST[127:96] ← 000000000H; Fl;
DEST[VLMAX-1:128] (Unmodified)

**VCMPPS (VEX.128 encoded version)**
CMPO ← SRC1[31:0] OP5 SRC2[31:0];
CMP1 ← SRC1[63:32] OP5 SRC2[63:32];
CMP2 ← SRC1[95:64] OP5 SRC2[95:64];
CMP3 ← SRC1[127:96] OP5 SRC2[127:96];
IF CMP0 = TRUE
    THEN DEST[31:0] ← FFFFFFFFH;
    ELSE DEST[31:0] ← 000000000H; Fl;
IF CMP1 = TRUE
    THEN DEST[63:32] ← FFFFFFFFH;
    ELSE DEST[63:32] ← 000000000H; Fl;
IF CMP2 = TRUE
    THEN DEST[95:64] ← FFFFFFFFH;
    ELSE DEST[95:64] ← 000000000H; Fl;
IF CMP3 = TRUE
    THEN DEST[127:96] ← FFFFFFFFH;
    ELSE DEST[127:96] ← 000000000H; Fl;
DEST[VLMAX-1:128] ← 0
**VCMPPS (VEX.256 encoded version)**

CMP0  \(\leftarrow\) SRC1[31:0] OP5 SRC2[31:0];
CMP1  \(\leftarrow\) SRC1[63:32] OP5 SRC2[63:32];
CMP2  \(\leftarrow\) SRC1[95:64] OP5 SRC2[95:64];
CMP3  \(\leftarrow\) SRC1[127:96] OP5 SRC2[127:96];
CMP4  \(\leftarrow\) SRC1[159:128] OP5 SRC2[159:128];
CMP5  \(\leftarrow\) SRC1[191:160] OP5 SRC2[191:160];
CMP6  \(\leftarrow\) SRC1[223:192] OP5 SRC2[223:192];
CMP7  \(\leftarrow\) SRC1[255:224] OP5 SRC2[255:224];

IF CMP0 = TRUE
   THEN DEST[31:0] \(\leftarrow\) FFFFFFFFH;
   ELSE DEST[31:0] \(\leftarrow\) 000000000H; FI;

IF CMP1 = TRUE
   THEN DEST[63:32] \(\leftarrow\) FFFFFFFFH;
   ELSE DEST[63:32] \(\leftarrow\) 000000000H; FI;

IF CMP2 = TRUE
   THEN DEST[95:64] \(\leftarrow\) FFFFFFFFH;
   ELSE DEST[95:64] \(\leftarrow\) 000000000H; FI;

IF CMP3 = TRUE
   THEN DEST[127:96] \(\leftarrow\) FFFFFFFFH;
   ELSE DEST[127:96] \(\leftarrow\) 000000000H; FI;

IF CMP4 = TRUE
   THEN DEST[159:128] \(\leftarrow\) FFFFFFFFH;
   ELSE DEST[159:128] \(\leftarrow\) 000000000H; FI;

IF CMP5 = TRUE
   THEN DEST[191:160] \(\leftarrow\) FFFFFFFFH;
   ELSE DEST[191:160] \(\leftarrow\) 000000000H; FI;

IF CMP6 = TRUE
   THEN DEST[223:192] \(\leftarrow\) FFFFFFFFH;
   ELSE DEST[223:192] \(\leftarrow\) 000000000H; FI;

IF CMP7 = TRUE
   THEN DEST[255:224] \(\leftarrow\) FFFFFFFFH;
   ELSE DEST[255:224] \(\leftarrow\) 000000000H; FI;

**Intel C/C++ Compiler Intrinsic Equivalents**

CMPPS for equality:  __m128 _mm_cmpeq_ps(__m128 a, __m128 b)
CMPPS for less-than:  __m128 _mm_cmplt_ps(__m128 a, __m128 b)
CMPPS for less-than-or-equal:  __m128 _mm_cmple_ps(__m128 a, __m128 b)
CMPPS for greater-than:  __m128 _mm_cmpgt_ps(__m128 a, __m128 b)
CMPPS for greater-than-or-equal:  __m128 _mm_cmpge_ps(__m128 a, __m128 b)
CMPPS for inequality:  __m128 _mm_cmpneq_ps(__m128 a, __m128 b)
CMPPS for not-less-than:  __m128 _mm_cmpnlt_ps(__m128 a, __m128 b)
CMPPS for not-greater-than:  __m128 _mm_cmpngt_ps(__m128 a, __m128 b)
CMPPS for not-greater-than-or-equal:  __m128 _mm_cmpnge_ps(__m128 a, __m128 b)
CMPPS for ordered:  __m128 _mm_cmpord_ps(__m128 a, __m128 b)
CMPPS for unordered:  __m128 _mm_cmpunord_ps(__m128 a, __m128 b)
CMPPS for not-less-than-or-equal:  __m128 _mm_cmpnle_ps(__m128 a, __m128 b)

VCMPPS:  __m256 _mm256_cmp_ps(__m256 a, __m256 b, const int imm)
VCMPPS:  __m128 _mm_cmp_ps(__m128 a, __m128 b, const int imm)
**SIMD Floating-Point Exceptions**
Invalid if SNaN operand and invalid if QNaN and predicate as listed in above table, Denormal.

**Other Exceptions**
See Exceptions Type 2.
CMPS/CMPSB/CMPSW/CMPSD/CMPSQ—Compare String Operands

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A6</td>
<td>CMPS m8, m8</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>For legacy mode, compare byte at address DS:(E)SI with byte at address ES:(E)DI; For 64-bit mode compare byte at address (R</td>
</tr>
<tr>
<td>A7</td>
<td>CMPS m16, m16</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>For legacy mode, compare word at address DS:(E)SI with word at address ES:(E)DI; For 64-bit mode compare word at address (R</td>
</tr>
<tr>
<td>A7</td>
<td>CMPS m32, m32</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>For legacy mode, compare dword at address DS:(E)SI at dword at address ES:(E)DI; For 64-bit mode compare dword at address (R</td>
</tr>
<tr>
<td>REX.W + A7</td>
<td>CMPS m64, m64</td>
<td>NP</td>
<td>Valid</td>
<td>N.E.</td>
<td>Compares quadword at address (R</td>
</tr>
<tr>
<td>A6</td>
<td>CMPSB</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>For legacy mode, compare byte at address DS:(E)SI with byte at address ES:(E)DI; For 64-bit mode compare byte at address (R</td>
</tr>
<tr>
<td>A7</td>
<td>CMPSW</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>For legacy mode, compare word at address DS:(E)SI with word at address ES:(E)DI; For 64-bit mode compare word at address (R</td>
</tr>
<tr>
<td>A7</td>
<td>CMPSD</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>For legacy mode, compare dword at address DS:(E)SI at dword at address ES:(E)DI; For 64-bit mode compare dword at address (R</td>
</tr>
<tr>
<td>REX.W + A7</td>
<td>CMPSQ</td>
<td>NP</td>
<td>Valid</td>
<td>N.E.</td>
<td>Compares quadword at address (R</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Compares the byte, word, doubleword, or quadword specified with the first source operand with the byte, word, doubleword, or quadword specified with the second source operand and sets the status flags in the EFLAGS register according to the results.

Both source operands are located in memory. The address of the first source operand is read from DS:SI, DS:ESI or RSI (depending on the address-size attribute of the instruction is 16, 32, or 64, respectively). The address of the second source operand is read from ES:DI, ES:EDI or RDI (again depending on the address-size attribute of the
instruction is 16, 32, or 64). The DS segment may be overridden with a segment override prefix, but the ES segment cannot be overridden.

At the assembly-code level, two forms of this instruction are allowed: the "explicit-operands" form and the "no-operands" form. The explicit-operands form (specified with the CMPS mnemonic) allows the two source operands to be specified explicitly. Here, the source operands should be symbols that indicate the size and location of the source values. This explicit-operand form is provided to allow documentation. However, note that the documentation provided by this form can be misleading. That is, the source operand symbols must specify the correct type (size) of the operands (bytes, words, or doublewords, quadwords), but they do not have to specify the correct location. Locations of the source operands are always specified by the DS:(E)SI (or RSI) and ES:(E)DI (or RDI) registers, which must be loaded correctly before the compare string instruction is executed.

The no-operands form provides "short forms" of the byte, word, and doubleword versions of the CMPS instructions. Here also the DS:(E)SI (or RSI) and ES:(E)DI (or RDI) registers are assumed by the processor to specify the location of the source operands. The size of the source operands is selected with the mnemonic: CMPSB (byte comparison), CMPSW (word comparison), CMPSD (doubleword comparison), or CMPSQ (quadword comparison using REX.W).

After the comparison, the (E/R)SI and (E/R)DI registers increment or decrement automatically according to the setting of the DF flag in the EFLAGS register. (If the DF flag is 0, the (E/R)SI and (E/R)DI register increment; if the DF flag is 1, the registers decrement.) The registers increment or decrement by 1 for byte operations, by 2 for word operations, 4 for doubleword operations. If operand size is 64, RSI and RDI registers increment by 8 for quadword operations.

The CMPS, CMPSB, CMPSW, CMPSD, and CMPSQ instructions can be preceded by the REP prefix for block comparisons. More often, however, these instructions will be used in a LOOP construct that takes some action based on the setting of the status flags before the next comparison is made. See "REP/REPE/REPZ /REPNZ—Repeat String Operation Prefix" in Chapter 4 of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2B, for a description of the REP prefix.

In 64-bit mode, the instruction’s default address size is 64 bits, 32 bit address size is supported using the prefix 67H. Use of the REX.W prefix promotes doubleword operation to 64 bits (see CMPSQ). See the summary chart at the beginning of this section for encoding data and limits.

**Operation**

```
temp ← SRC1 - SRC2;
SetStatusFlags(temp);
IF (64-Bit Mode) THEN
    IF (Byte comparison) THEN IF DF = 0 THEN
        (R|E)SI ← (R|E)SI + 1;
        (R|E)DI ← (R|E)DI + 1;
    ELSE
        (R|E)SI ← (R|E)SI - 1;
        (R|E)DI ← (R|E)DI - 1;
    FI;
ELSE IF (Word comparison) THEN IF DF = 0 THEN
    (R|E)SI ← (R|E)SI + 2;
    (R|E)DI ← (R|E)DI + 2;
ELSE
    (R|E)SI ← (R|E)SI - 2;
    (R|E)DI ← (R|E)DI - 2;
FI;
ELSE IF (Doubleword comparison)
```
THEN IF \( DF = 0 \)
THEN
\[
(R|E)SI \leftarrow (R|E)SI + 4;
\]
\[
(R|E)DI \leftarrow (R|E)DI + 4;
\]
ELSE
\[
(R|E)SI \leftarrow (R|E)SI - 4;
\]
\[
(R|E)DI \leftarrow (R|E)DI - 4;
\]
FI;
ELSE (* Quadword comparison *)
THEN IF \( DF = 0 \)
\[
(R|E)SI \leftarrow (R|E)SI + 8;
\]
\[
(R|E)DI \leftarrow (R|E)DI + 8;
\]
ELSE
\[
(R|E)SI \leftarrow (R|E)SI - 8;
\]
\[
(R|E)DI \leftarrow (R|E)DI - 8;
\]
FI;
FI;
ELSE (* Non-64-bit Mode *)
IF (byte comparison)
THEN IF \( DF = 0 \)
THEN
\[
(E)SI \leftarrow (E)SI + 1;
\]
\[
(E)DI \leftarrow (E)DI + 1;
\]
ELSE
\[
(E)SI \leftarrow (E)SI - 1;
\]
\[
(E)DI \leftarrow (E)DI - 1;
\]
FI;
ELSE IF (Word comparison)
THEN IF \( DF = 0 \)
\[
(E)SI \leftarrow (E)SI + 2;
\]
\[
(E)DI \leftarrow (E)DI + 2;
\]
ELSE
\[
(E)SI \leftarrow (E)SI - 2;
\]
\[
(E)DI \leftarrow (E)DI - 2;
\]
FI;
ELSE (* Doubleword comparison *)
THEN IF \( DF = 0 \)
\[
(E)SI \leftarrow (E)SI + 4;
\]
\[
(E)DI \leftarrow (E)DI + 4;
\]
ELSE
\[
(E)SI \leftarrow (E)SI - 4;
\]
\[
(E)DI \leftarrow (E)DI - 4;
\]
FI;
FI;

Flags Affected

The CF, OF, SF, ZF, AF, and PF flags are set according to the temporary result of the comparison.

Protected Mode Exceptions

- **#GP(0)** If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- If the DS, ES, FS, or GS register contains a NULL segment selector.
- **#SS(0)** If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.

**Real-Address Mode Exceptions**

#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#UD If the LOCK prefix is used.

**Virtual-8086 Mode Exceptions**

#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.
CMPSD—Compare Scalar Double-Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F2 0F C2 /r ib</td>
<td>RMI</td>
<td>V/V</td>
<td>SSE2</td>
<td>Compare low double-precision floating-point value in xmm2/m64 and xmm1 using imm8 as comparison predicate.</td>
</tr>
<tr>
<td>CMPSD xmm1, xmm2/m64, imm8</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.LIG.F2.0F:W1G C2 /r ib</td>
<td>RVMI</td>
<td>V/V</td>
<td>AVX</td>
<td>Compare low double precision floating-point value in xmm3/m64 and xmm2 using bits 4:0 of imm8 as comparison predicate.</td>
</tr>
<tr>
<td>VCMPSD xmm1, xmm2, xmm3/m64, imm8</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RMI</td>
<td>ModRMreg (r, w)</td>
<td>ModRMreg/imm8</td>
<td>NA</td>
<td></td>
</tr>
<tr>
<td>RVMI</td>
<td>ModRMreg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRMreg/imm8</td>
<td></td>
</tr>
</tbody>
</table>

### Description

Compares the low double-precision floating-point values in the source operand (second operand) and the destination operand (first operand) and returns the results of the comparison to the destination operand. The comparison predicate operand (third operand) specifies the type of comparison performed. The comparison result is a quadword mask of all 1s (comparison true) or all 0s (comparison false). The sign of zero is ignored for comparisons, so that –0.0 is equal to +0.0.

128-bit Legacy SSE version: The first source and destination operand (first operand) is an XMM register. The second source operand (second operand) can be an XMM register or 64-bit memory location. The comparison predicate operand is an 8-bit immediate, bits 2:0 of the immediate define the type of comparison to be performed (see Table 3-7). Bits 7:3 of the immediate is reserved. Bits (VLMAX-1:64) of the corresponding YMM destination register remain unchanged.

The unordered relationship is true when at least one of the two source operands being compared is a NaN; the ordered relationship is true when neither source operand is a NaN.

A subsequent computational instruction that uses the mask result in the destination operand as an input operand will not generate a fault, because a mask of all 0s corresponds to a floating-point value of +0.0 and a mask of all 1s corresponds to a QNaN.

Note that processors with "CPUID.1H:ECX.AVX =0" do not implement the "greater-than", "greater-than-or-equal", "not-greater-than", and "not-greater-than-or-equal relations" predicates. These comparisons can be made either by using the inverse relationship (that is, use the "not-less-than-or-equal" to make a "greater-than" comparison) or by using software emulation. When using software emulation, the program must swap the operands (copying registers when necessary to protect the data that will now be in the destination operand), and then perform the compare using a different predicate. The predicate to be used for these emulations is listed in Table 3-7 under the heading Emulation.

Compilers and assemblers may implement the following two-operand pseudo-ops in addition to the three-operand CMPSD instruction, for processors with "CPUID.1H:ECX.AVX =0". See Table 3-13. Compiler should treat reserved Imm8 values as illegal syntax.
The greater-than relations not implemented in the processor require more than one instruction to emulate in software and therefore should not be implemented as pseudo-ops. (For these, the programmer should reverse the operands of the corresponding less than relations and use move instructions to ensure that the mask is moved to the correct destination register and that the source operand is left intact.)

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

**Enhanced Comparison Predicate for VEX-Encoded VCMPSD**

VEX.128 encoded version: The first source operand (second operand) is an XMM register. The second source operand (third operand) can be an XMM register or a 64-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed. The comparison predicate operand is an 8-bit immediate:

- For instructions encoded using the VEX prefix, bits 4:0 define the type of comparison to be performed (see Table 3-9). Bits 5 through 7 of the immediate are reserved.

Processors with “CPUID.1H:ECX.AVX =1” implement the full complement of 32 predicates shown in Table 3-9, software emulation is no longer needed. Compilers and assemblers may implement the following three-operand pseudo-ops in addition to the four-operand VCMPSD instruction. See Table 3-14, where the notations of reg1 reg2, and reg3 represent either XMM registers or YMM registers. Compiler should treat reservedImm8 values as illegal syntax. Alternately, intrinsics can map the pseudo-ops to pre-defined constants to support a simpler intrinsic interface.

### Table 3-13. Pseudo-Ops and CMPSD

<table>
<thead>
<tr>
<th>Pseudo-Op</th>
<th>Implementation</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMPEQSD xmm1, xmm2</td>
<td>CMPSD xmm1,xmm2, 0</td>
</tr>
<tr>
<td>CMPLTSD xmm1, xmm2</td>
<td>CMPSD xmm1,xmm2, 1</td>
</tr>
<tr>
<td>CMPLESD xmm1, xmm2</td>
<td>CMPSD xmm1,xmm2, 2</td>
</tr>
<tr>
<td>CMPUNORDSD xmm1, xmm2</td>
<td>CMPSD xmm1,xmm2, 3</td>
</tr>
<tr>
<td>CMPNEQSD xmm1, xmm2</td>
<td>CMPSD xmm1,xmm2, 4</td>
</tr>
<tr>
<td>CNPLTSD xmm1, xmm2</td>
<td>CMPSD xmm1,xmm2, 5</td>
</tr>
<tr>
<td>CNPLESD xmm1, xmm2</td>
<td>CMPSD xmm1,xmm2, 6</td>
</tr>
<tr>
<td>CMPORDSD xmm1, xmm2</td>
<td>CMPSD xmm1,xmm2, 7</td>
</tr>
</tbody>
</table>

### Table 3-14. Pseudo-Op and VCMPSD Implementation

<table>
<thead>
<tr>
<th>Pseudo-Op</th>
<th>CMPSD Implementation</th>
</tr>
</thead>
<tbody>
<tr>
<td>VCMPEQSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 0</td>
</tr>
<tr>
<td>VCMPLTSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 1</td>
</tr>
<tr>
<td>VCMPLESD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 2</td>
</tr>
<tr>
<td>VCMPPORDSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 3</td>
</tr>
<tr>
<td>VCMPPNEQSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 4</td>
</tr>
<tr>
<td>VCMPPNLTSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 5</td>
</tr>
<tr>
<td>VCMPPNLESD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 6</td>
</tr>
<tr>
<td>VCMPPORDSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 7</td>
</tr>
<tr>
<td>VCMPEQ_UQSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 8</td>
</tr>
<tr>
<td>VCMPPGESD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 9</td>
</tr>
<tr>
<td>VCMPPGTDSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, OAH</td>
</tr>
<tr>
<td>VCMPPFALSESD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, OAH</td>
</tr>
<tr>
<td>VCMPPNEQ_UQSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 0EH</td>
</tr>
<tr>
<td>VCMPPGTDSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, OEH</td>
</tr>
</tbody>
</table>
Table 3-14. Pseudo-Op and VCMPSD Implementation (Contd.)

<table>
<thead>
<tr>
<th>Pseudo-Op</th>
<th>CMPSD Implementation</th>
</tr>
</thead>
<tbody>
<tr>
<td>VCMPTUESD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 0FH</td>
</tr>
<tr>
<td>VCMPEQ_OSSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 10H</td>
</tr>
<tr>
<td>VCMPLT_OQSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 11H</td>
</tr>
<tr>
<td>VCMPLE_OQSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 12H</td>
</tr>
<tr>
<td>VCMPPUNORD_SSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 13H</td>
</tr>
<tr>
<td>VCMPPNEQ_USSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 14H</td>
</tr>
<tr>
<td>VCMPPNLT_UQSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 15H</td>
</tr>
<tr>
<td>VCMPPNLE_UQSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 16H</td>
</tr>
<tr>
<td>VCMPPORD_SSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 17H</td>
</tr>
<tr>
<td>VCMPEQ_USSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 18H</td>
</tr>
<tr>
<td>VCMPPNEQ_USSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 19H</td>
</tr>
<tr>
<td>VCMPPNGE_UQSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 1AH</td>
</tr>
<tr>
<td>VCMPPNGT_UQSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 1BH</td>
</tr>
<tr>
<td>VCMPFALSE_OSSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 1CH</td>
</tr>
<tr>
<td>VCMPPGE_SSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 1DH</td>
</tr>
<tr>
<td>VCMPPGE_UQSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 1EH</td>
</tr>
<tr>
<td>VCMPPTRUE_USSD reg1, reg2, reg3</td>
<td>VCMPSD reg1, reg2, reg3, 1FH</td>
</tr>
</tbody>
</table>

Operation

CASE (COMPARISON PREDICATE) OF
0: OP3 ← EQ_OQ; OP5 ← EQ_OQ;
1: OP3 ← LT_OS; OP5 ← LT_OS;
2: OP3 ← LE_OQ; OP5 ← LE_OQ;
3: OP3 ← UNORD_Q; OP5 ← UNORD_Q;
4: OP3 ← NEQ_UQ; OP5 ← NEQ_UQ;
5: OP3 ← NLT_US; OP5 ← NLT_US;
6: OP3 ← NLE_US; OP5 ← NLE_US;
7: OP3 ← ORD_Q; OP5 ← ORD_Q;
8: OP5 ← EQ_UQ;
9: OP5 ← NGE_US;
10: OP5 ← NGT_US;
11: OP5 ← FALSE_OQ;
12: OP5 ← NEQ_OQ;
13: OP5 ← GE_OS;
14: OP5 ← GT_OS;
15: OP5 ← TRUE_UQ;
16: OP5 ← EQ_OS;
17: OP5 ← LT_OQ;
18: OP5 ← LE_OQ;
19: OP5 ← UNORD_S;
20: OP5 ← NEQ_US;
21: OP5 ← NLT_UQ;
22: OP5 ← NLE_UQ;
23: OP5 ← ORD_S;
24: OP5 ← EQ_US;
25: OP5 ← NGE_UQ;
26: OP5 ← NGT_UQ;
27: OP5 ← FALSE_OS;
28: OP5 ← NEQ_OS;
29: OP5 ← GE_OQ;
30: OP5 ← GT_OQ;
31: OP5 ← TRUE_US;
DEFAULT: Reserved

ESAC;

CMPSD (128-bit Legacy SSE version)
CMP0 ← DEST[63:0] OP3 SRC[63:0];
IF CMP0 = TRUE
THEN DEST[63:0] ← FFFFFFFFFFFFFFFFH;
ELSE DEST[63:0] ← 0000000000000000H; Fl;
DEST[VLMAX-1:64] (Unmodified)

VCMPSD (VEX.128 encoded version)
CMP0 ← SRC1[63:0] OP5 SRC2[63:0];
IF CMP0 = TRUE
THEN DEST[63:0] ← FFFFFFFFFFFFFFFFH;
ELSE DEST[63:0] ← 0000000000000000H; Fl;
DEST[127:64] ← SRC1[127:64]
DEST[VLMAX-1:128] ← 0

**Intel C/C++ Compiler Intrinsic Equivalents**
CMPSD for equality: __m128d _mm_cmpeq_sd(__m128d a, __m128d b)
CMPSD for less-than: __m128d _mm_cmplt_sd(__m128d a, __m128d b)
CMPSD for less-than-or-equal: __m128d _mm_cmple_sd(__m128d a, __m128d b)
CMPSD for greater-than: __m128d _mm_cmpgt_sd(__m128d a, __m128d b)
CMPSD for greater-than-or-equal: __m128d _mm_cmpge_sd(__m128d a, __m128d b)
CMPSD for inequality: __m128d _mm_cmpneq_sd(__m128d a, __m128d b)
CMPSD for not-less-than: __m128d _mm_cmpnlt_sd(__m128d a, __m128d b)
CMPSD for not-greater-than: __m128d _mm_cmpngt_sd(__m128d a, __m128d b)
CMPSD for ordered: _mm_cmpord_sd(__m128d a, __m128d b)
CMPSD for unordered: _mm_cmpunord_sd(__m128d a, __m128d b)
VCMPSD: _mm_cmpneq_sd(__m128d a, __m128d b, const int imm)

**SIMD Floating-Point Exceptions**
Invalid if SNaN operand, Invalid if QNaN and predicate as listed in above table, Denormal.

**Other Exceptions**
See Exceptions Type 3.
CMPSS—Compare Scalar Single-Precision Floating-Point Values

**Opcode/Instruction**

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F3 0F C2 /r ib</td>
<td>RMI</td>
<td>V/V</td>
<td>SSE</td>
<td>Compare low single-precision floating-point value in xmm2/m32 and xmm1 using imm8 as comparison predicate.</td>
</tr>
<tr>
<td>VEX.NDS.LIG.F3.0F:WIG C2 /r ib</td>
<td>RVMI</td>
<td>V/V</td>
<td>AVX</td>
<td>Compare low single precision floating-point value in xmm3/m32 and xmm2 using bits 4:0 of imm8 as comparison predicate.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RMI</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>imm8</td>
<td>NA</td>
</tr>
<tr>
<td>RVMI</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>imm8</td>
</tr>
</tbody>
</table>

**Description**

Compares the low single-precision floating-point values in the source operand (second operand) and the destination operand (first operand) and returns the results of the comparison to the destination operand. The comparison predicate operand (third operand) specifies the type of comparison performed. The comparison result is a double-word mask of all 1s (comparison true) or all 0s (comparison false). The sign of zero is ignored for comparisons, so that –0.0 is equal to +0.0.

128-bit Legacy SSE version: The first source and destination operand (first operand) is an XMM register. The second source operand (second operand) can be an XMM register or 64-bit memory location. The comparison predicate operand is an 8-bit immediate, bits 2:0 of the immediate define the type of comparison to be performed (see Table 3-7). Bits 7:3 of the immediate is reserved. Bits (VLMAX-1:32) of the corresponding YMM destination register remain unchanged.

The unordered relationship is true when at least one of the two source operands being compared is a NaN; the ordered relationship is true when neither source operand is a NaN.

A subsequent computational instruction that uses the mask result in the destination operand as an input operand will not generate a fault, since a mask of all 0s corresponds to a floating-point value of +0.0 and a mask of all 1s corresponds to a QNaN.

Note that processors with "CPUID.1H:ECX.AVX =0" do not implement the "greater-than", "greater-than-or-equal", "not-greater than", and "not-greater-than-or-equal relations" predicates. These comparisons can be made either by using the inverse relationship (that is, use the "not-less-than-or-equal" to make a "greater-than" comparison) or by using software emulation. When using software emulation, the program must swap the operands (copying registers when necessary to protect the data that will now be in the destination operand), and then perform the compare using a different predicate. The predicate to be used for these emulations is listed in Table 3-7 under the heading Emulation.

Compilers and assemblers may implement the following two-operand pseudo-ops in addition to the three-operand CMPSS instruction, for processors with “CPUID.1H:ECX.AVX =0”. See Table 3-15. Compiler should treat reserved Imm8 values as illegal syntax.
**Enhanced Comparison Predicate for VEX-Encoded VCMPSD**

VEX.128 encoded version: The first source operand (second operand) is an XMM register. The second source operand (third operand) can be an XMM register or a 32-bit memory location. Bits (VLMAX-1:128) of the destination YMM register are zeroed. The comparison predicate operand is an 8-bit immediate:

- For instructions encoded using the VEX prefix, bits 4:0 define the type of comparison to be performed (see Table 3-9). Bits 5 through 7 of the immediate are reserved.

Processors with "CPUID.1H:ECX.AVX = 1" implement the full complement of 32 predicates shown in Table 3-9, software emulation is no longer needed. Compilers and assemblers may implement the following three-operand pseudo-ops in addition to the four-operand VCMPSS instruction. See Table 3-16, where the notations of reg1 reg2, and reg3 represent either XMM registers or YMM registers. Compiler should treat reserved Imm8 values as illegal syntax. Alternately, intrinsics can map the pseudo-ops to pre-defined constants to support a simpler intrinsic interface.

### Table 3-15. Pseudo-Ops and CMPSS

<table>
<thead>
<tr>
<th>Pseudo-Op</th>
<th>CMPSS Implementation</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMPEQSS xmm1, xmm2</td>
<td>CMPSS xmm1, xmm2, 0</td>
</tr>
<tr>
<td>CMPLTSS xmm1, xmm2</td>
<td>CMPSS xmm1, xmm2, 1</td>
</tr>
<tr>
<td>CMPLESS xmm1, xmm2</td>
<td>CMPSS xmm1, xmm2, 2</td>
</tr>
<tr>
<td>CMPUNORDSS xmm1, xmm2</td>
<td>CMPSS xmm1, xmm2, 3</td>
</tr>
<tr>
<td>CMPNEQSS xmm1, xmm2</td>
<td>CMPSS xmm1, xmm2, 4</td>
</tr>
<tr>
<td>CMPNLTSS xmm1, xmm2</td>
<td>CMPSS xmm1, xmm2, 5</td>
</tr>
<tr>
<td>CMPNLESS xmm1, xmm2</td>
<td>CMPSS xmm1, xmm2, 6</td>
</tr>
<tr>
<td>CMPORDSS xmm1, xmm2</td>
<td>CMPSS xmm1, xmm2, 7</td>
</tr>
</tbody>
</table>

### Table 3-16. Pseudo-Op and VCMPPS Implementation

<table>
<thead>
<tr>
<th>Pseudo-Op</th>
<th>VCMPPS Implementation</th>
</tr>
</thead>
<tbody>
<tr>
<td>VCMPEQSS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 0</td>
</tr>
<tr>
<td>VCMLTSS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 1</td>
</tr>
<tr>
<td>VCMPLESS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 2</td>
</tr>
<tr>
<td>VCMPPUNORDSS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 3</td>
</tr>
<tr>
<td>VCMPPNEQSS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 4</td>
</tr>
<tr>
<td>VCMPPNLSS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 5</td>
</tr>
<tr>
<td>VCMPPNESS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 6</td>
</tr>
<tr>
<td>VCMPPORDSS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 7</td>
</tr>
<tr>
<td>VCMPEQ_UQSS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 8</td>
</tr>
<tr>
<td>VCMPPNGESS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 9</td>
</tr>
<tr>
<td>VCMPPGTSS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 0AH</td>
</tr>
<tr>
<td>VCMPPFALSS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 0BH</td>
</tr>
<tr>
<td>VCMPPNEQ_OQSS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 0CH</td>
</tr>
<tr>
<td>VCMPPGEQ reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 0DH</td>
</tr>
<tr>
<td>VCMPPGTSS reg1, reg2, reg3</td>
<td>VCMPPS reg1, reg2, reg3, 0EH</td>
</tr>
</tbody>
</table>

The greater-than relations not implemented in the processor require more than one instruction to emulate in software and therefore should not be implemented as pseudo-ops. (For these, the programmer should reverse the operands of the corresponding less than relations and use move instructions to ensure that the mask is moved to the correct destination register and that the source operand is left intact.)

In 64-bit mode, use of the REX.R prefix permits this instruction to access additional registers (XMM8-XMM15).
Table 3-16. Pseudo-Op and VCMPSS Implementation (Contd.)

<table>
<thead>
<tr>
<th>Pseudo-Op</th>
<th>CMPSS Implementation</th>
</tr>
</thead>
<tbody>
<tr>
<td>VCMPTRUESS reg1, reg2, reg3</td>
<td>VCMPSS reg1, reg2, reg3, 0FH</td>
</tr>
<tr>
<td>VCMPEQ_OSSSS reg1, reg2, reg3</td>
<td>VCMPSS reg1, reg2, reg3, 0FH</td>
</tr>
<tr>
<td>VCMPLT_OQSS reg1, reg2, reg3</td>
<td>VCMPSS reg1, reg2, reg3, 10H</td>
</tr>
<tr>
<td>VCMPLE_OQSS reg1, reg2, reg3</td>
<td>VCMPSS reg1, reg2, reg3, 12H</td>
</tr>
<tr>
<td>VCMPPUTNORD_QSS reg1, reg2, reg3</td>
<td>VCMPSS reg1, reg2, reg3, 13H</td>
</tr>
<tr>
<td>VCMPPNEQ_USSSS reg1, reg2, reg3</td>
<td>VCMPSS reg1, reg2, reg3, 14H</td>
</tr>
<tr>
<td>VCMPPNLT_UQSS reg1, reg2, reg3</td>
<td>VCMPSS reg1, reg2, reg3, 15H</td>
</tr>
<tr>
<td>VCMPPNLE_UQSS reg1, reg2, reg3</td>
<td>VCMPSS reg1, reg2, reg3, 16H</td>
</tr>
<tr>
<td>VCMPPORD_QSS reg1, reg2, reg3</td>
<td>VCMPSS reg1, reg2, reg3, 17H</td>
</tr>
<tr>
<td>VCMPEQ_USSSS reg1, reg2, reg3</td>
<td>VCMPSS reg1, reg2, reg3, 18H</td>
</tr>
<tr>
<td>VCMPPNEQ_UQSS reg1, reg2, reg3</td>
<td>VCMPSS reg1, reg2, reg3, 19H</td>
</tr>
<tr>
<td>VCMPPNLT_UQSS reg1, reg2, reg3</td>
<td>VCMPSS reg1, reg2, reg3, 1AH</td>
</tr>
<tr>
<td>VCMPPNLE_UQSS reg1, reg2, reg3</td>
<td>VCMPSS reg1, reg2, reg3, 1BH</td>
</tr>
<tr>
<td>VCMPPORD_UQSS reg1, reg2, reg3</td>
<td>VCMPSS reg1, reg2, reg3, 1CH</td>
</tr>
<tr>
<td>VCMPPGEOQSS reg1, reg2, reg3</td>
<td>VCMPSS reg1, reg2, reg3, 1DH</td>
</tr>
<tr>
<td>VCMPGEOQSS reg1, reg2, reg3</td>
<td>VCMPSS reg1, reg2, reg3, 1EH</td>
</tr>
<tr>
<td>VCMPTRUE_USSSS reg1, reg2, reg3</td>
<td>VCMPSS reg1, reg2, reg3, 1FH</td>
</tr>
</tbody>
</table>

Operation

CASE (COMPARISON PREDICATE) OF
0: OP3 ← EQ_OQ; OP5 ← EQ_OQ;
1: OP3 ← LT_OS; OP5 ← LT_OS;
2: OP3 ← LE_OS; OP5 ← LE_OS;
3: OP3 ← UNORD_Q; OP5 ← UNORD_Q;
4: OP3 ← NEQ_UQ; OP5 ← NEQ_UQ;
5: OP3 ← NLT_US; OP5 ← NLT_US;
6: OP3 ← NLE_US; OP5 ← NLE_US;
7: OP3 ← ORD_Q; OP5 ← ORD_Q;
8: OP5 ← EQ_UQ;
9: OP5 ← NGE_US;
10: OP5 ← NGT_US;
11: OP5 ← FALSE_OQ;
12: OP5 ← NEQ_OQ;
13: OP5 ← GE_OS;
14: OP5 ← GT_OS;
15: OP5 ← TRUE_UQ;
16: OP5 ← EQ_OS;
17: OP5 ← LT_OQ;
18: OP5 ← LE_OQ;
19: OP5 ← UNORD_S;
20: OP5 ← NEQ_US;
21: OP5 ← NLT_UQ;
22: OP5 ← NLE_UQ;
23: OP5 ← ORD_S;
24: OP5 ← EQ_US;
CMPSS (128-bit Legacy SSE version)
CMP0 ← DEST[31:0] OP3 SRC[31:0];
IF CMP0 = TRUE
THEN DEST[31:0] ← FFFFFFFFH;
ELSE DEST[31:0] ← 00000000H; Fl;
DEST[VLMAX-1:32] (Unmodified)

VCMPSS (VEX.128 encoded version)
CMP0 ← SRC1[31:0] OP5 SRC2[31:0];
IF CMP0 = TRUE
THEN DEST[31:0] ← FFFFFFFFH;
ELSE DEST[31:0] ← 00000000H; Fl;
DEST[VLMAX-1:128] ← 0

Intel C/C++ Compiler Intrinsic Equivalents
CMPSS for equality: __m128 _mm_cmpeq_ss(__m128 a, __m128 b)
CMPSS for less-than: __m128 _mm_cmplt_ss(__m128 a, __m128 b)
CMPSS for less-than-or-equal: __m128 _mm_cmple_ss(__m128 a, __m128 b)
CMPSS for greater-than: __m128 _mm_cmpgt_ss(__m128 a, __m128 b)
CMPSS for greater-than-or-equal: __m128 _mm_cmpge_ss(__m128 a, __m128 b)
CMPSS for inequality: __m128 _mm_cmpltss(__m128 a, __m128 b)
CMPSS for not-less-than: __m128 _mm_cmpltss(__m128 a, __m128 b)
CMPSS for not-greater-than: __m128 _mm_cmpltss(__m128 a, __m128 b)
CMPSS for not-greater-than-or-equal: __m128 _mm_cmpltss(__m128 a, __m128 b)
CMPSS for ordered: __m128 _mm_cmpltd_ss(__m128 a, __m128 b)
CMPSS for unordered: __m128 _mm_cmplts_ss(__m128 a, __m128 b)
VCMPSS: __m128 _mm_cmpeq_ss(__m128 a, __m128 b, const int imm)

SIMD Floating-Point Exceptions
Invalid if SNaN operand, Invalid if QNaN and predicate as listed in above table, Denormal.

Other Exceptions
See Exceptions Type 3.
### CMPXCHG—Compare and Exchange

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OF B0/r</td>
<td>MR</td>
<td>Valid*</td>
<td>Valid*</td>
<td>Compare AL with r/m8. If equal, ZF is set and r8 is loaded into r/m8. Else, clear ZF and load r/m8 into AL.</td>
</tr>
<tr>
<td>REX + OF B0/r</td>
<td>MR</td>
<td>Valid</td>
<td>N.E.</td>
<td>Compare AL with r/m8. If equal, ZF is set and r8 is loaded into r/m8. Else, clear ZF and load r/m8 into AL.</td>
</tr>
<tr>
<td>OF B1/r</td>
<td>MR</td>
<td>Valid*</td>
<td>Valid*</td>
<td>Compare AX with r/m16. If equal, ZF is set and r16 is loaded into r/m16. Else, clear ZF and load r/m16 into AX.</td>
</tr>
<tr>
<td>REX.W + OF B1/r</td>
<td>MR</td>
<td>Valid</td>
<td>N.E.</td>
<td>Compare RAX with r/m64. If equal, ZF is set and r64 is loaded into r/m64. Else, clear ZF and load r/m64 into RAX.</td>
</tr>
</tbody>
</table>

**NOTES:**
* See the IA-32 Architecture Compatibility section below.
** In 64-bit mode, r/m8 can not be encoded to access the following byte registers if a REX prefix is used: AH, BH, CH, DH.

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>MR</td>
<td>ModRM:r/m (r, w)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

Compares the value in the AL, AX, EAX, or RAX register with the first operand (destination operand). If the two values are equal, the second operand (source operand) is loaded into the destination operand. Otherwise, the destination operand is loaded into the AL, AX, EAX or RAX register. RAX register is available only in 64-bit mode.

This instruction can be used with a LOCK prefix to allow the instruction to be executed atomically. To simplify the interface to the processor’s bus, the destination operand receives a write cycle without regard to the result of the comparison. The destination operand is written back if the comparison fails; otherwise, the source operand is written into the destination. (The processor never produces a locked read without also producing a locked write.)

In 64-bit mode, the instruction’s default operation size is 32 bits. Use of the REX.R prefix permits access to additional registers (R8-R15). Use of the REX.W prefix promotes operation to 64 bits. See the summary chart at the beginning of this section for encoding data and limits.

### IA-32 Architecture Compatibility

This instruction is not supported on Intel processors earlier than the Intel486 processors.

### Operation

(* Accumulator = AL, AX, EAX, or RAX depending on whether a byte, word, doubleword, or quadword comparison is being performed *)

```
(* Accumulator = AL, AX, EAX, or RAX depending on whether a byte, word, doubleword, or quadword comparison is being performed *)
TEMP ← DEST
IF accumulator = TEMP
    THEN
        ZF ← 1;
        DEST ← SRC;
    ELSE
```

CMPXCHG—Compare and Exchange
ZF ← 0;
accumulator ← TEMP;
DEST ← TEMP;
FI;

Flags Affected
The ZF flag is set if the values in the destination operand and register AL, AX, or EAX are equal; otherwise it is cleared. The CF, PF, AF, SF, and OF flags are set according to the results of the comparison operation.

Protected Mode Exceptions
#GP(0) If the destination is located in a non-writable segment.
If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
If the DS, ES, FS, or GS register contains a NULL segment selector.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used but the destination is not a memory operand.

Real-Address Mode Exceptions
#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#UD If the LOCK prefix is used but the destination is not a memory operand.

Virtual-8086 Mode Exceptions
#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used but the destination is not a memory operand.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used but the destination is not a memory operand.
CMPXCHG8B/CMPXCHG16B—Compare and Exchange Bytes

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/ En</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F C7 /1 m64</td>
<td>M</td>
<td>Valid</td>
<td>Valid*</td>
<td>Compare EDX:EAX with m64. If equal, set ZF and load ECX:EBX into m64. Else, clear ZF and load m64 into EDX:EAX.</td>
</tr>
<tr>
<td>CMPXCHG8B m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>REX.W + 0F C7 /1 m128</td>
<td>M</td>
<td>Valid</td>
<td>N.E.</td>
<td>Compare RDX:RAX with m128. If equal, set ZF and load RCX:RBX into m128. Else, clear ZF and load m128 into RDX:RAX.</td>
</tr>
<tr>
<td>CMPXCHG16B m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**NOTES:**
*See IA-32 Architecture Compatibility section below.

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>M</td>
<td>ModRM:r/m (r, w)</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Compares the 64-bit value in EDX:EAX (or 128-bit value in RDX:RAX if operand size is 128 bits) with the operand (destination operand). If the values are equal, the 64-bit value in ECX:EBX (or 128-bit value in RCX:RBX) is stored in the destination operand. Otherwise, the value in the destination operand is loaded into EDX:EAX (or RDX:RAX). The destination operand is an 8-byte memory location (or 16-byte memory location if operand size is 128 bits). For the EDX:EAX and ECX:EBX register pairs, EDX and ECX contain the high-order 32 bits and EAX and EBX contain the low-order 32 bits of a 64-bit value. For the RDX:RAX and RCX:RBX register pairs, RDX and RCX contain the high-order 64 bits and RAX and RBX contain the low-order 64 bits of a 128-bit value.

This instruction can be used with a LOCK prefix to allow the instruction to be executed atomically. To simplify the interface to the processor’s bus, the destination operand receives a write cycle without regard to the result of the comparison. The destination operand is written back if the comparison fails; otherwise, the source operand is written into the destination. (The processor never produces a locked read without also producing a locked write.)

In 64-bit mode, default operation size is 64 bits. Use of the REX.W prefix promotes operation to 128 bits. Note that CMPXCHG16B requires that the destination (memory) operand be 16-byte aligned. See the summary chart at the beginning of this section for encoding data and limits. For information on the CPUID flag that indicates CMPXCHG16B, see page 3-175.

### IA-32 Architecture Compatibility

This instruction encoding is not supported on Intel processors earlier than the Pentium processors.

### Operation

\[\begin{align*}
\text{IF (64-Bit Mode and OperandSize = 64)} \\
\text{THEN} \\
\text{TEMP128} &\leftarrow \text{DEST} \\
\text{IF (RDX:RAX = TEMP128)} \\
\text{THEN} \\
\text{ZF} &\leftarrow 1; \\
\text{DEST} &\leftarrow \text{RCX:RBX}; \\
\text{ELSE} \\
\text{ZF} &\leftarrow 0; \\
\text{RDX:RAX} &\leftarrow \text{TEMP128}; \\
\text{DEST} &\leftarrow \text{TEMP128}; \\
\text{FI} \\
\text{FI}
\end{align*}\]
ELSE
   TEMP64 ← DEST;
   IF (EDX:EAX = TEMP64)
      THEN
         ZF ← 1;
         DEST ← ECX:EBX;
   ELSE
      ZF ← 0;
      EDX:EAX ← TEMP64;
      DEST ← TEMP64;
      FI;
   FI;
FI;

Flags Affected
The ZF flag is set if the destination operand and EDX:EAX are equal; otherwise it is cleared. The CF, PF, AF, SF, and OF flags are unaffected.

Protected Mode Exceptions
#UD If the destination is not a memory operand.
#GP(0) If the destination is located in a non-writable segment.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#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
#UD If the destination operand is not a memory location.
#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.

Virtual-8086 Mode Exceptions
#UD If the destination operand is not a memory location.
#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#UD If memory operand for CMPXCHG16B is not aligned on a 16-byte boundary.
   If CPUID.01H:ECX.CMPXCHG16B[bit 13] = 0.
#UD If the destination operand is not a memory location.
#PF(fault-code)  If a page fault occurs.
#AC(0)  If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
COMISD—Compare Scalar Ordered Double-Precision Floating-Point Values and Set EFLAGS

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/ En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 2F /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Compare low double-precision floating-point values in xmm1 and xmm2/mem64 and set the EFLAGS flags accordingly.</td>
</tr>
<tr>
<td>COMISD xmm1, xmm2/m64</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Compare low double precision floating-point values in xmm1 and xmm2/mem64 and set the EFLAGS flags accordingly.</td>
</tr>
<tr>
<td>VEX.LIG.66.0F.WIG 2F /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td></td>
</tr>
<tr>
<td>VC0MISD xmm1, xmm2/m64</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td></td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Compares the double-precision floating-point values in the low quadwords of operand 1 (first operand) and operand 2 (second operand), and sets the ZF, PF, and CF flags in the EFLAGS register according to the result (unordered, greater than, less than, or equal). The OF, SF and AF flags in the EFLAGS register are set to 0. The unordered result is returned if either source operand is a NaN (QNaN or SNaN). The sign of zero is ignored for comparisons, so that –0.0 is equal to +0.0.

Operand 1 is an XMM register; operand 2 can be an XMM register or a 64 bit memory location.

The COMISD instruction differs from the UCOMISD instruction in that it signals a SIMD floating-point invalid operation exception (#I) when a source operand is either a QNaN or SNaN. The UCOMISD instruction signals an invalid numeric exception only if a source operand is an SNaN.

The EFLAGS register is not updated if an unmasked SIMD floating-point exception is generated.

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

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

Operation

RESULT ← OrderedCompare(DEST[63:0] ≠ SRC[63:0]) { (* Set EFLAGS *) CASE (RESULT) OF
  UNORDERED: ZF,PF,CF ← 111;
  GREATER_THAN: ZF,PF,CF ← 000;
  LESS_THAN: ZF,PF,CF ← 001;
  EQUAL: ZF,PF,CF ← 100;
  ESAC;
  OF, AF, SF ← 0; }

Intel C/C++ Compiler Intrinsic Equivalents

int _mm_comieq_sd (__m128d a, __m128d b)
int _mm_comilt_sd (__m128d a, __m128d b)
int _mm_comile_sd (__m128d a, __m128d b)
int _mm_comigt_sd (__m128d a, __m128d b)
int _mm_comige_sd (__m128d a, __m128d b)
int _mm_comineq_sd (__m128d a, __m128d b)
**SIMD Floating-Point Exceptions**
Invalid (if SNaN or QNaN operands), Denormal.

**Other Exceptions**
See Exceptions Type 3; additionally

#UD If VEX.vvvv ≠ 1111B.
COMISS—Compare Scalar Ordered Single-Precision Floating-Point Values and Set EFLAGS

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Compares the single-precision floating-point values in the low doublewords of operand 1 (first operand) and operand 2 (second operand), and sets the ZF, PF, and CF flags in the EFLAGS register according to the result (unordered, greater than, less than, or equal). The OF, SF, and AF flags in the EFLAGS register are set to 0. The unordered result is returned if either source operand is a NaN (QNaN or SNaN). The sign of zero is ignored for comparisons, so that −0.0 is equal to +0.0.

Operand 1 is an XMM register; Operand 2 can be an XMM register or a 32 bit memory location.

The COMISS instruction differs from the UCOMISS instruction in that it signals a SIMD floating-point invalid operation exception (#I) when a source operand is either a QNaN or SNaN. The UCOMISS instruction signals an invalid numeric exception only if a source operand is an SNaN.

The EFLAGS register is not updated if an unmasked SIMD floating-point exception is generated.

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

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

### Operation

```c
RESULT ← OrderedCompare(SRC1[31:0] ≠ SRC2[31:0]) { (* Set EFLAGS *) }
CASE (RESULT) OF
    UNORDERED: ZF,PF,CF ← 111;
    GREATER_THAN: ZF,PF,CF ← 000;
    LESS_THAN: ZF,PF,CF ← 001;
    EQUAL: ZF,PF,CF ← 100;
ESAC;
OF,AF,SF ← 0; }
```

**Intel C/C++ Compiler Intrinsic Equivalents**

- int _mm_comieq_ss (__m128 a, __m128 b)
- int _mm_comilt_ss (__m128 a, __m128 b)
- int _mm_comile_ss (__m128 a, __m128 b)
- int _mm_comigt_ss (__m128 a, __m128 b)
- int _mm_comige_ss (__m128 a, __m128 b)
- int _mm_comineq_ss (__m128 a, __m128 b)
SIMD Floating-Point Exceptions
Invalid (if SNaN or QNaN operands), Denormal.

Other Exceptions
See Exceptions Type 3; additionally
#UD If VEX.vvv ≠ 111B.
## CPUID—CPU Identification

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F A2</td>
<td>CPUID</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Returns processor identification and feature information to the EAX, EBX, ECX, and EDX registers, as determined by input entered in EAX (in some cases, ECX as well).</td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

The ID flag (bit 21) in the EFLAGS register indicates support for the CPUID instruction. If a software procedure can set and clear this flag, the processor executing the procedure supports the CPUID instruction. This instruction operates the same in non-64-bit modes and 64-bit mode.

CPUID returns processor identification and feature information in the EAX, EBX, ECX, and EDX registers. The instruction's output is dependent on the contents of the EAX register upon execution (in some cases, ECX as well). For example, the following pseudocode loads EAX with 00H and causes CPUID to return a Maximum Return Value and the Vendor Identification String in the appropriate registers:

```
MOV EAX, 00H
CPUID
```

Table 3-17 shows information returned, depending on the initial value loaded into the EAX register. Table 3-18 shows the maximum CPUID input value recognized for each family of IA-32 processors on which CPUID is implemented.

Two types of information are returned: basic and extended function information. If a value entered for CPUID.EAX is higher than the maximum input value for basic or extended function for that processor then the data for the highest basic information leaf is returned. For example, using the Intel Core i7 processor, the following is true:

- CPUID.EAX = 05H (* Returns MONITOR/MWAIT leaf. *)
- CPUID.EAX = 0AH (* Returns Architectural Performance Monitoring leaf. *)
- CPUID.EAX = 0BH (* Returns Extended Topology Enumeration leaf. *)
- CPUID.EAX = 0CH (* INVALID: Returns the same information as CPUID.EAX = 0BH. *)
- CPUID.EAX = 80000008H (* Returns linear/physical address size data. *)
- CPUID.EAX = 8000000AH (* INVALID: Returns same information as CPUID.EAX = 0BH. *)

If a value entered for CPUID.EAX is less than or equal to the maximum input value and the leaf is not supported on that processor then 0 is returned in all the registers. For example, using the Intel Core i7 processor, the following is true:

- CPUID.EAX = 07H (* Returns EAX=EBX=ECX=EDX=0. *)

When CPUID returns the highest basic leaf information as a result of an invalid input EAX value, any dependence on input ECX value in the basic leaf is honored.

CPUID can be executed at any privilege level to serialize instruction execution. Serializing instruction execution guarantees that any modifications to flags, registers, and memory for previous instructions are completed before the next instruction is fetched and executed.

**See also:**

"Serializing Instructions" in Chapter 8, "Multiple-Processor Management," in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A.*

---

1. On Intel 64 processors, CPUID clears the high 32 bits of the RAX/RBX/RCX/RDX registers in all modes.
"Caching Translation Information" in Chapter 4, "Paging," in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A.*

### Table 3-17. Information Returned by CPUID Instruction

<table>
<thead>
<tr>
<th>Initial EAX Value</th>
<th>Information Provided about the Processor</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Basic CPUID Information</strong></td>
<td></td>
</tr>
</tbody>
</table>
| 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** | |
| 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 3-182.  
EAX: Bits 04-00: Cache Type Field  
0 = Null - No more caches  
1 = Data Cache  
2 = Instruction Cache  
3 = Unified Cache  
4-31 = Reserved |
### Initial EAX Value

<table>
<thead>
<tr>
<th>Bits 07-05: Cache Level (starts at 1)</th>
<th>Information Provided about the Processor</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bit 08: Self Initializing cache level (does not need SW initialization)</td>
<td></td>
</tr>
<tr>
<td>Bit 09: Fully Associative cache</td>
<td></td>
</tr>
<tr>
<td>Bits 13-10: Reserved</td>
<td></td>
</tr>
<tr>
<td>Bits 25-14: Maximum number of addressable IDs for logical processors sharing this cache**</td>
<td></td>
</tr>
<tr>
<td>Bits 31-26: Maximum number of addressable IDs for processor cores in the physical package**</td>
<td></td>
</tr>
<tr>
<td>EBX Bits 11-00: L = System Coherency Line Size**</td>
<td></td>
</tr>
<tr>
<td>Bits 21-12: P = Physical Line partitions**</td>
<td></td>
</tr>
<tr>
<td>Bits 31-22: W = Ways of associativity**</td>
<td></td>
</tr>
<tr>
<td>ECX Bits 31-00: S = Number of Sets**</td>
<td></td>
</tr>
<tr>
<td>EDX Bit 0: Write-Back Invalidate/Invalidate</td>
<td></td>
</tr>
<tr>
<td>0 = WBINVD/INVD from threads sharing this cache acts upon lower level caches for threads sharing this cache.</td>
<td></td>
</tr>
<tr>
<td>1 = WBINVD/INVD is not guaranteed to act upon lower level caches of non-originating threads sharing this cache.</td>
<td></td>
</tr>
<tr>
<td>Bit 1: Cache Inclusiveness</td>
<td></td>
</tr>
<tr>
<td>0 = Cache is not inclusive of lower cache levels.</td>
<td></td>
</tr>
<tr>
<td>1 = Cache is inclusive of lower cache levels.</td>
<td></td>
</tr>
<tr>
<td>Bit 2: Complex Cache Indexing</td>
<td></td>
</tr>
<tr>
<td>0 = Direct mapped cache.</td>
<td></td>
</tr>
<tr>
<td>1 = A complex function is used to index the cache, potentially using all address bits.</td>
<td></td>
</tr>
<tr>
<td>Bits 31-03: Reserved = 0</td>
<td></td>
</tr>
</tbody>
</table>

** NOTES:**

* If ECX contains an invalid sub leaf index, EAX/EBX/ECX/EDX return 0. Sub-leaf index n+1 is invalid if sub-leaf n returns EAX[4:0] as 0.
** 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>
<thead>
<tr>
<th>05H</th>
<th>EAX Bits 15-00: Smallest monitor-line size in bytes (default is processor’s monitor granularity)</th>
<th>Information Provided about the Processor</th>
</tr>
</thead>
<tbody>
<tr>
<td>EBX Bits 15-00: Largest monitor-line size in bytes (default is processor’s monitor granularity)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>ECX Bit 00: Enumeration of Monitor-Mwait extensions (beyond EAX and EBX registers) supported</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bit 01: Supports treating interrupts as break-event for MWAIT, even when interrupts disabled</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Bits 31 - 02: Reserved</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Table 3-17. Information Returned by CPUID Instruction (Contd.)
### CPUID—CPU Identification

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

<table>
<thead>
<tr>
<th>Initial EAX Value</th>
<th>Information Provided about the Processor</th>
</tr>
</thead>
<tbody>
<tr>
<td>EDX</td>
<td>Bits 03 - 00: Number of C0* sub C-states supported using MWAIT</td>
</tr>
<tr>
<td></td>
<td>Bits 07 - 04: Number of C1* sub C-states supported using MWAIT</td>
</tr>
<tr>
<td></td>
<td>Bits 11 - 08: Number of C2* sub C-states supported using MWAIT</td>
</tr>
<tr>
<td></td>
<td>Bits 15 - 12: Number of C3* sub C-states supported using MWAIT</td>
</tr>
<tr>
<td></td>
<td>Bits 19 - 16: Number of C4* sub C-states supported using MWAIT</td>
</tr>
<tr>
<td></td>
<td>Bits 23 - 20: Number of C5* sub C-states supported using MWAIT</td>
</tr>
<tr>
<td></td>
<td>Bits 27 - 24: Number of C6* sub C-states supported using MWAIT</td>
</tr>
<tr>
<td></td>
<td>Bits 31 - 28: Number of C7* sub C-states supported using MWAIT</td>
</tr>
<tr>
<td><strong>NOTE:</strong></td>
<td>* The definition of C0 through C7 states for MWAIT extension are processor-specific C-states, not ACPI C-states.</td>
</tr>
</tbody>
</table>

**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: ECD. Clock modulation duty cycle extension is supported if set. |
|                 | Bit 06: PTM. Package thermal management is supported if set. |
|                 | Bit 07: HWP. HWP base registers (IA32_PM_ENALBE[bit 0], IA32_HWP_CAPABILITIES, IA32_HWP_REQUEST, IA32_HWP_STATUS) are supported if set. |
|                 | Bit 08: HWP_Notification. IA32_HWP_INTERRUPT MSR is supported if set. |
|                 | Bit 09: HWP_Activity_Window. IA32_HWP_REQUEST[bits 41:32] is supported if set. |
|                 | Bit 11: HWP_Package_Level_Request. IA32_HWP_REQUEST_PKG MSR is supported if set. |
|                 | Bit 12: Reserved. |
|                 | Bit 13: HDC. HDC base registers IA32_PKG_HDC_CTL, IA32_PM_CTL1, IA32_THREADSTALL MSRs are supported if set. |
|                 | Bits 31 - 15: 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 the expected processor performance when running at the TSC frequency. |
|                 | 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.)

<table>
<thead>
<tr>
<th>Initial EAX Value</th>
<th>Information Provided about the Processor</th>
</tr>
</thead>
</table>
| 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 Prevention 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 Platform Quality of Service Monitoring (PQM) capability if 1.  
|                   | Bit 13: Deprecates FPU CS and FPU DS values if 1.  
|                   | Bit 14: Reserved.  
|                   | Bit 15: Supports Platform Quality of Service Enforcement (PQE) capability if 1.  
|                   | Bits 17:16: Reserved  
|                   | Bit 18: RDSEED  
|                   | Bit 19: ADX  
|                   | Bit 20: SMAP  
|                   | Bits 31:21: Reserved  
| ECX               | Bit 00: PREFETCHWT1  
|                   | Bit 31-01: Reserved  
| EDX               | Reserved  

**NOTE:**  
* If ECX contains an invalid sub-leaf index, EAX/EBX/ECX/EDX return 0. Sub-leaf index n is invalid if n exceeds the value that sub-leaf 0 returns in EAX.

**Direct Cache Access Information Leaf**

<table>
<thead>
<tr>
<th>09H</th>
<th>EAX</th>
<th>EBX</th>
<th>ECX</th>
<th>EDX</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Value of bits [31:0] of IA32_PLATFORM_DCA_CAP MSR (address 1F8H)</td>
<td>Reserved</td>
<td>Reserved</td>
<td>Reserved</td>
</tr>
</tbody>
</table>

**Architectural Performance Monitoring Leaf**

<table>
<thead>
<tr>
<th>0AH</th>
<th>EAX</th>
<th>EBX</th>
<th>ECX</th>
</tr>
</thead>
</table>
|        | 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  
|        | 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  
|        | Reserved = 0  

NOTE:  
* If ECX contains an invalid sub-leaf index, EAX/EBX/ECX/EDX return 0. Sub-leaf index n is invalid if n exceeds the value that sub-leaf 0 returns in EAX.
**Table 3-17. Information Returned by CPUID Instruction (Contd.)**

<table>
<thead>
<tr>
<th>Initial EAX Value</th>
<th>Information Provided about the Processor</th>
</tr>
</thead>
</table>
| 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**

| NOTEDS: | 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 = ODH, ECX = 0)**

| ODH     | Leaf ODH 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 |

<p>| 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. |</p>
<table>
<thead>
<tr>
<th>Initial EAX Value</th>
<th>Information Provided about the Processor</th>
</tr>
</thead>
<tbody>
<tr>
<td>ECX</td>
<td>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.</td>
</tr>
<tr>
<td>EDX</td>
<td>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.</td>
</tr>
</tbody>
</table>

**Processor Extended State Enumeration Sub-leaf (EAX = 0DH, ECX = 1)**

| 0DH | EAX | Bits 31-04: Reserved  
|     |     | Bit 00: XSAVEOPT is available  
|     |     | Bit 01: Supports XSAVEC and the compacted form of XRSTOR if set  
|     |     | Bit 02: Supports XGETBV with ECX = 1 if set  
|     |     | Bit 03: Supports XSAVES/XRSTORS and IA32_XSS if set  
| EBX |     | Bits 31-00: The size in bytes of the XSAVE area containing all states enabled by XCR0 | IA32_XSS.  
| ECX |     | Bits 31-00: Reports the valid bit fields of the lower 32 bits of IA32_XSS. If a bit is 0, the corresponding bit field in IA32_XSS is reserved.  
|     | Bits 07-00: Reserved  
|     | Bit 08: IA32_XSS[bit 8] is supported if 1  
|     | Bits 31-09: Reserved  
| EDX |     | Bits 31-00: Reports the valid bit fields of the upper 32 bits of IA32_XSS. If a bit is 0, the corresponding bit field in IA32_XSS is reserved.  
|     | Bits 31-00: Reserved  

**Processor Extended State Enumeration Sub-leaves (EAX = 0DH, ECX = n, n > 1)**

| 0DH | EAX | Notes:  
|     |     | Leaf 0DH output depends on the initial value in ECX.  
|     |     | Each valid sub-leaf index maps to a valid bit in either the XCR0 register or the IA32_XSS MSR starting at bit position 2.  
|     |     | * If ECX contains an invalid sub-leaf index, EAX/EBX/ECX/EDX return 0. Sub-leaf n (0 ≤ n ≤ 31) is invalid if sub-leaf 0 returns 0 in EAX[n] and sub-leaf 1 returns 0 in ECX[n]. Sub-leaf n (32 ≤ n ≤ 63) is invalid if sub-leaf 0 returns 0 in EDX[n-32] and sub-leaf 1 returns 0 in EDX[n-32].  
| 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, does not map to a valid bit in the XCR0 register*.  
| ECX |     | Bit 0 is set if the sub-leaf index, n, maps to a valid bit in the IA32_XSS MSR and bit 0 is clear if n maps to a valid bit in XCR0. Bits 31-1 are reserved. This field reports 0 if the sub-leaf index, n, is invalid*.  
| EDX |     | This field reports 0 if the sub-leaf index, n, is invalid*; otherwise it is reserved.  

**Platform QoS Monitoring Enumeration Sub-leaf (EAX = 0FH, ECX = 0)**

| 0FH | EAX | 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  
| EBX |     | Reserved.  
| ECX |     | Bits 31-0: Maximum range (zero-based) of RMID within this physical processor of all types.  
|     | Reserved.  

---

NOTES:

- Leaf 0DH output depends on the initial value in ECX.
- Each valid sub-leaf index maps to a valid bit in either the XCR0 register or the IA32_XSS MSR starting at bit position 2.
- * If ECX contains an invalid sub-leaf index, EAX/EBX/ECX/EDX return 0. Sub-leaf n (0 ≤ n ≤ 31) is invalid if sub-leaf 0 returns 0 in EAX[n] and sub-leaf 1 returns 0 in ECX[n]. Sub-leaf n (32 ≤ n ≤ 63) is invalid if sub-leaf 0 returns 0 in EDX[n-32] and sub-leaf 1 returns 0 in EDX[n-32].
- 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
- Reserved.
Table 3-17. Information Returned by CPUID Instruction (Contd.)

<table>
<thead>
<tr>
<th>Initial EAX Value</th>
<th>Information Provided about the Processor</th>
</tr>
</thead>
<tbody>
<tr>
<td>EDX</td>
<td>Bit 00: Reserved.</td>
</tr>
<tr>
<td></td>
<td>Bit 01: Supports L3 Cache QoS Monitoring if 1.</td>
</tr>
<tr>
<td></td>
<td>Bits 31:02: Reserved</td>
</tr>
</tbody>
</table>

**L3 Cache QoS Monitoring Capability Enumeration Sub-leaf (EAX = 0FH, ECX = 1)**

<table>
<thead>
<tr>
<th>0FH</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>NOTES:</strong></td>
<td></td>
</tr>
<tr>
<td>Leaf 0FH output depends on the initial value in ECX.</td>
<td></td>
</tr>
<tr>
<td><strong>EAX</strong></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td></td>
</tr>
<tr>
<td><strong>EBX</strong></td>
<td></td>
</tr>
<tr>
<td>Bits 31-0: Conversion factor from reported IA32_QM_CTR value to occupancy metric (bytes).</td>
<td></td>
</tr>
<tr>
<td><strong>ECX</strong></td>
<td></td>
</tr>
<tr>
<td>Maximum range (zero-based) of RMID of this resource type.</td>
<td></td>
</tr>
<tr>
<td><strong>EDX</strong></td>
<td></td>
</tr>
<tr>
<td>Bit 00: Supports L3 occupancy monitoring if 1.</td>
<td></td>
</tr>
<tr>
<td>Bits 31:01: Reserved</td>
<td></td>
</tr>
</tbody>
</table>

**Platform QoS Enforcement Enumeration Sub-leaf (EAX = 10H, ECX = 0)**

<table>
<thead>
<tr>
<th>10H</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>NOTES:</strong></td>
<td></td>
</tr>
<tr>
<td>Leaf 10H output depends on the initial value in ECX.</td>
<td></td>
</tr>
<tr>
<td>Sub-leaf index 0 reports valid resource identification (ResID) starting at bit position 1 of EDX</td>
<td></td>
</tr>
<tr>
<td><strong>EAX</strong></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td></td>
</tr>
<tr>
<td><strong>EBX</strong></td>
<td></td>
</tr>
<tr>
<td>Bit 00: Reserved.</td>
<td></td>
</tr>
<tr>
<td>Bit 01: Supports L3 Cache QoS Enforcement if 1.</td>
<td></td>
</tr>
<tr>
<td>Bits 31:02: Reserved</td>
<td></td>
</tr>
<tr>
<td><strong>ECX</strong></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td></td>
</tr>
<tr>
<td><strong>EDX</strong></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td></td>
</tr>
</tbody>
</table>

**L3 Cache QoS Enforcement Enumeration Sub-leaf (EAX = 10H, ECX = ResID =1)**

<table>
<thead>
<tr>
<th>10H</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>NOTES:</strong></td>
<td></td>
</tr>
<tr>
<td>Leaf 10H output depends on the initial value in ECX.</td>
<td></td>
</tr>
<tr>
<td><strong>EAX</strong></td>
<td></td>
</tr>
<tr>
<td>Bits 4:0: Length of the capacity bit mask for the corresponding ResID.</td>
<td></td>
</tr>
<tr>
<td>Bits 31:05: Reserved</td>
<td></td>
</tr>
<tr>
<td><strong>EBX</strong></td>
<td></td>
</tr>
<tr>
<td>Bits 31-0: Bit-granular map of isolation/contention of allocation units.</td>
<td></td>
</tr>
<tr>
<td><strong>ECX</strong></td>
<td></td>
</tr>
<tr>
<td>Bit 00: Reserved.</td>
<td></td>
</tr>
<tr>
<td>Bit 01: Updates of COS should be infrequent if 1.</td>
<td></td>
</tr>
<tr>
<td>Bits 31:02: Reserved</td>
<td></td>
</tr>
<tr>
<td><strong>EDX</strong></td>
<td></td>
</tr>
<tr>
<td>Bits 15:0: Highest COS number supported for this ResID.</td>
<td></td>
</tr>
<tr>
<td>Bits 31:16: Reserved</td>
<td></td>
</tr>
</tbody>
</table>

**Intel Processor Trace Enumeration Main Leaf (EAX = 14H, ECX = 0)**

<table>
<thead>
<tr>
<th>14H</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>NOTES:</strong></td>
<td></td>
</tr>
<tr>
<td>Leaf 14H main leaf (ECX = 0).</td>
<td></td>
</tr>
<tr>
<td><strong>EAX</strong></td>
<td></td>
</tr>
<tr>
<td>Bits 31-0: Reports the maximum number sub-leaves that are supported in leaf 14H.</td>
<td></td>
</tr>
<tr>
<td><strong>EBX</strong></td>
<td></td>
</tr>
<tr>
<td>Bit 00: If 1, Indicates that IA32_RTIT_CTL.CR3Filter can be set to 1, and that IA32_RTIT_CR3_MATCH MSR can be accessed.</td>
<td></td>
</tr>
<tr>
<td>Bits 31-01: Reserved</td>
<td></td>
</tr>
</tbody>
</table>
Table 3-17. Information Returned by CPUID Instruction (Contd.)

<table>
<thead>
<tr>
<th>Initial EAX Value</th>
<th>Information Provided about the Processor</th>
</tr>
</thead>
<tbody>
<tr>
<td>ECX</td>
<td>Bit 00: If 1, Tracing can be enabled with IA32_RTIT_CTL.ToPA = 1, hence utilizing the ToPA output scheme; IA32_RTIT_OUTPUT_BASE and IA32_RTIT_OUTPUT_MASK_PTRS MSRs can be accessed. Bit 01: If 1, ToPA tables can hold any number of output entries, up to the maximum allowed by the MaskOrTableOffset field of IA32_RTIT_OUTPUT_MASK_PTRS. Bit 30:02: Reserved Bit 31: If 1, Generated packets which contain IP payloads have LIP values, which include the CS base component.</td>
</tr>
<tr>
<td>EDX</td>
<td>Bits 31-00: Reserved</td>
</tr>
</tbody>
</table>

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: RESERVED
EDX: RESERVED

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

<table>
<thead>
<tr>
<th>Initial EAX Value</th>
<th>Information Provided about the Processor</th>
</tr>
</thead>
<tbody>
<tr>
<td>80000004H</td>
<td>EAX: Processor Brand String Continued</td>
</tr>
<tr>
<td></td>
<td>EBX: Processor Brand String Continued</td>
</tr>
<tr>
<td></td>
<td>ECX: Processor Brand String Continued</td>
</tr>
<tr>
<td></td>
<td>EDX: Processor Brand String Continued</td>
</tr>
<tr>
<td>80000005H</td>
<td>EAX: Reserved = 0</td>
</tr>
<tr>
<td></td>
<td>EBX: Reserved = 0</td>
</tr>
<tr>
<td></td>
<td>ECX: Reserved = 0</td>
</tr>
<tr>
<td></td>
<td>EDX: Reserved = 0</td>
</tr>
<tr>
<td>80000006H</td>
<td>EAX: Reserved = 0</td>
</tr>
<tr>
<td></td>
<td>EBX: Reserved = 0</td>
</tr>
<tr>
<td></td>
<td>ECX: Bits 07-00: Cache Line size in bytes</td>
</tr>
<tr>
<td></td>
<td>Bits 11-08: Reserved</td>
</tr>
<tr>
<td></td>
<td>Bits 15-12: L2 Associativity field *</td>
</tr>
<tr>
<td></td>
<td>Bits 31-16: Cache size in 1K units</td>
</tr>
<tr>
<td></td>
<td>EDX: Reserved = 0</td>
</tr>
<tr>
<td></td>
<td><strong>NOTES:</strong></td>
</tr>
<tr>
<td></td>
<td>* L2 associativity field encodings:</td>
</tr>
<tr>
<td></td>
<td>00H - Disabled</td>
</tr>
<tr>
<td></td>
<td>01H - Direct mapped</td>
</tr>
<tr>
<td></td>
<td>02H - 2-way</td>
</tr>
<tr>
<td></td>
<td>04H - 4-way</td>
</tr>
<tr>
<td></td>
<td>06H - 8-way</td>
</tr>
<tr>
<td></td>
<td>08H - 16-way</td>
</tr>
<tr>
<td></td>
<td>0FH - Fully associative</td>
</tr>
<tr>
<td>80000007H</td>
<td>EAX: Reserved = 0</td>
</tr>
<tr>
<td></td>
<td>EBX: Reserved = 0</td>
</tr>
<tr>
<td></td>
<td>ECX: Reserved = 0</td>
</tr>
<tr>
<td></td>
<td>EDX: Bits 07-00: Reserved = 0</td>
</tr>
<tr>
<td></td>
<td>Bit 08: Invariant TSC available if 1</td>
</tr>
<tr>
<td></td>
<td>Bits 31-09: Reserved = 0</td>
</tr>
<tr>
<td>80000008H</td>
<td>EAX: Linear/Physical Address size</td>
</tr>
<tr>
<td></td>
<td>Bits 07-00: #Physical Address Bits*</td>
</tr>
<tr>
<td></td>
<td>Bits 15-8: #Linear Address Bits</td>
</tr>
<tr>
<td></td>
<td>Bits 31-16: Reserved = 0</td>
</tr>
<tr>
<td></td>
<td>EBX: Reserved = 0</td>
</tr>
<tr>
<td></td>
<td>ECX: Reserved = 0</td>
</tr>
<tr>
<td></td>
<td>EDX: Reserved = 0</td>
</tr>
<tr>
<td></td>
<td><strong>NOTES:</strong></td>
</tr>
</tbody>
</table>
|                   | * If CPUID.800000008H:EAX[7:0] is supported, the maximum physical address number supported should come from this field.

**INPUT EAX = 0: Returns CPUID's Highest Value for Basic Processor Information and the Vendor Identification String**

When CPUID executes with EAX set to 0, the processor returns the highest value the CPUID recognizes for returning basic processor information. The value is returned in the EAX register (see Table 3-18) and is processor specific.

A vendor identification string is also returned in EBX, EDX, and ECX. For Intel processors, the string is "GenuineIntel" and is expressed:

\[
\text{EBX} \leftarrow 756e6547h \quad (\text{"Genu", with G in the low eight bits of BL \star})
\]
INPUT EAX = 80000000H: Returns CPUID’s Highest Value for Extended Processor Information

When CPUID executes with EAX set to 80000000H, the processor returns the highest value the processor recognizes for returning extended processor information. The value is returned in the EAX register (see Table 3-18) and is processor specific.

<table>
<thead>
<tr>
<th>Intel 64 or IA-32 Processors</th>
<th>Highest Value in EAX</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Basic Information</td>
</tr>
<tr>
<td>Earlier Intel486 Processors</td>
<td>CPUID Not Implemented</td>
</tr>
<tr>
<td>Later Intel486 Processors and Pentium Processors</td>
<td>01H</td>
</tr>
<tr>
<td>Pentium Pro and Pentium II Processors, Intel® Celeron® Processors</td>
<td>02H</td>
</tr>
<tr>
<td>Pentium III Processors</td>
<td>03H</td>
</tr>
<tr>
<td>Pentium 4 Processors</td>
<td>02H</td>
</tr>
<tr>
<td>Intel Xeon Processors</td>
<td>02H</td>
</tr>
<tr>
<td>Pentium M Processor</td>
<td>02H</td>
</tr>
<tr>
<td>Pentium 4 Processor supporting Hyper-Threading Technology</td>
<td>05H</td>
</tr>
<tr>
<td>Pentium D Processor (8xx)</td>
<td>05H</td>
</tr>
<tr>
<td>Pentium D Processor (9xx)</td>
<td>06H</td>
</tr>
<tr>
<td>Intel Core Duo Processor</td>
<td>0AH</td>
</tr>
<tr>
<td>Intel Core 2 Duo Processor</td>
<td>0AH</td>
</tr>
<tr>
<td>Intel Xeon Processor 3000, 5100, 5200, 5300, 5400 Series</td>
<td>0AH</td>
</tr>
<tr>
<td>Intel Core 2 Duo Processor 8000 Series</td>
<td>0DH</td>
</tr>
<tr>
<td>Intel Xeon Processor 5200, 5400 Series</td>
<td>0AH</td>
</tr>
<tr>
<td>Intel Atom Processor</td>
<td>0AH</td>
</tr>
<tr>
<td>Intel Core i7 Processor</td>
<td>08H</td>
</tr>
</tbody>
</table>

IA32_BIOS_SIGN_ID Returns Microcode Update Signature

For processors that support the microcode update facility, the IA32_BIOS_SIGN_ID MSR is loaded with the update signature whenever CPUID executes. The signature is returned in the upper DWORD. For details, see Chapter 9 in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A.

INPUT EAX = 1: Returns Model, Family, Stepping Information

When CPUID executes with EAX set to 1, version information is returned in EAX (see Figure 3-5). For example: model, family, and processor type for the Intel Xeon processor 5100 series is as follows:

- Model — 1111B
- Family — 0101B
- Processor Type — 00B

See Table 3-19 for available processor type values. Stepping IDs are provided as needed.
The Extended Family ID needs to be examined only when the Family ID is 0FH. Integrate the fields into a display using the following rule:

IF Family_ID ≠ 0FH
    THEN DisplayFamily = Family_ID;
    ELSE DisplayFamily = Extended_Family_ID + Family_ID;
    (* Right justify and zero-extend 4-bit field. *)
FI;

(* Show DisplayFamily as HEX field. *)

The Extended Model ID needs to be examined only when the Family ID is 06H or 0FH. Integrate the field into a display using the following rule:

IF (Family_ID = 06H or Family_ID = 0FH)
    THEN DisplayModel = (Extended_Model_ID « 4) + Model_ID;
    (* Right justify and zero-extend 4-bit field; display Model_ID as HEX field.*)
    ELSE DisplayModel = Model_ID;
FI;

(* Show DisplayModel as HEX field. *)
**INPUT EAX = 1: Returns Additional Information in EBX**

When CPUID executes with EAX set to 1, additional information is returned to the EBX register:

- **Brand index (low byte of EBX)** — this number provides an entry into a brand string table that contains brand strings for IA-32 processors. More information about this field is provided later in this section.

- **CLFLUSH instruction cache line size (second byte of EBX)** — this number indicates the size of the cache line flushed with CLFLUSH instruction in 8-byte increments. This field was introduced in the Pentium 4 processor.

- **Local APIC ID (high byte of EBX)** — this number is the 8-bit ID that is assigned to the local APIC on the processor during power up. This field was introduced in the Pentium 4 processor.

**INPUT EAX = 1: Returns Feature Information in ECX and EDX**

When CPUID executes with EAX set to 1, feature information is returned in ECX and EDX.

- Figure 3-6 and Table 3-20 show encodings for ECX.
- Figure 3-7 and Table 3-21 show encodings for EDX.

For all feature flags, a 1 indicates that the feature is supported. Use Intel to properly interpret feature flags.

**NOTE**

Software must confirm that a processor feature is present using feature flags returned by CPUID prior to using the feature. Software should not depend on future offerings retaining all features.

---

### Figure 3-6. Feature Information Returned in the ECX Register

<table>
<thead>
<tr>
<th>ECX</th>
<th>Feature Flag</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>Reserved</td>
</tr>
<tr>
<td>30</td>
<td>Reserved</td>
</tr>
<tr>
<td>29</td>
<td>Reserved</td>
</tr>
<tr>
<td>28</td>
<td>Reserved</td>
</tr>
<tr>
<td>27</td>
<td>Reserved</td>
</tr>
<tr>
<td>26</td>
<td>Reserved</td>
</tr>
<tr>
<td>25</td>
<td>Reserved</td>
</tr>
<tr>
<td>24</td>
<td>Reserved</td>
</tr>
<tr>
<td>23</td>
<td>Reserved</td>
</tr>
<tr>
<td>22</td>
<td>Reserved</td>
</tr>
<tr>
<td>21</td>
<td>Reserved</td>
</tr>
<tr>
<td>20</td>
<td>Reserved</td>
</tr>
<tr>
<td>19</td>
<td>Reserved</td>
</tr>
<tr>
<td>18</td>
<td>Reserved</td>
</tr>
<tr>
<td>17</td>
<td>Reserved</td>
</tr>
<tr>
<td>16</td>
<td>Reserved</td>
</tr>
<tr>
<td>15</td>
<td>Reserved</td>
</tr>
<tr>
<td>14</td>
<td>Reserved</td>
</tr>
<tr>
<td>13</td>
<td>Reserved</td>
</tr>
<tr>
<td>12</td>
<td>Reserved</td>
</tr>
<tr>
<td>11</td>
<td>Reserved</td>
</tr>
<tr>
<td>10</td>
<td>Reserved</td>
</tr>
<tr>
<td>9</td>
<td>Reserved</td>
</tr>
<tr>
<td>8</td>
<td>Reserved</td>
</tr>
<tr>
<td>7</td>
<td>Reserved</td>
</tr>
<tr>
<td>6</td>
<td>Reserved</td>
</tr>
<tr>
<td>5</td>
<td>Reserved</td>
</tr>
<tr>
<td>4</td>
<td>Reserved</td>
</tr>
<tr>
<td>3</td>
<td>Reserved</td>
</tr>
<tr>
<td>2</td>
<td>Reserved</td>
</tr>
<tr>
<td>1</td>
<td>Reserved</td>
</tr>
<tr>
<td>0</td>
<td>Reserved</td>
</tr>
</tbody>
</table>

| 30 | Reserved |
| 29 | Reserved |
| 28 | Reserved |
| 27 | Reserved |
| 26 | Reserved |
| 25 | Reserved |
| 24 | Reserved |
| 23 | Reserved |
| 22 | Reserved |
| 21 | Reserved |
| 20 | Reserved |
| 19 | Reserved |
| 18 | Reserved |
| 17 | Reserved |
| 16 | Reserved |
| 15 | Reserved |
| 14 | Reserved |
| 13 | Reserved |
| 12 | Reserved |
| 11 | Reserved |
| 10 | Reserved |
| 9  | Reserved  |
| 8  | Reserved  |
| 7  | Reserved  |
| 6  | Reserved  |
| 5  | Reserved  |
| 4  | Reserved  |
| 3  | Reserved  |
| 2  | Reserved  |
| 1  | Reserved  |
| 0  | Reserved  |
Table 3-20. Feature Information Returned in the ECX Register

<table>
<thead>
<tr>
<th>Bit #</th>
<th>Mnemonic</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>SSE3</td>
<td>Streaming SIMD Extensions 3 (SSE3). A value of 1 indicates the processor supports this technology.</td>
</tr>
<tr>
<td>1</td>
<td>PCLMULQDQ</td>
<td>PCLMULQDQ. A value of 1 indicates the processor supports the PCLMULQDQ instruction.</td>
</tr>
<tr>
<td>2</td>
<td>DTES64</td>
<td>64-bit DS Area. A value of 1 indicates the processor supports DS area using 64-bit layout.</td>
</tr>
<tr>
<td>3</td>
<td>MONITOR</td>
<td>MONITOR/MWAIT. A value of 1 indicates the processor supports this feature.</td>
</tr>
<tr>
<td>4</td>
<td>DS-CPL</td>
<td>CPL Qualified Debug Store. A value of 1 indicates the processor supports the extensions to the Debug Store feature to allow for branch message storage qualified by CPL.</td>
</tr>
<tr>
<td>5</td>
<td>VMX</td>
<td>Virtual Machine Extensions. A value of 1 indicates that the processor supports this technology.</td>
</tr>
<tr>
<td>6</td>
<td>SMX</td>
<td>Safer Mode Extensions. A value of 1 indicates that the processor supports this technology. See Chapter 5, “Safer Mode Extensions Reference”.</td>
</tr>
<tr>
<td>7</td>
<td>EIST</td>
<td>Enhanced Intel SpeedStep® technology. A value of 1 indicates that the processor supports this technology.</td>
</tr>
<tr>
<td>8</td>
<td>TM2</td>
<td>Thermal Monitor 2. A value of 1 indicates whether the processor supports this technology.</td>
</tr>
<tr>
<td>9</td>
<td>SSSE3</td>
<td>A value of 1 indicates the presence of the Supplemental Streaming SIMD Extensions 3 (SSSE3). A value of 0 indicates the instruction extensions are not present in the processor.</td>
</tr>
<tr>
<td>10</td>
<td>CNXT-ID</td>
<td>L1 Context ID. A value of 1 indicates the L1 data cache mode can be set to either adaptive mode or shared mode. A value of 0 indicates this feature is not supported. See definition of the IA32_MISC_ENABLE MSR Bit 24 (L1 Data Cache Context Mode) for details.</td>
</tr>
<tr>
<td>11</td>
<td>SDBG</td>
<td>A value of 1 indicates the processor supports IA32_DEBUG_INTERFACE MSR for silicon debug.</td>
</tr>
<tr>
<td>12</td>
<td>FMA</td>
<td>A value of 1 indicates the processor supports FMA extensions using YMM state.</td>
</tr>
<tr>
<td>13</td>
<td>CMPXCHG16B</td>
<td>CMPXCHG16B Available. A value of 1 indicates that the feature is available. See the “CMPXCHG16B—Compare and Exchange Bytes” section in this chapter for a description.</td>
</tr>
<tr>
<td>14</td>
<td>xTPR Update Control</td>
<td>xTPR Update Control. A value of 1 indicates that the processor supports changing IA32_MISC_ENABLE[bit 23].</td>
</tr>
<tr>
<td>15</td>
<td>PDCM</td>
<td>Perfmon and Debug Capability: A value of 1 indicates the processor supports the performance and debug feature indication MSR IA32_PERF_CAPABILITIES.</td>
</tr>
<tr>
<td>16</td>
<td>Reserved</td>
<td>Reserved</td>
</tr>
<tr>
<td>17</td>
<td>PCID</td>
<td>Process-context identifiers. A value of 1 indicates that the processor supports PCIDs and that software may set CR4.PCIDE to 1.</td>
</tr>
<tr>
<td>18</td>
<td>DCA</td>
<td>A value of 1 indicates the processor supports the ability to prefetch data from a memory mapped device.</td>
</tr>
<tr>
<td>19</td>
<td>SSE4.1</td>
<td>A value of 1 indicates that the processor supports SSE4.1.</td>
</tr>
<tr>
<td>20</td>
<td>SSE4.2</td>
<td>A value of 1 indicates that the processor supports SSE4.2.</td>
</tr>
<tr>
<td>21</td>
<td>x2APIC</td>
<td>A value of 1 indicates that the processor supports x2APIC feature.</td>
</tr>
<tr>
<td>22</td>
<td>MOVBE</td>
<td>A value of 1 indicates that the processor supports MOVBE instruction.</td>
</tr>
<tr>
<td>23</td>
<td>POPCNT</td>
<td>A value of 1 indicates that the processor supports the POPCNT instruction.</td>
</tr>
<tr>
<td>24</td>
<td>TSC-Deadline</td>
<td>A value of 1 indicates that the processor’s local APIC timer supports one-shot operation using a TSC deadline value.</td>
</tr>
<tr>
<td>25</td>
<td>AESNII</td>
<td>A value of 1 indicates that the processor supports the AESNI instruction extensions.</td>
</tr>
<tr>
<td>26</td>
<td>XSAVE</td>
<td>A value of 1 indicates that the processor supports the XSAVE/XRSTOR processor extended states feature, the XSETBV/XGETBV instructions, and XCR0.</td>
</tr>
<tr>
<td>27</td>
<td>OSXSAVE</td>
<td>A value of 1 indicates that the OS has set CR4.OSXSAVE[bit 18] to enable the XSAVE feature set.</td>
</tr>
<tr>
<td>28</td>
<td>AVX</td>
<td>A value of 1 indicates that the processor supports the AVX instruction extensions.</td>
</tr>
</tbody>
</table>
### Table 3-20. Feature Information Returned in the ECX Register (Contd.)

<table>
<thead>
<tr>
<th>Bit #</th>
<th>Mnemonic</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>29</td>
<td>F16C</td>
<td>A value of 1 indicates that processor supports 16-bit floating-point conversion instructions.</td>
</tr>
<tr>
<td>30</td>
<td>RDRAND</td>
<td>A value of 1 indicates that processor supports RDRAND instruction.</td>
</tr>
<tr>
<td>31</td>
<td>Not Used</td>
<td>Always returns 0.</td>
</tr>
</tbody>
</table>

![Figure 3-7. Feature Information Returned in the EDX Register](https://example.com/figure3-7.png)
<table>
<thead>
<tr>
<th>Bit #</th>
<th>Mnemonic</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>FPU</td>
<td>Floating Point Unit On-Chip. The processor contains an x87 FPU.</td>
</tr>
<tr>
<td>1</td>
<td>VME</td>
<td>Virtual 8086 Mode Enhancements. Virtual 8086 mode enhancements, including CR4.VME for controlling the feature, CR4.PVI for protected mode virtual interrupts, software interrupt indirect, expansion of the TSS with the software indirection bitmap, and EFLAGS.VIF and EFLAGS.VIP flags.</td>
</tr>
<tr>
<td>2</td>
<td>DE</td>
<td>Debugging Extensions. Support for I/O breakpoints, including CR4.DE for controlling the feature, and optional trapping of accesses to DR4 and DR5.</td>
</tr>
<tr>
<td>3</td>
<td>PSE</td>
<td>Page Size Extension. Large pages of size 4 MByte are supported, including CR4.PSE for controlling the feature, the defined dirty bit in PDE (Page Directory Entries), optional reserved bit trapping in CR3, PDEs, and PTEs.</td>
</tr>
<tr>
<td>4</td>
<td>TSC</td>
<td>Time Stamp Counter. The RDTSC instruction is supported, including CR4.TSD for controlling privilege.</td>
</tr>
<tr>
<td>5</td>
<td>MSR</td>
<td>Model Specific Registers RDMSR and WRMSR Instructions. The RDMSR and WRMSR instructions are supported. Some of the MSRs are implementation dependent.</td>
</tr>
<tr>
<td>6</td>
<td>PAE</td>
<td>Physical Address Extension. Physical addresses greater than 32 bits are supported: extended page table entry formats, an extra level in the page translation tables is defined, 2-MByte pages are supported instead of 4 MByte pages if PAE bit is 1.</td>
</tr>
<tr>
<td>7</td>
<td>MCE</td>
<td>Machine Check Exception. Exception 18 is defined for Machine Checks, including CR4.MCE for controlling the feature. This feature does not define the model-specific implementations of machine-check error logging, reporting, and processor shutdowns. Machine Check exception handlers may have to depend on processor version to do model specific processing of the exception, or test for the presence of the Machine Check feature.</td>
</tr>
<tr>
<td>8</td>
<td>CX8</td>
<td>CMPXCHG8B Instruction. The compare-and-exchange 8 bytes (64 bits) instruction is supported (implicitly locked and atomic).</td>
</tr>
<tr>
<td>9</td>
<td>APIC</td>
<td>APIC On-Chip. The processor contains an Advanced Programmable Interrupt Controller (APIC), responding to memory mapped commands in the physical address range FFFE0000H to FFFE0FFFH (by default - some processors permit the APIC to be relocated).</td>
</tr>
<tr>
<td>10</td>
<td>Reserved</td>
<td>Reserved</td>
</tr>
<tr>
<td>11</td>
<td>SEP</td>
<td>SYSENTER and SYSEXIT Instructions. The SYSENTER and SYSEXIT and associated MSRs are supported.</td>
</tr>
<tr>
<td>12</td>
<td>MTRR</td>
<td>Memory Type Range Registers. MTRRs are supported. The MTRRcap MSR contains feature bits that describe what memory types are supported, how many variable MTRRs are supported, and whether fixed MTRRs are supported.</td>
</tr>
<tr>
<td>13</td>
<td>PGE</td>
<td>Page Global Bit. The global bit is supported in paging-structure entries that map a page, indicating TLB entries that are common to different processes and need not be flushed. The CR4.PGE bit controls this feature.</td>
</tr>
<tr>
<td>14</td>
<td>MCA</td>
<td>Machine Check Architecture. The Machine Check Architecture, which provides a compatible mechanism for error reporting in P6 family, Pentium 4, Intel Xeon processors, and future processors, is supported. The MCG_CAP MSR contains feature bits describing how many banks of error reporting MSRs are supported.</td>
</tr>
<tr>
<td>15</td>
<td>CMOV</td>
<td>Conditional Move Instructions. The conditional move instruction CMOV is supported. In addition, if x87 FPU is present as indicated by the CPUID.FPU feature bit, then the FCOMI and FCMOV instructions are supported.</td>
</tr>
<tr>
<td>16</td>
<td>PAT</td>
<td>Page Attribute Table. Page Attribute Table is supported. This feature augments the Memory Type Range Registers (MTRRs), allowing an operating system to specify attributes of memory accessed through a linear address on a 4KB granularity.</td>
</tr>
<tr>
<td>17</td>
<td>PSE-36</td>
<td>36-Bit Page Size Extension. 4-MByte pages addressing physical memory beyond 4 GBytes are supported with 32-bit paging. This feature indicates that upper bits of the physical address of a 4-MByte page are encoded in bits 20:13 of the page-directory entry. Such physical addresses are limited by MAXPHYADDR and may be up to 40 bits in size.</td>
</tr>
<tr>
<td>18</td>
<td>PSN</td>
<td>Processor Serial Number. The processor supports the 96-bit processor identification number feature and the feature is enabled.</td>
</tr>
<tr>
<td>19</td>
<td>CLFSH</td>
<td>CLFLUSH Instruction. CLFLUSH Instruction is supported.</td>
</tr>
<tr>
<td>20</td>
<td>Reserved</td>
<td>Reserved</td>
</tr>
</tbody>
</table>
INPUT EAX = 2: TLB/Cache/Prefetch Information Returned in EAX, EBX, ECX, EDX

When CPUID executes with EAX set to 2, the processor returns information about the processor’s internal TLBs, cache and prefetch hardware in the EAX, EBX, ECX, and EDX registers. The information is reported in encoded form and fall into the following categories:

- The least-significant byte in register EAX (register AL) indicates the number of times the CPUID instruction must be executed with an input value of 2 to get a complete description of the processor’s TLB/Cache/Prefetch hardware. The Intel Xeon processor 7400 series will return a 1.
- The most significant bit (bit 31) of each register indicates whether the register contains valid information (set to 0) or is reserved (set to 1).
- If a register contains valid information, the information is contained in 1 byte descriptors. There are four types of encoding values for the byte descriptor; the encoding type is noted in the second column of Table 3-22. Table 3-22 lists the encoding of these descriptors. Note that the order of descriptors in the EAX, EBX, ECX, and EDX registers is not defined; that is, specific bytes are not designated to contain descriptors for specific cache, prefetch, or TLB types. The descriptors may appear in any order. Note also a processor may report a general descriptor type (FFH) and not report any byte descriptor of “cache type” via CPUID leaf 2.
## Table 3-22. Encoding of CPUID Leaf 2 Descriptors

<table>
<thead>
<tr>
<th>Value</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>00H</td>
<td>General</td>
<td>Null descriptor; this byte contains no information</td>
</tr>
<tr>
<td>01H</td>
<td>TLB</td>
<td>Instruction TLB: 4 KByte pages, 4-way set associative, 32 entries</td>
</tr>
<tr>
<td>02H</td>
<td>TLB</td>
<td>Instruction TLB: 4 MByte pages, fully associative, 2 entries</td>
</tr>
<tr>
<td>03H</td>
<td>TLB</td>
<td>Data TLB: 4 KByte pages, 4-way set associative, 64 entries</td>
</tr>
<tr>
<td>04H</td>
<td>TLB</td>
<td>Data TLB: 4 MByte pages, 4-way set associative, 8 entries</td>
</tr>
<tr>
<td>05H</td>
<td>TLB</td>
<td>Data TLB1: 4 MByte pages, 4-way set associative, 32 entries</td>
</tr>
<tr>
<td>06H</td>
<td>Cache</td>
<td>1st-level instruction cache: 8 KBytes, 4-way set associative, 32 byte line size</td>
</tr>
<tr>
<td>08H</td>
<td>Cache</td>
<td>1st-level instruction cache: 16 KBytes, 4-way set associative, 32 byte line size</td>
</tr>
<tr>
<td>09H</td>
<td>Cache</td>
<td>1st-level instruction cache: 32 KBytes, 4-way set associative, 64 byte line size</td>
</tr>
<tr>
<td>0AH</td>
<td>Cache</td>
<td>1st-level data cache: 8 KBytes, 2-way set associative, 32 byte line size</td>
</tr>
<tr>
<td>0BH</td>
<td>Cache</td>
<td>1st-level data cache: 16 KBytes, 4-way set associative, 32 byte line size</td>
</tr>
<tr>
<td>0DH</td>
<td>Cache</td>
<td>1st-level data cache: 24 KBytes, 6-way set associative, 64 byte line size</td>
</tr>
<tr>
<td>1DH</td>
<td>Cache</td>
<td>2nd-level cache: 128 KBytes, 2-way set associative, 64 byte line size</td>
</tr>
<tr>
<td>21H</td>
<td>Cache</td>
<td>2nd-level cache: 256 KBytes, 8-way set associative, 64 byte line size</td>
</tr>
<tr>
<td>22H</td>
<td>Cache</td>
<td>3rd-level cache: 512 KBytes, 4-way set associative, 64 byte line size, 2 lines per sector</td>
</tr>
<tr>
<td>23H</td>
<td>Cache</td>
<td>3rd-level cache: 1 MBytes, 8-way set associative, 64 byte line size, 2 lines per sector</td>
</tr>
<tr>
<td>24H</td>
<td>Cache</td>
<td>2nd-level cache: 1 MBytes, 16-way set associative, 64 byte line size</td>
</tr>
<tr>
<td>25H</td>
<td>Cache</td>
<td>3rd-level cache: 2 MBytes, 8-way set associative, 64 byte line size, 2 lines per sector</td>
</tr>
<tr>
<td>29H</td>
<td>Cache</td>
<td>3rd-level cache: 4 MBytes, 8-way set associative, 64 byte line size, 2 lines per sector</td>
</tr>
<tr>
<td>2CH</td>
<td>Cache</td>
<td>1st-level data cache: 32 KBytes, 8-way set associative, 64 byte line size</td>
</tr>
<tr>
<td>30H</td>
<td>Cache</td>
<td>1st-level instruction cache: 32 KBytes, 8-way set associative, 64 byte line size</td>
</tr>
<tr>
<td>40H</td>
<td>Cache</td>
<td>No 2nd-level cache or, if processor contains a valid 2nd-level cache, no 3rd-level cache</td>
</tr>
<tr>
<td>41H</td>
<td>Cache</td>
<td>2nd-level cache: 128 KBytes, 4-way set associative, 32 byte line size</td>
</tr>
<tr>
<td>42H</td>
<td>Cache</td>
<td>2nd-level cache: 256 KBytes, 4-way set associative, 32 byte line size</td>
</tr>
<tr>
<td>43H</td>
<td>Cache</td>
<td>2nd-level cache: 512 KBytes, 4-way set associative, 32 byte line size</td>
</tr>
<tr>
<td>44H</td>
<td>Cache</td>
<td>2nd-level cache: 1 MByte, 4-way set associative, 32 byte line size</td>
</tr>
<tr>
<td>45H</td>
<td>Cache</td>
<td>2nd-level cache: 2 MByte, 4-way set associative, 32 byte line size</td>
</tr>
<tr>
<td>46H</td>
<td>Cache</td>
<td>3rd-level cache: 4 MByte, 4-way set associative, 64 byte line size</td>
</tr>
<tr>
<td>47H</td>
<td>Cache</td>
<td>3rd-level cache: 8 MByte, 8-way set associative, 64 byte line size</td>
</tr>
<tr>
<td>48H</td>
<td>Cache</td>
<td>2nd-level cache: 3MByte, 12-way set associative, 64 byte line size</td>
</tr>
<tr>
<td>49H</td>
<td>Cache</td>
<td>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</td>
</tr>
<tr>
<td>4AH</td>
<td>Cache</td>
<td>3rd-level cache: 6MByte, 12-way set associative, 64 byte line size</td>
</tr>
<tr>
<td>4BH</td>
<td>Cache</td>
<td>3rd-level cache: 8MByte, 16-way set associative, 64 byte line size</td>
</tr>
<tr>
<td>4CH</td>
<td>Cache</td>
<td>3rd-level cache: 12MByte, 12-way set associative, 64 byte line size</td>
</tr>
<tr>
<td>4DH</td>
<td>Cache</td>
<td>3rd-level cache: 16MByte, 16-way set associative, 64 byte line size</td>
</tr>
<tr>
<td>4EH</td>
<td>Cache</td>
<td>2nd-level cache: 6MByte, 24-way set associative, 64 byte line size</td>
</tr>
<tr>
<td>4FH</td>
<td>TLB</td>
<td>Instruction TLB: 4 KByte pages, 32 entries</td>
</tr>
</tbody>
</table>
### Table 3-22. Encoding of CPUID Leaf 2 Descriptors (Contd.)

<table>
<thead>
<tr>
<th>Value</th>
<th>Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>50H</td>
<td>TLB</td>
<td>TLB: 4 KByte and 2-MByte or 4-MByte pages, 64 entries</td>
</tr>
<tr>
<td>51H</td>
<td>TLB</td>
<td>TLB: 4 KByte and 2-MByte or 4-MByte pages, 128 entries</td>
</tr>
<tr>
<td>52H</td>
<td>TLB</td>
<td>TLB: 4 KByte and 2-MByte or 4-MByte pages, 256 entries</td>
</tr>
<tr>
<td>55H</td>
<td>TLB</td>
<td>TLB: 2-MByte or 4-MByte pages, fully associative, 7 entries</td>
</tr>
<tr>
<td>56H</td>
<td>TLB</td>
<td>TLB: 4 MByte pages, 4-way set associative, 16 entries</td>
</tr>
<tr>
<td>57H</td>
<td>TLB</td>
<td>TLB: 4 KByte pages, 4-way associative, 16 entries</td>
</tr>
<tr>
<td>59H</td>
<td>TLB</td>
<td>TLB: 4 KByte pages, fully associative, 16 entries</td>
</tr>
<tr>
<td>5AH</td>
<td>TLB</td>
<td>TLB: 2-MByte or 4 MByte pages, 4-way set associative, 32 entries</td>
</tr>
<tr>
<td>5BH</td>
<td>TLB</td>
<td>TLB: 4 KByte and 4 MByte pages, 64 entries</td>
</tr>
<tr>
<td>5CH</td>
<td>TLB</td>
<td>TLB: 4 KByte and 4 MByte pages, 128 entries</td>
</tr>
<tr>
<td>5DH</td>
<td>TLB</td>
<td>TLB: 4 KByte and 4 MByte pages, 256 entries</td>
</tr>
<tr>
<td>60H</td>
<td>Cache</td>
<td>1st-level data cache: 16 KByte, 8-way set associative, 64 byte line size</td>
</tr>
<tr>
<td>61H</td>
<td>TLB</td>
<td>TLB: 4 KByte pages, fully associative, 48 entries</td>
</tr>
<tr>
<td>63H</td>
<td>TLB</td>
<td>TLB: 1 GByte pages, 4-way set associative, 4 entries</td>
</tr>
<tr>
<td>66H</td>
<td>Cache</td>
<td>1st-level data cache: 8 KByte, 4-way set associative, 64 byte line size</td>
</tr>
<tr>
<td>67H</td>
<td>Cache</td>
<td>1st-level data cache: 16 KByte, 4-way set associative, 64 byte line size</td>
</tr>
<tr>
<td>68H</td>
<td>Cache</td>
<td>1st-level data cache: 32 KByte, 4-way set associative, 64 byte line size</td>
</tr>
<tr>
<td>70H</td>
<td>Cache</td>
<td>Trace cache: 12 K-muop, 8-way set associative</td>
</tr>
<tr>
<td>71H</td>
<td>Cache</td>
<td>Trace cache: 16 K-muop, 8-way set associative</td>
</tr>
<tr>
<td>72H</td>
<td>Cache</td>
<td>Trace cache: 32 K-muop, 8-way set associative</td>
</tr>
<tr>
<td>76H</td>
<td>TLB</td>
<td>TLB: 2M/4M pages, fully associative, 8 entries</td>
</tr>
<tr>
<td>78H</td>
<td>Cache</td>
<td>2nd-level cache: 1 MByte, 4-way set associative, 64-byte line size</td>
</tr>
<tr>
<td>79H</td>
<td>Cache</td>
<td>2nd-level cache: 128 KByte, 8-way set associative, 64 byte line size, 2 lines per sector</td>
</tr>
<tr>
<td>7AH</td>
<td>Cache</td>
<td>2nd-level cache: 256 KByte, 8-way set associative, 64 byte line size, 2 lines per sector</td>
</tr>
<tr>
<td>7BH</td>
<td>Cache</td>
<td>2nd-level cache: 512 KByte, 8-way set associative, 64 byte line size, 2 lines per sector</td>
</tr>
<tr>
<td>7CH</td>
<td>Cache</td>
<td>2nd-level cache: 1 MByte, 8-way set associative, 64 byte line size, 2 lines per sector</td>
</tr>
<tr>
<td>7DH</td>
<td>Cache</td>
<td>2nd-level cache: 2 MByte, 8-way set associative, 64-byte line size</td>
</tr>
<tr>
<td>7FH</td>
<td>Cache</td>
<td>2nd-level cache: 512 KByte, 2-way set associative, 64-byte line size</td>
</tr>
<tr>
<td>80H</td>
<td>Cache</td>
<td>2nd-level cache: 512 KByte, 8-way set associative, 64-byte line size</td>
</tr>
<tr>
<td>82H</td>
<td>Cache</td>
<td>2nd-level cache: 256 KByte, 8-way set associative, 32 byte line size</td>
</tr>
<tr>
<td>83H</td>
<td>Cache</td>
<td>2nd-level cache: 512 KByte, 8-way set associative, 32 byte line size</td>
</tr>
<tr>
<td>84H</td>
<td>Cache</td>
<td>2nd-level cache: 1 MByte, 8-way set associative, 32 byte line size</td>
</tr>
<tr>
<td>85H</td>
<td>Cache</td>
<td>2nd-level cache: 2 MByte, 8-way set associative, 32 byte line size</td>
</tr>
<tr>
<td>86H</td>
<td>Cache</td>
<td>2nd-level cache: 512 KByte, 4-way set associative, 64 byte line size</td>
</tr>
<tr>
<td>87H</td>
<td>Cache</td>
<td>2nd-level cache: 1 MByte, 8-way set associative, 64 byte line size</td>
</tr>
<tr>
<td>A0H</td>
<td>DTLB</td>
<td>DTLB: 4K pages, fully associative, 32 entries</td>
</tr>
<tr>
<td>B0H</td>
<td>TLB</td>
<td>TLB: 4 KByte pages, 4-way set associative, 128 entries</td>
</tr>
<tr>
<td>B1H</td>
<td>TLB</td>
<td>TLB: 2M pages, 4-way, 8 entries or 4M pages, 4-way, 4 entries</td>
</tr>
<tr>
<td>B2H</td>
<td>TLB</td>
<td>TLB: 4KByte pages, 4-way set associative, 64 entries</td>
</tr>
<tr>
<td>B3H</td>
<td>TLB</td>
<td>Data TLB: 4 KByte pages, 4-way set associative, 128 entries</td>
</tr>
<tr>
<td>B4H</td>
<td>TLB</td>
<td>Data TLB1: 4 KByte pages, 4-way associative, 256 entries</td>
</tr>
</tbody>
</table>
Example 3-1. Example of Cache and TLB Interpretation

The first member of the family of Pentium 4 processors returns the following information about caches and TLBs when the CPUID executes with an input value of 2:

```
EAX 66 5B 50 01H
EBX 0H
ECX 0H
EDX 00 7A 70 00H
```

Which means:

- The least-significant byte (byte 0) of register EAX is set to 01H. This indicates that CPUID needs to be executed once with an input value of 2 to retrieve complete information about caches and TLBs.
- The most-significant bit of all four registers (EAX, EBX, ECX, and EDX) is set to 0, indicating that each register contains valid 1-byte descriptors.
- Bytes 1, 2, and 3 of register EAX indicate that the processor has:
  - 50H - a 64-entry instruction TLB, for mapping 4-KByte and 2-MByte or 4-MByte pages.
  - 5BH - a 64-entry data TLB, for mapping 4-KByte and 4-MByte pages.
— 66H - an 8-KByte 1st level data cache, 4-way set associative, with a 64-Byte cache line size.
• The descriptors in registers EBX and ECX are valid, but contain NULL descriptors.
• Bytes 0, 1, 2, and 3 of register EDX indicate that the processor has:
  — 00H - NULL descriptor.
  — 70H - Trace cache: 12 K-µop, 8-way set associative.
  — 7AH - a 256-KByte 2nd level cache, 8-way set associative, with a sectored, 64-byte cache line size.
  — 00H - NULL descriptor.

INPUT EAX = 04H: Returns Deterministic Cache Parameters for Each Level
When CPUID executes with EAX set to 04H and ECX contains an index value, the processor returns encoded data that describe a set of deterministic cache parameters (for the cache level associated with the input in ECX). Valid index values start from 0.
Software can enumerate the deterministic cache parameters for each level of the cache hierarchy starting with an index value of 0, until the parameters report the value associated with the cache type field is 0. The architecturally defined fields reported by deterministic cache parameters are documented in Table 3-17.

This Cache Size in Bytes
= (Ways + 1) * (Partitions + 1) * (Line_Size + 1) * (Sets + 1)

The CPUID leaf 04H also reports data that can be used to derive the topology of processor cores in a physical package. This information is constant for all valid index values. Software can query the raw data reported by executing CPUID with EAX=04H and ECX=0 and use it as part of the topology enumeration algorithm described in Chapter 8, “Multiple-Processor Management,” in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A.

INPUT EAX = 05H: Returns MONITOR and MWAIT Features
When CPUID executes with EAX set to 05H, the processor returns information about features available to MONITOR/MWAIT instructions. The MONITOR instruction is used for address-range monitoring in conjunction with MWAIT instruction. The MWAIT instruction optionally provides additional extensions for advanced power management. See Table 3-17.

INPUT EAX = 06H: Returns Thermal and Power Management Features
When CPUID executes with EAX set to 06H, the processor returns information about thermal and power management features. See Table 3-17.

INPUT EAX = 07H: Returns Structured Extended Feature Enumeration Information
When CPUID executes with EAX set to 07H and ECX = 0, the processor returns information about the maximum input value for sub-leaves that contain extended feature flags. See Table 3-17.

When CPUID executes with EAX set to 07H and the input value of ECX is invalid (see leaf 07H entry in Table 3-17), the processor returns 0 in EAX/EBX/ECX/EDX. In subleaf 0, EAX returns the maximum input value of the highest leaf 7 sub-leaf, and EBX, ECX & EDX contain information of extended feature flags.

INPUT EAX = 09H: Returns Direct Cache Access Information
When CPUID executes with EAX set to 09H, the processor returns information about Direct Cache Access capabilities. See Table 3-17.
INPUT EAX = 0AH: Returns Architectural Performance Monitoring Features

When CPUID executes with EAX set to 0AH, the processor returns information about support for architectural performance monitoring capabilities. Architectural performance monitoring is supported if the version ID (see Table 3-17) is greater than Pn 0. See Table 3-17.

For each version of architectural performance monitoring capability, software must enumerate this leaf to discover the programming facilities and the architectural performance events available in the processor. The details are described in Chapter 23, "Introduction to Virtual-Machine Extensions," in the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3C.

INPUT EAX = 0BH: Returns Extended Topology Information

When CPUID executes with EAX set to 0BH, the processor returns information about extended topology enumeration data. Software must detect the presence of CPUID leaf 0BH by verifying (a) the highest leaf index supported by CPUID is >= 0BH, and (b) CPUID.0BH:EBX[15:0] reports a non-zero value. See Table 3-17.

INPUT EAX = 0DH: Returns Processor Extended States Enumeration Information

When CPUID executes with EAX set to 0DH and ECX = 0, the processor returns information about the bit-vector representation of all processor state extensions that are supported in the processor and storage size requirements of the XSAVE/XRSTOR area. See Table 3-17.

When CPUID executes with EAX set to 0DH and ECX = n (n > 1, and is a valid sub-leaf index), the processor returns information about the size and offset of each processor extended state save area within the XSAVE/XRSTOR area. See Table 3-17. Software can use the forward-extendable technique depicted below to query the valid sub-leaves and obtain size and offset information for each processor extended state save area:

For i = 2 to 62 // sub-leaf 1 is reserved
  IF (CPUID.(EAX=0DH, ECX=0):VECTOR[i] = 1 ) // VECTOR is the 64-bit value of EDX:EAX
    Execute CPUID.(EAX=0DH, ECX = i) to examine size and offset for sub-leaf i;
  FI;

INPUT EAX = 0FH: Returns Platform Quality of Service (PQoS) Monitoring Enumeration Information

When CPUID executes with EAX set to 0FH and ECX = 0, the processor returns information about the bit-vector representation of QoS monitoring resource types that are supported in the processor and maximum range of RMID values the processor can use to monitor any supported resource types. Each bit, starting from bit 1, corresponds to a specific resource type if the bit is set. The bit position corresponds to the sub-leaf index (or ResID) that software must use to query QoS monitoring capability available for that type. See Table 3-17.

When CPUID executes with EAX set to 0FH and ECX = n (n >= 1, and is a valid ResID), the processor returns information software can use to program IA32_PQR_ASSOC, IA32_QM_EVTSEL MSRs before reading QoS data from the IA32_QM_CTR MSR.

INPUT EAX = 10H: Returns Platform Quality of Service (PQoS) Enforcement Enumeration Information

When CPUID executes with EAX set to 10H and ECX = 0, the processor returns information about the bit-vector representation of QoS Enforcement resource types that are supported in the processor. Each bit, starting from bit 1, corresponds to a specific resource type if the bit is set. The bit position corresponds to the sub-leaf index (or ResID) that software must use to query QoS enforcement capability available for that type. See Table 3-17.

When CPUID executes with EAX set to 10H and ECX = n (n >= 1, and is a valid ResID), the processor returns information about available classes of service and range of QoS mask MSRs that software can use to configure each class of services using capability bit masks in the QoS Mask registers, IA32_resourceType_Mask_n.

METHODS FOR RETURNING BRANDING INFORMATION

Use the following techniques to access branding information:

1. Processor brand string method.
2. Processor brand index; this method uses a software supplied brand string table.
These two methods are discussed in the following sections. For methods that are available in early processors, see Section: "Identification of Earlier IA-32 Processors" in Chapter 17 of the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1*.

### The Processor Brand String Method

Figure 3-8 describes the algorithm used for detection of the brand string. Processor brand identification software should execute this algorithm on all Intel 64 and IA-32 processors.

This method (introduced with Pentium 4 processors) returns an ASCII brand identification string and the Processor Base frequency of the processor to the EAX, EBX, ECX, and EDX registers.

![Figure 3-8. Determination of Support for the Processor Brand String](OM15194)

#### How Brand Strings Work

To use the brand string method, execute CPUID with EAX input of 8000002H through 80000004H. For each input value, CPUID returns 16 ASCII characters using EAX, EBX, ECX, and EDX. The returned string will be NULL-terminated.

Table 3-23 shows the brand string that is returned by the first processor in the Pentium 4 processor family.
Extracting the Processor Frequency from Brand Strings

Figure 3-9 provides an algorithm which software can use to extract the Processor Base frequency from the processor brand string.

Table 3-23. Processor Brand String Returned with Pentium 4 Processor

<table>
<thead>
<tr>
<th>EAX Input Value</th>
<th>Return Values</th>
<th>ASCII Equivalent</th>
</tr>
</thead>
<tbody>
<tr>
<td>80000002H</td>
<td>EAX = 20202020H EBX = 20202020H ECX = 20202020H EDX = 66492020H</td>
<td>&quot; &quot; &quot; &quot; &quot;nI &quot;</td>
</tr>
<tr>
<td>80000003H</td>
<td>EAX = 286C6574H EBX = 50202952H ECX = 69746E65H EDX = 52286D75H</td>
<td>&quot;(let&quot; &quot;P )R&quot; &quot;itne&quot; &quot;R(mu&quot;</td>
</tr>
<tr>
<td>80000004H</td>
<td>EAX = 20342029H EBX = 20555043H ECX = 30303531H EDX = 007A484DH</td>
<td>&quot; 4 )&quot; &quot; UPC&quot; &quot;0051&quot; &quot;02HM&quot;</td>
</tr>
</tbody>
</table>

Figure 3-9. Algorithm for Extracting Processor Frequency

OM15195
The Processor Brand Index Method

The brand index method (introduced with Pentium® III Xeon® processors) provides an entry point into a brand identification table that is maintained in memory by system software and is accessible from system- and user-level code. In this table, each brand index is associated with an ASCII brand identification string that identifies the official Intel family and model number of a processor.

When CPUID executes with EAX set to 1, the processor returns a brand index to the low byte in EBX. Software can then use this index to locate the brand identification string for the processor in the brand identification table. The first entry (brand index 0) in this table is reserved, allowing for backward compatibility with processors that do not support the brand identification feature. Starting with processor signature family ID = 0FH, model = 03H, brand index method is no longer supported. Use brand string method instead.

Table 3-24 shows brand indices that have identification strings associated with them.

<table>
<thead>
<tr>
<th>Brand Index</th>
<th>Brand String</th>
</tr>
</thead>
<tbody>
<tr>
<td>00H</td>
<td>This processor does not support the brand identification feature</td>
</tr>
<tr>
<td>01H</td>
<td>Intel(R) Celeron(R) processor¹</td>
</tr>
<tr>
<td>02H</td>
<td>Intel(R) Pentium(R) III processor¹</td>
</tr>
<tr>
<td>03H</td>
<td>Intel(R) Pentium(R) III Xeon(R) processor; If processor signature = 000006B1h, then Intel(R) Celeron(R) processor</td>
</tr>
<tr>
<td>04H</td>
<td>Intel(R) Pentium(R) III processor</td>
</tr>
<tr>
<td>06H</td>
<td>Mobile Intel(R) Pentium(R) III processor-M</td>
</tr>
<tr>
<td>07H</td>
<td>Mobile Intel(R) Celeron(R) processor¹</td>
</tr>
<tr>
<td>08H</td>
<td>Intel(R) Pentium(R) 4 processor</td>
</tr>
<tr>
<td>09H</td>
<td>Intel(R) Celeron(R) processor¹</td>
</tr>
<tr>
<td>0AH</td>
<td>Intel(R) Celeron(R) processor¹</td>
</tr>
<tr>
<td>0BH</td>
<td>Intel(R) Xeon(R) processor; If processor signature = 00000F13h, then Intel(R) Xeon(R) processor MP</td>
</tr>
<tr>
<td>0CH</td>
<td>Intel(R) Xeon(R) processor MP</td>
</tr>
<tr>
<td>0EH</td>
<td>Mobile Intel(R) Pentium(R) 4 processor-M; If processor signature = 00000F13h, then Intel(R) Xeon(R) processor</td>
</tr>
<tr>
<td>0FH</td>
<td>Mobile Intel(R) Celeron(R) processor¹</td>
</tr>
<tr>
<td>11H</td>
<td>Mobile Genuine Intel(R) processor</td>
</tr>
<tr>
<td>12H</td>
<td>Intel(R) Celeron(R) M processor</td>
</tr>
<tr>
<td>13H</td>
<td>Mobile Intel(R) Celeron(R) processor¹</td>
</tr>
<tr>
<td>14H</td>
<td>Intel(R) Celeron(R) processor</td>
</tr>
<tr>
<td>15H</td>
<td>Mobile Genuine Intel(R) processor</td>
</tr>
<tr>
<td>16H</td>
<td>Intel(R) Pentium(R) M processor</td>
</tr>
<tr>
<td>17H</td>
<td>Mobile Intel(R) Celeron(R) processor¹</td>
</tr>
<tr>
<td>18H – 0FFH</td>
<td>RESERVED</td>
</tr>
</tbody>
</table>

NOTES:
1. Indicates versions of these processors that were introduced after the Pentium III

IA-32 Architecture Compatibility

CPUID is not supported in early models of the Intel486 processor or in any IA-32 processor earlier than the Intel486 processor.
Operation

IA32_BIOS_SIGN_ID MSR ← Update with installed microcode revision number;

CASE (EAX) OF
  EAX = 0:
    EAX ← Highest basic function input value understood by CPUID;
    EBX ← Vendor identification string;
    EDX ← Vendor identification string;
    ECX ← Vendor identification string;
    BREAK;
  EAX = 1H:
    EAX[3:0] ← Stepping ID;
    EAX[7:4] ← Model;
    EAX[11:8] ← Family;
    EAX[13:12] ← Processor type;
    EAX[15:14] ← Reserved;
    EAX[19:16] ← Extended Model;
    EAX[27:20] ← Extended Family;
    EAX[31:28] ← Reserved;
    EBX[7:0] ← Brand Index; (* Reserved if the value is zero. *)
    EBX[15:8] ← CLFLUSH Line Size;
    EBX[16:23] ← Reserved; (* Number of threads enabled = 2 if MT enable fuse set. *)
    EBX[24:31] ← Initial APIC ID;
    ECX ← Feature flags; (* See Figure 3-6. *)
    EDX ← Feature flags; (* See Figure 3-7. *)
    BREAK;
  EAX = 2H:
    EAX ← Cache and TLB information;
    EBX ← Cache and TLB information;
    ECX ← Cache and TLB information;
    EDX ← Cache and TLB information;
    BREAK;
  EAX = 3H:
    EAX ← Reserved;
    EBX ← ProcessorSerialNumber[31:0];
    (* Pentium III processors only, otherwise reserved. *)
    EDX ← ProcessorSerialNumber[63:32];
    (* Pentium III processors only, otherwise reserved. *)
    BREAK
  EAX = 4H:
    EAX ← Deterministic Cache Parameters Leaf; (* See Table 3-17. *)
    EBX ← Deterministic Cache Parameters Leaf;
    ECX ← Deterministic Cache Parameters Leaf;
    EDX ← Deterministic Cache Parameters Leaf;
    BREAK;
  EAX = 5H:
    EAX ← MONITOR/MWAIT Leaf; (* See Table 3-17. *)
    EBX ← MONITOR/MWAIT Leaf;
    ECX ← MONITOR/MWAIT Leaf;
    EDX ← MONITOR/MWAIT Leaf;
    BREAK;
  EAX = 6H:
    EAX ← Thermal and Power Management Leaf; (* See Table 3-17. *)
EBX ← Thermal and Power Management Leaf;
ECX ← Thermal and Power Management Leaf;
EDX ← Thermal and Power Management Leaf;
BREAK;
EAX = 7H:
EAX ← Structured Extended Feature Flags Enumeration Leaf; (* See Table 3-17. *)
EBX ← Structured Extended Feature Flags Enumeration Leaf;
ECX ← Structured Extended Feature Flags Enumeration Leaf;
EDX ← Structured Extended Feature Flags Enumeration Leaf;
BREAK;
EAX = 8H:
EAX ← Reserved = 0;
EBX ← Reserved = 0;
ECX ← Reserved = 0;
EDX ← Reserved = 0;
BREAK;
EAX = 9H:
EAX ← Direct Cache Access Information Leaf; (* See Table 3-17. *)
EBX ← Direct Cache Access Information Leaf;
ECX ← Direct Cache Access Information Leaf;
EDX ← Direct Cache Access Information Leaf;
BREAK;
EAX = AH:
EAX ← Architectural Performance Monitoring Leaf; (* See Table 3-17. *)
EBX ← Architectural Performance Monitoring Leaf;
ECX ← Architectural Performance Monitoring Leaf;
EDX ← Architectural Performance Monitoring Leaf;
BREAK
EAX = BH:
EAX ← Extended Topology Enumeration Leaf; (* See Table 3-17. *)
EBX ← Extended Topology Enumeration Leaf;
ECX ← Extended Topology Enumeration Leaf;
EDX ← Extended Topology Enumeration Leaf;
BREAK;
EAX = CH:
EAX ← Reserved = 0;
EBX ← Reserved = 0;
ECX ← Reserved = 0;
EDX ← Reserved = 0;
BREAK;
EAX = DH:
EAX ← Processor Extended State Enumeration Leaf; (* See Table 3-17. *)
EBX ← Processor Extended State Enumeration Leaf;
ECX ← Processor Extended State Enumeration Leaf;
EDX ← Processor Extended State Enumeration Leaf;
BREAK;
EAX = EH:
EAX ← Reserved = 0;
EBX ← Reserved = 0;
ECX ← Reserved = 0;
EDX ← Reserved = 0;
BREAK;
EAX = FH:
EAX ← Platform Quality of Service Monitoring Enumeration Leaf; (* See Table 3-17. *)
EBX ← Platform Quality of Service Monitoring Enumeration Leaf;
ECX ← Platform Quality of Service Monitoring Enumeration Leaf;
EDX ← Platform Quality of Service Monitoring Enumeration Leaf;
BREAK;
EAX = 10H:
EAX ← Platform Quality of Service Enforcement Enumeration Leaf; (* See Table 3-17. *)
EBX ← Platform Quality of Service Enforcement Enumeration Leaf;
ECX ← Platform Quality of Service Enforcement Enumeration Leaf;
EDX ← Platform Quality of Service Enforcement Enumeration Leaf;
BREAK;
BREAK;
EAX = 80000000H:
EAX ← Highest extended function input value understood by CPUID;
EBX ← Reserved;
ECX ← Reserved;
EDX ← Reserved;
BREAK;
EAX = 80000001H:
EAX ← Reserved;
EBX ← Reserved;
ECX ← Extended Feature Bits (* See Table 3-17.*);
EDX ← Extended Feature Bits (* See Table 3-17. *);
BREAK;
EAX = 80000002H:
EAX ← Processor Brand String;
EBX ← Processor Brand String, continued;
ECX ← Processor Brand String, continued;
EDX ← Processor Brand String, continued;
BREAK;
EAX = 80000003H:
EAX ← Processor Brand String, continued;
EBX ← Processor Brand String, continued;
ECX ← Processor Brand String, continued;
EDX ← Processor Brand String, continued;
BREAK;
EAX = 80000004H:
EAX ← Processor Brand String, continued;
EBX ← Processor Brand String, continued;
ECX ← Processor Brand String, continued;
EDX ← Processor Brand String, continued;
BREAK;
EAX = 80000005H:
EAX ← Reserved = 0;
EBX ← Reserved = 0;
ECX ← Reserved = 0;
EDX ← Reserved = 0;
BREAK;
EAX = 80000006H:
EAX ← Reserved = 0;
EBX ← Reserved = 0;
ECX ← Cache information;
EDX ← Reserved = 0;
BREAK;
EAX = 80000007H:
EAX ← Reserved = 0;
EBX ← Reserved = 0;
ECX ← Reserved = 0;
EDX ← Reserved = Misc Feature Flags;
BREAK;
EAX = 80000008H:
EAX ← Reserved = Physical Address Size Information;
EBX ← Reserved = Virtual Address Size Information;
ECX ← Reserved = 0;
EDX ← Reserved = 0;
BREAK;
EAX >= 40000000H and EAX <= 4FFFFFFFH:
DEFAULT: (* EAX = Value outside of recognized range for CPUID. *)
(* If the highest basic information leaf data depend on ECX input value, ECX is honored.*)
EAX ← Reserved; (* Information returned for highest basic information leaf. *)
EBX ← Reserved; (* Information returned for highest basic information leaf. *)
ECX ← Reserved; (* Information returned for highest basic information leaf. *)
EDX ← Reserved; (* Information returned for highest basic information leaf. *)
BREAK;
ESAC;

Flags Affected
None.

Exceptions (All Operating Modes)
#UD If the LOCK prefix is used.
In earlier IA-32 processors that do not support the CPUID instruction, execution of the instruction results in an invalid opcode (#UD) exception being generated.
**CRC32 — Accumulate CRC32 Value**

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F2 0F 38 F0 /r</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Accumulate CRC32 on r/m8.</td>
</tr>
<tr>
<td>CRC32 r32, r/m8</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>F2 REX 0F 38 F0 /r</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Accumulate CRC32 on r/m8.</td>
</tr>
<tr>
<td>CRC32 r32, r/m8*</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>F2 0F 38 F1 /r</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Accumulate CRC32 on r/m16.</td>
</tr>
<tr>
<td>CRC32 r32, r/m16</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>F2 0F 38 F1 /r</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Accumulate CRC32 on r/m32.</td>
</tr>
<tr>
<td>CRC32 r32, r/m32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>F2 REX.W 0F 38 F0 /r</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Accumulate CRC32 on r/m8.</td>
</tr>
<tr>
<td>CRC32 r64, r/m8</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>F2 REX.W 0F 38 F1 /r</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Accumulate CRC32 on r/m64.</td>
</tr>
<tr>
<td>CRC32 r64, r/m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

NOTES:
*In 64-bit mode, r/m8 can not be encoded to access the following byte registers if a REX prefix is used: AH, BH, CH, DH.*

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Starting with an initial value in the first operand (destination operand), accumulates a CRC32 (polynomial 11EDC6F41H) value for the second operand (source operand) and stores the result in the destination operand. The source operand can be a register or a memory location. The destination operand must be an r32 or r64 register. If the destination is an r64 register, then the 32-bit result is stored in the least significant double word and 00000000H is stored in the most significant double word of the r64 register.

The initial value supplied in the destination operand is a double word integer stored in the r32 register or the least significant double word of the r64 register. To incrementally accumulate a CRC32 value, software retains the result of the previous CRC32 operation in the destination operand, then executes the CRC32 instruction again with new input data in the source operand. Data contained in the source operand is processed in reflected bit order. This means that the most significant bit of the source operand is treated as the least significant bit of the quotient, and so on, for all the bits of the source operand. Likewise, the result of the CRC operation is stored in the destination operand in reflected bit order. This means that the most significant bit of the resulting CRC (bit 31) is stored in the least significant bit of the destination operand (bit 0), and so on, for all the bits of the CRC.

**Operation**

**Notes:**

- BIT_REFLECT64: DST[63-0] = SRC[0-63]
- BIT_REFLECT32: DST[31-0] = SRC[0-31]
- BIT_REFLECT16: DST[15-0] = SRC[0-15]
- BIT_REFLECT8: DST[7-0] = SRC[0-7]
- MOD2: Remainder from Polynomial division modulus 2
CRC32 instruction for 64-bit source operand and 64-bit destination operand:

\[
\begin{align*}
\text{TEMP1}[63-0] & \leftarrow \text{BIT\_REFLECT64 (SRC[63-0])} \\
\text{TEMP2}[31-0] & \leftarrow \text{BIT\_REFLECT32 (DEST[31-0])} \\
\text{TEMP3}[95-0] & \leftarrow \text{TEMP1}[63-0] \ll 32 \\
\text{TEMP4}[95-0] & \leftarrow \text{TEMP2}[31-0] \ll 64 \\
\text{TEMP5}[95-0] & \leftarrow \text{TEMP3}[95-0] \text{ XOR TEMP4}[95-0] \\
\text{TEMP6}[31-0] & \leftarrow \text{TEMP5}[95-0] \text{ MOD2 11EDC6F41H} \\
\text{DEST}[31-0] & \leftarrow \text{BIT\_REFLECT (TEMP6[31-0])} \\
\text{DEST}[63-32] & \leftarrow \text{00000000H}
\end{align*}
\]

CRC32 instruction for 32-bit source operand and 32-bit destination operand:

\[
\begin{align*}
\text{TEMP1}[31-0] & \leftarrow \text{BIT\_REFLECT32 (SRC[31-0])} \\
\text{TEMP2}[31-0] & \leftarrow \text{BIT\_REFLECT32 (DEST[31-0])} \\
\text{TEMP3}[63-0] & \leftarrow \text{TEMP1}[31-0] \ll 32 \\
\text{TEMP4}[63-0] & \leftarrow \text{TEMP2}[31-0] \ll 32 \\
\text{TEMP5}[63-0] & \leftarrow \text{TEMP3}[63-0] \text{ XOR TEMP4}[63-0] \\
\text{TEMP6}[31-0] & \leftarrow \text{TEMP5}[63-0] \text{ MOD2 11EDC6F41H} \\
\text{DEST}[31-0] & \leftarrow \text{BIT\_REFLECT (TEMP6[31-0])}
\end{align*}
\]

CRC32 instruction for 16-bit source operand and 32-bit destination operand:

\[
\begin{align*}
\text{TEMP1}[15-0] & \leftarrow \text{BIT\_REFLECT16 (SRC[15-0])} \\
\text{TEMP2}[31-0] & \leftarrow \text{BIT\_REFLECT32 (DEST[31-0])} \\
\text{TEMP3}[47-0] & \leftarrow \text{TEMP1}[15-0] \ll 16 \\
\text{TEMP4}[47-0] & \leftarrow \text{TEMP2}[31-0] \ll 16 \\
\text{TEMP5}[47-0] & \leftarrow \text{TEMP3}[47-0] \text{ XOR TEMP4}[47-0] \\
\text{TEMP6}[31-0] & \leftarrow \text{TEMP5}[47-0] \text{ MOD2 11EDC6F41H} \\
\text{DEST}[31-0] & \leftarrow \text{BIT\_REFLECT (TEMP6[31-0])}
\end{align*}
\]

CRC32 instruction for 8-bit source operand and 64-bit destination operand:

\[
\begin{align*}
\text{TEMP1}[7-0] & \leftarrow \text{BIT\_REFLECT8(SRC[7-0])} \\
\text{TEMP2}[31-0] & \leftarrow \text{BIT\_REFLECT32 (DEST[31-0])} \\
\text{TEMP3}[39-0] & \leftarrow \text{TEMP1}[7-0] \ll 32 \\
\text{TEMP4}[39-0] & \leftarrow \text{TEMP2}[31-0] \ll 8 \\
\text{TEMP5}[39-0] & \leftarrow \text{TEMP3}[39-0] \text{ XOR TEMP4}[39-0] \\
\text{TEMP6}[31-0] & \leftarrow \text{TEMP5}[39-0] \text{ MOD2 11EDC6F41H} \\
\text{DEST}[63-32] & \leftarrow \text{00000000H}
\end{align*}
\]

CRC32 instruction for 8-bit source operand and 32-bit destination operand:

\[
\begin{align*}
\text{TEMP1}[7-0] & \leftarrow \text{BIT\_REFLECT8(SRC[7-0])} \\
\text{TEMP2}[31-0] & \leftarrow \text{BIT\_REFLECT32 (DEST[31-0])} \\
\text{TEMP3}[39-0] & \leftarrow \text{TEMP1}[7-0] \ll 32 \\
\text{TEMP4}[39-0] & \leftarrow \text{TEMP2}[31-0] \ll 8 \\
\text{TEMP5}[39-0] & \leftarrow \text{TEMP3}[39-0] \text{ XOR TEMP4}[39-0] \\
\text{TEMP6}[31-0] & \leftarrow \text{TEMP5}[39-0] \text{ MOD2 11EDC6F41H} \\
\text{DEST}[31-0] & \leftarrow \text{BIT\_REFLECT (TEMP6[31-0])}
\end{align*}
\]

**Flags Affected**

None
Intel C/C++ Compiler Intrinsic Equivalent

unsigned int _mm_crc32_u8( unsigned int crc, unsigned char data )
unsigned int _mm_crc32_u16( unsigned int crc, unsigned short data )
unsigned int _mm_crc32_u32( unsigned int crc, unsigned int data )
unsigned __int64 _mm_crc32_u64( unsigned __int64 crc, unsigned __int64 data )

SIMD Floating Point Exceptions
None

Protected Mode Exceptions
#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS or GS segments.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#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.
#UD If CPUID.01H:ECX.SSE4_2 [Bit 20] = 0.
If LOCK prefix is used.

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) If a memory operand effective address is outside the SS segment limit.
#UD If CPUID.01H:ECX.SSE4_2 [Bit 20] = 0.
If LOCK prefix is used.

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) If a memory operand effective address is outside the SS segment limit.
#PF (fault-code) For a page fault.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If CPUID.01H:ECX.SSE4_2 [Bit 20] = 0.
If LOCK prefix is used.

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.
#UD If CPUID.01H:ECX.SSE4_2 [Bit 20] = 0.
If LOCK prefix is used.
CVTDQ2PD—Convert Packed Dword Integers to Packed Double-Precision FP Values

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F3 0F E6 CVTDQ2PD xmm1, xmm2/m64</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Convert 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).</td>
</tr>
<tr>
<td>VEX.128.F3.0F.WIG E6 /r VCVTDQ2PD xmm1, xmm2/m64</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Convert two packed signed doubleword integers from xmm2/mem to two packed double-precision floating-point values in xmm1.</td>
</tr>
<tr>
<td>VEX.256.F3.0F.WIG E6 /r VCVTDQ2PD ymm1, xmm2/m128</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Convert four packed signed doubleword integers from xmm2/mem to four packed double-precision floating-point values in ymm1.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**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).

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 source operand is an XMM register or 64-bit memory location. The destination operation is an XMM register. The upper bits (VLMAX-1:128) of the corresponding XMM register destination are unmodified.

VEX.128 encoded version: The source operand is an XMM register or 64-bit memory location. The destination operation is an XMM register. The upper bits (VLMAX-1:128) of the corresponding YMM register destination are zeroed.

VEX.256 encoded version: The source operand is a YMM register or 128-bit memory location. The destination operation is a YMM register.

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

Figure 3-10. CVTDQ2PD (VEX.256 encoded version)
Operation

CVTDQ2PD (128-bit Legacy SSE version)
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])
DEST[VLMAX-1:128] (unmodified)

VCVTDQ2PD (VEX.128 encoded version)
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])
DEST[VLMAX-1:128] ← 0

VCVTDQ2PD (VEX.256 encoded version)
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])
DEST[191:128] ← Convert_Integer_To_Double_Precision_Floating_Point(SRC[95:64])
DEST[255:192] ← Convert_Integer_To_Double_Precision_Floating_Point(SRC[127:96])

Intel C/C++ Compiler Intrinsic Equivalent
CVTDQ2PD: __m128d_mm_cvtepi32_pd(__m128i a)
VCVTDQ2PD: __m256d_mm256_cvtepi32_pd (__m128i src)

SIMD Floating-Point Exceptions
None.

Other Exceptions
See Exceptions Type 5; additionally
#UD If VEX.vvvv ≠ 1111B.
CVTDQ2PS—Convert Packed Dword Integers to Packed Single-Precision FP Values

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/ En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CVTDQ2PS xmm1, xmm2/m128</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Convert four packed signed doubleword integers from xmm2/m128 to four packed single-precision floating-point values in xmm1.</td>
</tr>
<tr>
<td>VEX.128.0F.WIG 5B /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Convert four packed signed doubleword integers from xmm2/mem to four packed single-precision floating-point values in xmm1.</td>
</tr>
<tr>
<td>VEX.256.0F.WIG 5B /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Convert eight packed signed doubleword integers from ymm2/mem to eight packed single-precision floating-point values in ymm1.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

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

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 source operand is an XMM register or 128-bit memory location. The destination operation is an XMM register. The upper bits (VLMAX-1:128) of the corresponding XMM register destination are unmodified.

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

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

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

Operation

CVTDQ2PS (128-bit Legacy SSE version)

DEST[31:0] ← Convert_Integer_To_Single_Precision_Floating_Point(SRC[31:0])
DEST[63:32] ← Convert_Integer_To_Single_Precision_Floating_Point(SRC[63:32])
DEST[95:64] ← Convert_Integer_To_Single_Precision_Floating_Point(SRC[95:64])
DEST[127:96] ← Convert_Integer_To_Single_Precision_Floating_Point(SRC[127:96])
DEST[VLMAX-1:128] (unmodified)

VCVTDQ2PS (VEX.128 encoded version)

DEST[31:0] ← Convert_Integer_To_Single_Precision_Floating_Point(SRC[31:0])
DEST[63:32] ← Convert_Integer_To_Single_Precision_Floating_Point(SRC[63:32])
DEST[95:64] ← Convert_Integer_To_Single_Precision_Floating_Point(SRC[95:64])
DEST[127:96] ← Convert_Integer_To_Single_Precision_Floating_Point(SRC[127:96])
DEST[VLMAX-1:128] ← 0
VCVTDQ2PS (VEX.256 encoded version)
DEST[31:0] ← Convert_Integer_To_Single_Precision_Floating_Point(SRC[31:0])
DEST[63:32] ← Convert_Integer_To_Single_Precision_Floating_Point(SRC[63:32])
DEST[95:64] ← Convert_Integer_To_Single_Precision_Floating_Point(SRC[95:64])
DEST[127:96] ← Convert_Integer_TO_Single_Precision_Floating_Point(SRC[127:96])
DEST[159:128] ← Convert_Integer_TO_Single_Precision_Floating_Point(SRC[159:128])
DEST[191:160] ← Convert_Integer_TO_Single_Precision_Floating_Point(SRC[191:160])
DEST[223:192] ← Convert_Integer_TO_Single_Precision_Floating_Point(SRC[223:192])
DEST[255:224] ← Convert_Integer_TO_Single_Precision_Floating_Point(SRC[255:224])

Intel C/C++ Compiler Intrinsic Equivalent
CVTDQ2PS: __m128 _mm_cvtepi32_ps(__m128i a)
VCVTDQ2PS: __m256 _mm256_cvtepi32_ps (__m256i src)

SIMD Floating-Point Exceptions
Precision.

Other Exceptions
See Exceptions Type 2; additionally
#UD If VEX.vvvv ≠ 1111B.
CVTPD2DQ—Convert Packed Double-Precision FP Values to Packed Dword Integers

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F2 0F E6 /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Convert two packed double-precision floating-point values from xmm2/m128 to two packed signed doubleword integers in xmm1.</td>
</tr>
<tr>
<td>CVTPD2DQ xmm1, xmm2/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VCVTPD2DQ xmm1, xmm2/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.256:F2.0F:WIG E6 /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Convert four packed double-precision floating-point values in ymm2/mem to four signed doubleword integers in xmm1.</td>
</tr>
<tr>
<td>VCVTPD2DQ xmm1, ymm2/m256</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

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

The source operand can be an XMM register or a 128-bit memory location. The destination operand is an XMM register. The result is stored in the low quadword of the destination operand and the high quadword is cleared to all 0s.

When a conversion is inexact, the value returned is rounded according to the rounding control bits in the MXCSR register. If a converted result is larger than the maximum signed doubleword integer, the floating-point invalid exception is raised, and if this exception is masked, the indefinite integer value (80000000H) is returned.

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 source operand is an XMM register or 128-bit memory location. The destination operation is an XMM register. Bits[127:64] of the destination XMM register are zeroed. However, the upper bits (VMAX-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 operation is a YMM register. The upper bits (VMAX-1:64) of the corresponding YMM register destination are zeroed.

VEX.256 encoded version: The source operand is a YMM register or 256-bit memory location. The destination operation is an XMM register. The upper bits (255:128) of the corresponding YMM register destination are zeroed.

Note: In VEX-encoded versions, VEX.vvvv is reserved and must be 1111b, otherwise instructions will #UD.
**Operation**

**CVTPD2DQ (128-bit Legacy SSE version)**
- DEST[31:0] ← Convert_Double_Precision_Floating_Point_To_Integer(SRC[63:0])
- DEST[63:32] ← Convert_Double_Precision_Floating_Point_To_Integer(SRC[127:64])
- DEST[127:64] ← 0
- DEST[VLMAX-1:128] (unmodified)

**VCVTPD2DQ (VEX.128 encoded version)**
- DEST[31:0] ← Convert_Double_Precision_Floating_Point_To_Integer(SRC[63:0])
- DEST[63:32] ← Convert_Double_Precision_Floating_Point_To_Integer(SRC[127:64])
- DEST[VLMAX-1:64] ← 0

**VCVTPD2DQ (VEX.256 encoded version)**
- DEST[31:0] ← Convert_Double_Precision_Floating_Point_To_Integer(SRC[63:0])
- DEST[63:32] ← Convert_Double_Precision_Floating_Point_To_Integer(SRC[127:64])
- DEST[95:64] ← Convert_Double_Precision_Floating_Point_To_Integer(SRC[191:128])
- DEST[127:96] ← Convert_Double_Precision_Floating_Point_To_Integer(SRC[255:192])
- DEST[255:128] ← 0

**Intel C/C++ Compiler Intrinsic Equivalent**
- CVTPD2DQ: __m128i _mm_cvtpd_epi32 (__m128d src)
- CVTPD2DQ: __m128i _mm256_cvtpd_epi32 (__m256d src)

**SIMD Floating-Point Exceptions**
- Invalid, Precision.

**Other Exceptions**
- See Exceptions Type 2; additionally
- #UD If VEX.vvvv ≠ 1111B.
CVTPD2PI—Convert Packed Double-Precision FP Values to Packed Dword Integers

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 2D /r</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Convert two packed double-precision floating-point values from xmm/m128 to two packed signed doubleword integers in mm.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Instruction Operand Encoding</th>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
<td></td>
</tr>
</tbody>
</table>

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

The source operand can be an XMM register or a 128-bit memory location. The destination operand is an MMX technology register.

When a conversion is inexact, the value returned is rounded according to the rounding control bits in the MXCSR register. If a converted result is larger than the maximum signed doubleword integer, the floating-point invalid exception is raised, and if this exception is masked, the indefinite integer value (80000000H) is returned.

This 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 CVTPD2PI instruction is executed.

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

**Operation**
DEST[31:0] ← Convert_Double_Precision_Floating_Point_To_Integer32(SRC[63:0]);
DEST[63:32] ← Convert_Double_Precision_Floating_Point_To_Integer32(SRC[127:64]);

**Intel C/C++ Compiler Intrinsic Equivalent**

CVTPD1PI: __m64 _mm_cvtpd_pi32(__m128d a)

**SIMD Floating-Point Exceptions**

Invalid, Precision.

**Other Exceptions**

See Table 22-4, "Exception Conditions for Legacy SIMD/MMX Instructions with FP Exception and 16-Byte Alignment," in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3B*. 
CVTPD2PS—Convert Packed Double-Precision FP Values to Packed Single-Precision FP Values

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/ En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 5A /r CVTPD2PS xmm1, xmm2/m128</td>
<td>RM V/V</td>
<td>SSE2</td>
<td></td>
<td>Convert two packed double-precision floating-point values in xmm2/m128 to two packed single-precision floating-point values in xmm1.</td>
</tr>
<tr>
<td>VEX.128.66.0F:WlG 5A /r CVTPD2PS xmm1, xmm2/m128</td>
<td>RM V/V</td>
<td>AVX</td>
<td></td>
<td>Convert two packed double-precision floating-point values in xmm2/mem to two single-precision floating-point values in xmm1.</td>
</tr>
<tr>
<td>VEX.256.66.0F:WlG 5A /r CVTPD2PS xmm1, ymm2/m256</td>
<td>RM V/V</td>
<td>AVX</td>
<td></td>
<td>Convert four packed double-precision floating-point values in ymm2/mem to four single-precision floating-point values in xmm1.</td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

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

When a conversion is inexact, the value returned is rounded according to the rounding control bits in the MXCSR register.

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 source operand is an XMM register or 128-bit memory location. The destination operation is an XMM register. Bits[127:64] of the destination XMM register are zeroed. However, the upper bits (VMAX-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 operation is a YMM register. The upper bits (VMAX-1:64) of the corresponding YMM register destination are zeroed.

VEX.256 encoded version: The source operand is a YMM register or 256-bit memory location. The destination operation is an XMM register. The upper bits (255:128) of the corresponding YMM register destination are zeroed.

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

---

**Figure 3-12. VCVTPD2PS (VEX.256 encoded version)**
Operation

**CVTPD2PS (128-bit Legacy SSE version)**

DEST[31:0] ← Convert_Double_Precision_To_Single_Precision_Floating_Point(SRC[63:0])
DEST[63:32] ← Convert_Double_Precision_To_Single_Precision_Floating_Point(SRC[127:64])
DEST[127:64] ← 0
DEST[VLMAX-1:128] (unmodified)

**VCVTPD2PS (VEX.128 encoded version)**

DEST[31:0] ← Convert_Double_Precision_To_Single_Precision_Floating_Point(SRC[63:0])
DEST[63:32] ← Convert_Double_Precision_To_Single_Precision_Floating_Point(SRC[127:64])
DEST[VLMAX-1:64] ← 0

**VCVTPD2PS (VEX.256 encoded version)**

DEST[31:0] ← Convert_Double_Precision_To_Single_Precision_Floating_Point(SRC[63:0])
DEST[63:32] ← Convert_Double_Precision_To_Single_Precision_Floating_Point(SRC[127:64])
DEST[95:64] ← Convert_Double_Precision_To_Single_Precision_Floating_Point(SRC[191:128])
DEST[127:96] ← Convert_Double_Precision_To_Single_Precision_Floating_Point(SRC[255:192])
DEST[255:128] ← 0

**Intel C/C++ Compiler Intrinsic Equivalent**

CVTP2PS: __m128 _mm_cvtpd_ps(__m128d a)
CVTP2PS: __m256 _mm256_cvtpd_ps(__m256d a)

**SIMD Floating-Point Exceptions**

Overflow, Underflow, Invalid, Precision, Denormal.

**Other Exceptions**

See Exceptions Type 2; additionally

#UD If VEX.vvvv ≠ 1111B.
CVTPi2PD—Convert Packed Dword Integers to Packed Double-Precision FP Values

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 2A /r</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Convert two packed signed doubleword integers from mm/mem64 to two packed double-precision floating-point values in xmm.</td>
</tr>
</tbody>
</table>

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

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

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*. 

CVTPi2PD—Convert Packed Dword Integers to Packed Double-Precision FP Values

Vol. 2A 3-203
CVTI2PS—Convert Packed Dword Integers to Packed Single-Precision FP Values

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OF 2A /r</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Convert two signed doubleword integers from mm/m64 to two single-precision floating-point values in xmm.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Converts two packed signed doubleword integers in the source operand (second operand) to two packed single-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. The results are stored in the low quadword of the destination operand, and the high quadword remains unchanged. When a conversion is inexact, the value returned is rounded according to the rounding control bits in the MXCSR register.

This 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 CVTI2PS instruction is executed.

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

**Operation**

\[
\text{DEST}[31:0] \leftarrow \text{Convert Integer To Single-Precision Floating Point}(\text{SRC}[31:0]); \\
\text{DEST}[63:32] \leftarrow \text{Convert Integer To Single-Precision Floating Point}(\text{SRC}[63:32]); \\
\text{(* High quadword of destination unchanged *)}
\]

**Intel C/C++ Compiler Intrinsic Equivalent**

CVTI2PS: `__m128 _mm_cvtpi32_ps(__m128 a, __m64 b)`

**SIMD Floating-Point Exceptions**

Precision.

**Other Exceptions**

See Table 22-5, “Exception Conditions for Legacy SIMD/MMX Instructions with XMM and FP Exception,” in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3B.
CVTPS2DQ—Convert Packed Single-Precision FP Values to Packed Dword Integers

**Opcode/Instruction** | **Op/En** | **64/32-bit Mode** | **CPUID Feature Flag** | **Description**
--- | --- | --- | --- | ---
66 0F 5B /r | RM V/V | SSE2 | Convert four packed single-precision floating-point values from xmm2/m128 to four packed signed doubleword integers in xmm1.
VEX.128.66.0F:WIG 5B /r | RM V/V | AVX | Convert four packed single precision floating-point values from xmm2/mem to four packed signed doubleword values in xmm1.
VEX.256.66.0F:WIG 5B /r | RM V/V | AVX | Convert eight packed single precision floating-point values from ymm2/mem to eight packed signed doubleword values 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**

Converts four or eight packed single-precision floating-point values in the source operand to four or eight signed doubleword integers in the destination operand.

When a conversion is inexact, the value returned is rounded according to the rounding control bits in the MXCSR register. If a converted result is larger than the maximum signed doubleword integer, the floating-point invalid exception is raised, and if this exception is masked, the indefinite integer value (80000000H) is returned.

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

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

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

**Operation**

**CVTPS2DQ (128-bit Legacy SSE version)**

\[
\begin{align*}
\text{DEST}[31:0] & \leftarrow \text{Convert Single-Precision Floating Point To Integer}(\text{SRC}[31:0]) \\
\text{DEST}[63:32] & \leftarrow \text{Convert Single-Precision Floating Point To Integer}(\text{SRC}[63:32]) \\
\text{DEST}[95:64] & \leftarrow \text{Convert Single-Precision Floating Point To Integer}(\text{SRC}[95:64]) \\
\text{DEST}[127:96] & \leftarrow \text{Convert Single-Precision Floating Point To Integer}(\text{SRC}[127:96]) \\
\text{DEST}[\text{VLMAX}-1:128] & \leftarrow \text{(unmodified)}
\end{align*}
\]

**VCVTPS2DQ (VEX.128 encoded version)**

\[
\begin{align*}
\text{DEST}[31:0] & \leftarrow \text{Convert Single-Precision Floating Point To Integer}(\text{SRC}[31:0]) \\
\text{DEST}[63:32] & \leftarrow \text{Convert Single-Precision Floating Point To Integer}(\text{SRC}[63:32]) \\
\text{DEST}[95:64] & \leftarrow \text{Convert Single-Precision Floating Point To Integer}(\text{SRC}[95:64]) \\
\text{DEST}[127:96] & \leftarrow \text{Convert Single-Precision Floating Point To Integer}(\text{SRC}[127:96]) \\
\text{DEST}[\text{VLMAX}-1:128] & \leftarrow 0
\end{align*}
\]
VCVTPS2DQ (VEX.256 encoded version)
DEST[31:0] ← Convert_Single_Precision_Floating_Point_To_Integer(SRC[31:0])
DEST[63:32] ← Convert_Single_Precision_Floating_Point_To_Integer(SRC[63:32])
DEST[95:64] ← Convert_Single_Precision_Floating_Point_To_Integer(SRC[95:64])
DEST[127:96] ← Convert_Single_Precision_Floating_Point_To_Integer(SRC[127:96])
DEST[159:128] ← Convert_Single_Precision_Floating_Point_To_Integer(SRC[159:128])
DEST[191:160] ← Convert_Single_Precision_Floating_Point_To_Integer(SRC[191:160])
DEST[223:192] ← Convert_Single_Precision_Floating_Point_To_Integer(SRC[223:192])
DEST[255:224] ← Convert_Single_Precision_Floating_Point_To_Integer(SRC[255:224])

Intel C/C++ Compiler Intrinsic Equivalent
CVTPS2DQ: __m128i _mm_cvtps_epi32(__m128 a)
VCVTPS2DQ: __m256i _mm256_cvtps_epi32 (__m256 a)

SIMD Floating-Point Exceptions
Invalid, Precision.

Other Exceptions
See Exceptions Type 2; additionally
#UD If VEX.vvvv ≠ 1111B.
CVTPS2PD—Convert Packed Single-Precision FP Values to Packed Double-Precision FP Values

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 5A /r CVTPS2PD xmm1, xmm2/m64</td>
<td>RM V/V</td>
<td>SSE2</td>
<td>Convert two packed single-precision floating-point values in xmm2/m64 to two packed double-precision floating-point values in xmm1.</td>
<td></td>
</tr>
<tr>
<td>VEX.128.0F.WIG 5A /r VCVTPS2PD xmm1, xmm2/m64</td>
<td>RM V/V</td>
<td>AVX</td>
<td>Convert two packed single-precision floating-point values in xmm2/mem to two packed double-precision floating-point values in xmm1.</td>
<td></td>
</tr>
<tr>
<td>VEX.256.0F.WIG 5A /r VCVTPS2PD ymm1, xmm2/m128</td>
<td>RM V/V</td>
<td>AVX</td>
<td>Convert four packed single-precision floating-point values in xmm2/mem to four packed double-precision floating-point values in ymm1.</td>
<td></td>
</tr>
</tbody>
</table>

### InstructionOperand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

Converts two or four packed single-precision floating-point values in the source operand (second operand) to two or four packed double-precision floating-point values in the destination operand (first operand).

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 source operand is an XMM register or 64-bit memory location. The destination operation is an XMM register. 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 64-bit memory location. The destination operation is a YMM register. The upper bits (VLMAX-1:128) of the corresponding YMM register destination are zeroed.

VEX.256 encoded version: The source operand is an XMM register or 128-bit memory location. The destination operation is a YMM register.

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

---

**Figure 3-13. CVTPS2PD (VEX.256 encoded version)**
Operation

**CVTPS2PD (128-bit Legacy SSE version)**

DEST[63:0] ← Convert_Single_Precision_To_Double_Precision_Floating_Point(SRC[31:0])
DEST[127:64] ← Convert_Single_Precision_To_Double_Precision_Floating_Point(SRC[63:32])
DEST[VLMAX-1:128] (unmodified)

**VCVTPS2PD (VEX.128 encoded version)**

DEST[63:0] ← Convert_Single_Precision_To_Double_Precision_Floating_Point(SRC[31:0])
DEST[127:64] ← Convert_Single_Precision_To_Double_Precision_Floating_Point(SRC[63:32])
DEST[VLMAX-1:128] ← 0

**VCVTPS2PD (VEX.256 encoded version)**

DEST[63:0] ← Convert_Single_Precision_To_Double_Precision_Floating_Point(SRC[31:0])
DEST[127:64] ← Convert_Single_Precision_To_Double_Precision_Floating_Point(SRC[63:32])
DEST[191:128] ← Convert_Single_Precision_To_Double_Precision_Floating_Point(SRC[95:64])
DEST[255:192] ← Convert_Single_Precision_To_Double_Precision_Floating_Point(SRC[127:96])

**Intel C/C++ Compiler Intrinsic Equivalent**

CVTPS2PD: __m128d _mm_cvtps_pd(__m128 a)
VCVTPS2PD: __m256d _mm256_cvtps_pd (__m128 a)

**SIMD Floating-Point Exceptions**

Invalid, Denormal.

**Other Exceptions**

VEX.256 version follows Exception Type 3 without #AC.
Other versions follow Exceptions Type 3; additionally

#UD If VEX.vvvv ≠ 1111B.
CVTPS2PI—Convert Packed Single-Precision FP Values to Packed Dword Integers

**Instruction Details**

**Op/En**

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Comp/Log Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CVTPS2PI mm, xmm/m64</td>
<td>0F 2D /r</td>
<td>RM</td>
<td>Valid</td>
<td>Convert two packed single-precision floating-point values from xmm/m64 to two packed signed doubleword integers in mm.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

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

The source operand can be an XMM register or a 128-bit memory location. The destination operand is an MMX technology register. When the source operand is an XMM register, the two single-precision floating-point values are contained in the low quadword of the register. When a conversion is inexact, the value returned is rounded according to the rounding control bits in the MXCSR register. If a converted result is larger than the maximum signed doubleword integer, the floating-point invalid exception is raised, and if this exception is masked, the indefinite integer value (80000000H) is returned.

CVTPS2PI 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 CVTPS2PI instruction is executed.

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

**Operation**

\[
\begin{align*}
\text{DEST}[31:0] & \leftarrow \text{Convert Single-Precision Floating Point To Integer}(\text{SRC}[31:0]) \\
\text{DEST}[63:32] & \leftarrow \text{Convert Single-Precision Floating Point To Integer}(\text{SRC}[63:32])
\end{align*}
\]

**Intel C/C++ Compiler Intrinsic Equivalent**

CVTPS2PI: __m64 _mm_cvtps_pi32(__m128 a)

**SIMD Floating-Point Exceptions**

Invalid, Precision.

**Other Exceptions**

See Table 22-5, “Exception Conditions for Legacy SIMD/MMX Instructions with XMM and FP Exception,” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3B.*
CVTSD2SI—Convert Scalar Double-Precision FP Value to Integer

**Opcode/Instruction** | **Op/En** | **64/32-bit Mode** | **CPUID Feature Flag** | **Description**
--- | --- | --- | --- | ---
F2 0F 2D /r | RM | V/V | SSE2 | Convert one double-precision floating-point value from xmm/m64 to one signed doubleword integer r32.
F2 REX.W 0F 2D /r | RM | V/N.E. | SSE2 | Convert one double-precision floating-point value from xmm/m64 to one signed quadword integer sign-extended into r64.
VEX.LIG.F2.0F.W0 2D /r | RM | V/V | AVX | Convert one double precision floating-point value from xmm1/m64 to one signed doubleword integer r32.
VEX.LIG.F2.0F.W1 2D /r | RM | V/N.E. | AVX | Convert one double precision floating-point value from xmm1/m64 to one signed quadword integer sign-extended into r64.

**NOTES:**
1. Encoding the VEX prefix with VEX.W=1 in non-64-bit mode is ignored.

<table>
<thead>
<tr>
<th>Instruction Operand Encoding</th>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
<td></td>
</tr>
</tbody>
</table>

**Description**

Converts a double-precision floating-point value in the source operand (second operand) to a signed doubleword integer in the destination operand (first operand). The source operand can be an XMM register or a 64-bit memory location. The destination operand is a general-purpose register. When the source operand is an XMM register, the double-precision floating-point value is contained in the low quadword of the register.

When a conversion is inexact, the value returned is rounded according to the rounding control bits in the MXCSR register. If a converted result is larger than the maximum signed doubleword integer, the floating-point invalid exception is raised, and if this exception is masked, the indefinite integer value (80000000H) is returned.

In 64-bit mode, the instruction can access additional registers (XMM8-XMM15, R8-R15) when used with a REX.R prefix. Use of the REX.W prefix promotes the instruction to 64-bit operation. See the summary chart at the beginning of this section for encoding data and limits.

Legacy SSE instructions: Use of the REX.W prefix promotes the instruction to 64-bit operation. See the summary chart at the beginning of this section for encoding data and limits.

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

**Operation**

IF 64-Bit Mode and OperandSize = 64
    THEN
        DEST[63:0] ← Convert_Double_Precision_Floating_Point_To_Integer64(SRC[63:0]);
    ELSE
        DEST[31:0] ← Convert_Double_Precision_Floating_Point_To_Integer32(SRC[63:0]);
    FI;
Intel C/C++ Compiler Intrinsic Equivalent

int _mm_cvtsd_si32(__m128d a)  
__int64 _mm_cvtsd_si64(__m128d a)

SIMD Floating-Point Exceptions
Invalid, Precision.

Other Exceptions
See Exceptions Type 3; additionally
#UD If VEX.vvvv ≠ 1111B.
CVTSD2SS—Convert Scalar Double-Precision FP Value to Scalar Single-Precision FP Value

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/ En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F2 0F 5A /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Convert one double-precision floating-point value in xmm2/m64 to one single-precision floating-point value in xmm1.</td>
</tr>
<tr>
<td>CVTSD2SS xmm1, xmm2/m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.LIG.F2.0F.WIG 5A /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Convert one double-precision floating-point value in xmm3/m64 to one single-precision floating-point value and merge with high bits in xmm2.</td>
</tr>
<tr>
<td>VCVTSD2SS xmm1,xmm2, xmm3/m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Converts a double-precision floating-point value in the source operand (second operand) to a single-precision floating-point value in the destination operand (first operand).

The source operand can be an XMM register or a 64-bit memory location. The destination operand is an XMM register. When the source operand is an XMM register, the double-precision floating-point value is contained in the low quadword of the register. The result is stored in the low doubleword of the destination operand, and the upper 3 doublewords are left unchanged. When the conversion is inexact, the value returned is rounded according to the rounding control bits in the MXCSR register.

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-1:32) 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**

**CVTSD2SS (128-bit Legacy SSE version)**

\[
\text{DEST}[31:0] \leftarrow \text{Convert\_Double\_Precision\_To\_Single\_Precision\_Floating\_Point}(\text{SRC}[63:0]);
\]

(* DEST[VLMAX-1:32] Unmodified *)

**VCVTSD2SS (VEX.128 encoded version)**

\[
\text{DEST}[31:0] \leftarrow \text{Convert\_Double\_Precision\_To\_Single\_Precision\_Floating\_Point}(\text{SRC2}[63:0]);
\]

\[
\text{DEST}[127:32] \leftarrow \text{SRC1}[127:32]
\]

\[
\text{DEST}[\text{VLMAX}-1:128] \leftarrow 0
\]

**Intel C/C++ Compiler Intrinsic Equivalent**

CVTSD2SS: __m128 _mm_cvtsd_ss(__m128 a, __m128d b)

**SIMD Floating-Point Exceptions**

Overflow, Underflow, Invalid, Precision, Denormal.
Other Exceptions
See Exceptions Type 3.
CVTSI2SD—Convert Dword Integer to Scalar Double-Precision FP Value

**Opcode/Instruction** | **Op/En** | **64/32-bit Mode** | **CPUID Feature Flag** | **Description**
--- | --- | --- | --- | ---
F2 0F 2A /r | RM | V/V | SSE2 | Convert one signed doubleword integer from \( r/m32 \) to one double-precision floating-point value in \( xmm \).
F2 REX.W 0F 2A /r | RM | V/N.E. | SSE2 | Convert one signed quadword integer from \( r/m64 \) to one double-precision floating-point value in \( xmm \).
VEX.NDS.LIG.F2.0F.W0 2A /r | RVM | V/V | AVX | Convert one signed doubleword integer from \( r/m32 \) to one double-precision floating-point value in \( xmm1 \).
VEX.NDS.LIG.F2.0F.W1 2A /r | RVM | V/N.E.\(^1\) | AVX | Convert one signed quadword integer from \( r/m64 \) to one double-precision floating-point value in \( xmm1 \).

**NOTES:**
1. Encoding the VEX prefix with VEX.W=1 in non-64-bit mode is ignored.

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Converts a signed doubleword integer (or signed quadword integer if operand size is 64 bits) in the second source operand to a double-precision floating-point value in the destination operand. The result is stored in the low quadword of the destination operand, and the high quadword left unchanged. When conversion is inexact, the value returned is rounded according to the rounding control bits in the MXCSR register.

Legacy SSE instructions: Use of the REX.W prefix promotes the instruction to 64-bit operands. See the summary chart at the beginning of this section for encoding data and limits.

The second source operand can be a general-purpose register or a 32/64-bit memory location. The first source and destination operands are XMM registers.

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**

```plaintext
CVTSI2SD
IF 64-Bit Mode And OperandSize = 64
    THEN
        DEST[63:0] ← Convert_Integer_To_Double_Precision_Floating_Point(SRC[63:0]);
    ELSE
        DEST[63:0] ← Convert_Integer_To_Double_Precision_Floating_Point(SRC[31:0]);
    FI;
DEST[VLMAX-1:64] (Unmodified)
```
VCVTSD2ISD

IF 64-Bit Mode And OperandSize = 64
THEN
  DEST[63:0] ← Convert_Integer_To_Double_Precision_Floating_Point(SRC2[63:0]);
ELSE
  DEST[63:0] ← Convert_Integer_To_Double_Precision_Floating_Point(SRC2[31:0]);
FI;
DEST[127:64] ← SRC1[127:64]
DEST[VLMAX-1:128] ← 0

Intel C/C++ Compiler Intrinsic Equivalent
CVTSD2ISD: __m128d _mm_cvtsd_si32(__m128d a, int b)
CVTSD2ISD: __m128d _mm_cvtsd_si64(__m128d a, __int64 b)

SIMD Floating-Point Exceptions
Precision.

Other Exceptions
See Exceptions Type 3.
**CVTSI2SS—Convert Dword Integer to Scalar Single-Precision FP Value**

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F3 0F 2A /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE</td>
<td>Convert one signed doubleword integer from r/m32 to one single-precision floating-point value in xmm.</td>
</tr>
<tr>
<td>CVTSI2SS xmm, r/m32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>F3 REX.W 0F 2A /r</td>
<td>RM</td>
<td>V/N.E.</td>
<td>SSE</td>
<td>Convert one signed quadword integer from r/m64 to one single-precision floating-point value in xmm.</td>
</tr>
<tr>
<td>CVTSI2SS xmm, r/m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.LIG.F3.0F:W0 2A /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Convert one signed doubleword integer from r/m32 to one single-precision floating-point value in xmm1.</td>
</tr>
<tr>
<td>VCVTSI2SS xmm1, xmm2, r/m32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.LIG.F3.0F:W1 2A /r</td>
<td>RVM</td>
<td>V/N.E.¹</td>
<td>AVX</td>
<td>Convert one signed quadword integer from r/m64 to one single-precision floating-point value in xmm1.</td>
</tr>
<tr>
<td>VCVTSI2SS xmm1, xmm2, r/m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**NOTES:**

1. Encoding the VEX prefix with VEX.W=1 in non-64-bit mode is ignored.

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Converts a signed doubleword integer (or signed quadword integer if operand size is 64 bits) in the source operand (second operand) to a single-precision floating-point value in the destination operand (first operand). The source operand can be a general-purpose register or a memory location. The destination operand is an XMM register. The result is stored in the low doubleword of the destination operand, and the upper three doublewords are left unchanged. When a conversion is inexact, the value returned is rounded according to the rounding control bits in the MXCSR register.

Legacy SSE instructions: In 64-bit mode, the instruction can access additional registers (XMM8-XMM15, R8-R15) when used with a REX.R prefix. Use of the REX.W prefix promotes the instruction to 64-bit operands. See the summary chart at the beginning of this section for encoding data and limits.

128-bit Legacy SSE version: The destination and first source operand are the same. Bits (VLMAX-1:32) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: Bits (127:32) 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

**CVTSI2SS (128-bit Legacy SSE version)**

IF 64-Bit Mode And OperandSize = 64

THEN

   DEST[31:0] ← Convert_Integer_To_Single_Precision_Floating_Point(SRC[63:0]);

ELSE

   DEST[31:0] ← Convert_Integer_To_Single_Precision_Floating_Point(SRC[31:0]);

FI;

DEST[VLMAX-1:32] (Unmodified)
VCVTSS (VEX.128 encoded version)
IF 64-Bit Mode And OperandSize = 64
THEN
    DEST[31:0] ← Convert_Integer_To_Single_Precision_Floating_Point(SRC[63:0]);
ELSE
    DEST[31:0] ← Convert_Integer_To_Single_Precision_Floating_Point(SRC[31:0]);
FI;
DEST[VLMAX-1:128] ← 0

Intel C/C++ Compiler Intrinsic Equivalent
CVTSI2SS: __m128 _mm_cvtsi32_ss(__m128 a, int b)
CVTSI2SS: __m128 _mm_cvtsi64_ss(__m128 a, __int64 b)

SIMD Floating-Point Exceptions
Precision.

Other Exceptions
See Exceptions Type 3.
### Description
Converts a single-precision floating-point value in the source operand (second operand) to a double-precision floating-point value in the destination operand (first operand). The source operand can be an XMM register or a 32-bit memory location. The destination operand is an XMM register. When the source operand is an XMM register, the single-precision floating-point value is contained in the low doubleword of the register. The result is stored in the low quadword of the destination operand, and the high quadword is left unchanged.

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
**CVTSS2SD (128-bit Legacy SSE version)**
```
DEST[63:0] ← Convert_Single_Precision_To_Double_Precision_Floating_Point(SRC[31:0]);
DEST[VLMAX-1:64] (Unmodified)
```

**VCVTSS2SD (VEX.128 encoded version)**
```
DEST[63:0] ← Convert_Single_Precision_To_Double_Precision_Floating_Point(SRC2[31:0])
DEST[127:64] ← SRC1[127:64]
DEST[VLMAX-1:128] ← 0
```

**Intel C/C++ Compiler Intrinsic Equivalent**
```
CVTSS2SD: __m128d _mm_cvtsd(__m128d a, __m128 d)
```

### SIMD Floating-Point Exceptions
Invalid, Denormal.

### Other Exceptions
See Exceptions Type 3.
CVTSS2SI—Convert Scalar Single-Precision FP Value to Dword Integer

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F3 0F 2D /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE</td>
<td>Convert one single-precision floating-point value from xmm/m32 to one signed doubleword integer in r32.</td>
</tr>
<tr>
<td>CVTSS2SI r32, xmm/m32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>F3 REX.W 0F 2D /r</td>
<td>RM</td>
<td>V/N.E.</td>
<td>SSE</td>
<td>Convert one single-precision floating-point value from xmm/m32 to one signed quadword integer in r64.</td>
</tr>
<tr>
<td>CVTSS2SI r64, xmm/m32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.LIG.F3.0F.W0 2D /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Convert one single-precision floating-point value from xmm1/m32 to one signed doubleword integer in r32.</td>
</tr>
<tr>
<td>VCVTSS2SI r32, xmm1/m32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.LIG.F3.0F.W1 2D /r</td>
<td>RM</td>
<td>V/N.E.¹</td>
<td>AVX</td>
<td>Convert one single-precision floating-point value from xmm1/m32 to one signed quadword integer in r64.</td>
</tr>
<tr>
<td>VCVTSS2SI r64, xmm1/m32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

NOTES:
1. Encoding the VEX prefix with VEX.W=1 in non-64-bit mode is ignored.

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description
Converts a single-precision floating-point value in the source operand (second operand) to a signed doubleword integer (or signed quadword integer if operand size is 64 bits) in the destination operand (first operand). The source operand can be an XMM register or a memory location. The destination operand is a general-purpose register. When the source operand is an XMM register, the single-precision floating-point value is contained in the low doubleword of the register.

When a conversion is inexact, the value returned is rounded according to the rounding control bits in the MXCSR register. If a converted result is larger than the maximum signed doubleword integer, the floating-point invalid exception is raised, and if this exception is masked, the indefinite integer value (80000000H) is returned.

In 64-bit mode, the instruction can access additional registers (XMM8-XMM15, R8-R15) when used with a REX.R prefix. Use of the REX.W prefix promotes the instruction to 64-bit operands. See the summary chart at the beginning of this section for encoding data and limits.

Legacy SSE instructions: In 64-bit mode, Use of the REX.W prefix promotes the instruction to 64-bit operands. See the summary chart at the beginning of this section for encoding data and limits.

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

Operation

IF 64-bit Mode and OperandSize = 64
    THEN
        DEST[64:0] ← Convert_Single_Precision_Floating_Point_To_Integer(SRC[31:0]);
    ELSE
        DEST[31:0] ← Convert_Single_Precision_Floating_Point_To_Integer(SRC[31:0]);
    FI;
Intel C/C++ Compiler Intrinsic Equivalent
int _mm_cvtss_si32(__m128d a)
__int64 _mm_cvtss_si64(__m128d a)

SIMD Floating-Point Exceptions
Invalid, Precision.

Other Exceptions
See Exceptions Type 3; additionally
#UD If VEX.vvvv ≠ 1111B.
CVTTPD2DQ—Convert with Truncation Packed Double-Precision FP Values to Packed Dword Integers

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F E6 /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Convert two packed double-precision floating-point values from xmm2/m128 to two packed signed doubleword integers in xmm1 using truncation.</td>
</tr>
<tr>
<td>CVTTPD2DQ xmm1, xmm2/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.128.66.0F:WIG E6 /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Convert two packed double-precision floating-point values in xmm2/mem to two signed doubleword integers in xmm1 using truncation.</td>
</tr>
<tr>
<td>VCVTPD2DQ xmm1, xmm2/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.256.66.0F:WIG E6 /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Convert four packed double-precision floating-point values in ymm2/mem to four signed doubleword integers in xmm1 using truncation.</td>
</tr>
<tr>
<td>VCVTPD2DQ xmm1, ymm2/m256</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

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

When a conversion is inexact, a truncated (round toward zero) value is returned. If a converted result is larger than the maximum signed doubleword integer, the floating-point invalid exception is raised, and if this exception is masked, the indefinite integer value (80000000H) is returned.

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

VEX.256 encoded version: The source operand is a YMM register or 256-bit memory location. The destination operation is an XMM register. The upper bits (255:128) of the corresponding YMM register destination are zeroed.

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

**CVTTPD2DQ (128-bit Legacy SSE version)**

\[
\begin{align*}
\text{DEST}[31:0] & \leftarrow \text{Convert\_Double\_Precision\_Floating\_Point\_To\_Integer\_Truncate}(\text{SRC}[63:0]) \\
\text{DEST}[63:32] & \leftarrow \text{Convert\_Double\_Precision\_Floating\_Point\_To\_Integer\_Truncate}(\text{SRC}[127:64]) \\
\text{DEST}[127:64] & \leftarrow 0 \\
\text{DEST}[\text{VLMAX}-1:128] & \text{unmodified}
\end{align*}
\]

**VCVTTPD2DQ (VEX.128 encoded version)**

\[
\begin{align*}
\text{DEST}[31:0] & \leftarrow \text{Convert\_Double\_Precision\_Floating\_Point\_To\_Integer\_Truncate}(\text{SRC}[63:0]) \\
\text{DEST}[63:32] & \leftarrow \text{Convert\_Double\_Precision\_Floating\_Point\_To\_Integer\_Truncate}(\text{SRC}[127:64]) \\
\text{DEST}[\text{VLMAX}-1:64] & \leftarrow 0
\end{align*}
\]

**VCVTTPD2DQ (VEX.256 encoded version)**

\[
\begin{align*}
\text{DEST}[31:0] & \leftarrow \text{Convert\_Double\_Precision\_Floating\_Point\_To\_Integer\_Truncate}(\text{SRC}[63:0]) \\
\text{DEST}[63:32] & \leftarrow \text{Convert\_Double\_Precision\_Floating\_Point\_To\_Integer\_Truncate}(\text{SRC}[127:64]) \\
\text{DEST}[95:64] & \leftarrow \text{Convert\_Double\_Precision\_Floating\_Point\_To\_Integer\_Truncate}(\text{SRC}[191:128]) \\
\text{DEST}[127:96] & \leftarrow \text{Convert\_Double\_Precision\_Floating\_Point\_To\_Integer\_Truncate}(\text{SRC}[255:192]) \\
\text{DEST}[255:128] & \leftarrow 0
\end{align*}
\]

**Intel C/C++ Compiler Intrinsic Equivalent**

- `CVTTPD2DQ: __m128i _mm_cvtpd_epi32(__m128d a)`
- `VCVTTPD2DQ: __m128i _mm256_cvtpd_epi32 (__m256d src)`

**SIMD Floating-Point Exceptions**

Invalid, Precision.

**Other Exceptions**

See Exceptions Type 2; additionally

```
#UD If VEX.vvvv ≠ 1111B.
```
CVTTPD2PI—Convert with Truncation Packed Double-Precision FP Values to Packed Dword Integers

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 2C r</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Convert two packer double-precision floating-point values from xmm/m128 to two packed signed doubleword integers in mm using truncation.</td>
</tr>
<tr>
<td>CVTTPD2PI mm, xmm/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Converts two packed double-precision floating-point values in the source operand (second operand) to two packed signed doubleword integers in the destination operand (first operand). The source operand can be an XMM register or a 128-bit memory location. The destination operand is an MMX technology register.

When a conversion is inexact, a truncated (round toward zero) result is returned. If a converted result is larger than the maximum signed doubleword integer, the floating-point invalid exception is raised, and if this exception is masked, the indefinite integer value (80000000H) is returned.

This 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 CVTTPD2PI instruction is executed.

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

Operation

\[
\text{DEST}[31:0] \leftarrow \text{Convert\_Double\_Precision\_Floating\_Point\_To\_Integer32\_Truncate}(\text{SRC}[63:0]);
\]

\[
\text{DEST}[63:32] \leftarrow \text{Convert\_Double\_Precision\_Floating\_Point\_To\_Integer32\_Truncate}(\text{SRC}[127:64]);
\]

Intel \\ C++ Compiler Intrinsic Equivalent

CVTTPD1PI: __m64 _mm_cvttpd_pi32(__m128d a)

SIMD Floating-Point Exceptions

Invalid, Precision.

Other Mode Exceptions

See Table 22-4, "Exception Conditions for Legacy SIMD/MMX Instructions with FP Exception and 16-Byte Alignment," in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3B.
CVTTPS2DQ—Convert with Truncation Packed Single-Precision FP Values to Packed Dword Integers

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F3 0F 5B /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Convert four single-precision floating-point values from xmm2/m128 to four signed doubleword integers in xmm1 using truncation.</td>
</tr>
<tr>
<td>CVTTPS2DQ xmm1, xmm2/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.128.F3.0F:WIG 5B /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Convert four packed single precision floating-point values from xmm2/mem to four packed signed doubleword values in xmm1 using truncation.</td>
</tr>
<tr>
<td>VCVTTPS2DQ xmm1, xmm2/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.256.F3.0F:WIG 5B /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Convert eight packed single precision floating-point values from ymm2/mem to eight packed signed doubleword values in ymm1 using truncation.</td>
</tr>
<tr>
<td>VCVTTPS2DQ ymm1, ymm2/m256</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRMreg (w)</td>
<td>ModRMrm/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

Converts four or eight packed single-precision floating-point values in the source operand to four or eight signed doubleword integers in the destination operand.

When a conversion is inexact, a truncated (round toward zero) value is returned. If a converted result is larger than the maximum signed doubleword integer, the floating-point invalid exception is raised, and if this exception is masked, the indefinite integer value (80000000H) is returned.

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 source operand is an XMM register or 128-bit memory location. The destination operation is an XMM register. The upper bits (VMLMAX-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 operation is a YMM register. The upper bits (VMLMAX-1:128) of the corresponding YMM register destination are zeroed.

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

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

### Operation

**CVTTPS2DQ (128-bit Legacy SSE version)**

DEST[31:0] \(\leftarrow\) Convert_Single_Precision_Floating_Point_To_Integer_Truncate(SRC[31:0])

DEST[63:32] \(\leftarrow\) Convert_Single_Precision_Floating_Point_To_Integer_Truncate(SRC[63:32])

DEST[95:64] \(\leftarrow\) Convert_Single_Precision_Floating_Point_To_Integer_Truncate(SRC[95:64])

DEST[127:96] \(\leftarrow\) Convert_Single_Precision_Floating_Point_To_Integer_Truncate(SRC[127:96])

DEST[VMLMAX-1:128] (unmodified)
VCVTPS2DQ (VEX.128 encoded version)
DEST[31:0] ← Convert_Single_Precision_Floating_Point_To_Integer_Truncate(SRC[31:0])
DEST[63:32] ← Convert_Single_Precision_Floating_Point_To_Integer_Truncate(SRC[63:32])
DEST[95:64] ← Convert_Single_Precision_Floating_Point_To_Integer_Truncate(SRC[95:64])
DEST[127:96] ← Convert_Single_Precision_Floating_Point_To_Integer_Truncate(SRC[127:96])
DEST[VLMAX-1:128] ← 0

VCVTPS2DQ (VEX.256 encoded version)
DEST[31:0] ← Convert_Single_Precision_Floating_Point_To_Integer_Truncate(SRC[31:0])
DEST[63:32] ← Convert_Single_Precision_Floating_Point_To_Integer_Truncate(SRC[63:32])
DEST[95:64] ← Convert_Single_Precision_Floating_Point_To_Integer_Truncate(SRC[95:64])
DEST[127:96] ← Convert_Single_Precision_Floating_Point_To_Integer_Truncate(SRC[127:96])
DEST[159:128] ← Convert_Single_Precision_Floating_Point_To_Integer_Truncate(SRC[159:128])
DEST[191:160] ← Convert_Single_Precision_Floating_Point_To_Integer_Truncate(SRC[191:160])
DEST[223:192] ← Convert_Single_Precision_Floating_Point_To_Integer_Truncate(SRC[223:192])
DEST[255:224] ← Convert_Single_Precision_Floating_Point_To_Integer_Truncate(SRC[255:224])

Intel C/C++ Compiler Intrinsic Equivalent
CVTTPS2DQ: __m128i _mm_cvttps_epi32(__m128 a)
VCVTPS2DQ: __m256i _mm256_cvttps_epi32 (__m256 a)

SIMD Floating-Point Exceptions
Invalid, Precision.

Other Exceptions
See Exceptions Type 2; additionally
#UD If VEX.vvvv ≠ 1111B.
**CVTTPS2PI—Convert with Truncation Packed Single-Precision FP Values to Packed Dword Integers**

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/ En</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 2C /r CVTTPS2PI mm, xmm/m64</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Convert two single-precision floating-point values from xmm/m64 to two signed doubleword signed integers in mm using truncation.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Converts two packed single-precision floating-point values in the source operand (second operand) to two packed signed doubleword integers in the destination operand (first operand). The source operand can be an XMM register or a 64-bit memory location. The destination operand is an MMX technology register. When the source operand is an XMM register, the two single-precision floating-point values are contained in the low quadword of the register.

When a conversion is inexact, a truncated (round toward zero) result is returned. If a converted result is larger than the maximum signed doubleword integer, the floating-point invalid exception is raised, and if this exception is masked, the indefinite integer value (80000000H) is returned.

This 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 CVTTPS2PI instruction is executed.

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

**Operation**

DEST[31:0] ← Convert_Single_Precision_Floating_Point_To_Integer_Truncate(SRC[31:0]);
DEST[63:32] ← Convert_Single_Precision_Floating_Point_To_Integer_Truncate(SRC[63:32]);

**Intel C/C++ Compiler Intrinsic Equivalent**

CVTTPS2PI: __m64 _mm_cvttps_pi32(__m128 a)

**SIMD Floating-Point Exceptions**

Invalid, Precision.

**Other Exceptions**

See Table 22-5, “Exception Conditions for Legacy SIMD/MMX Instructions with XMM and FP Exception,” in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3B.
CVTTSD2SI—Convert with Truncation Scalar Double-Precision FP Value to Signed Integer

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/ En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F2 0F 2C /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Convert one double-precision floating-point value from xmm/m64 to one signed doubleword integer in r32 using truncation.</td>
</tr>
<tr>
<td>CVTTSD2SI r32, xmm/m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>F2 REX.W 0F 2C /r</td>
<td>RM</td>
<td>V/N.E.</td>
<td>SSE2</td>
<td>Convert one double precision floating-point value from xmm/m64 to one signedquadword integer in r64 using truncation.</td>
</tr>
<tr>
<td>CVTTSD2SI r64, xmm/m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.LIG.F2.0FW0 2C /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Convert one double-precision floating-point value from xmm1/m64 to one signed doubleword integer in r32 using truncation.</td>
</tr>
<tr>
<td>VCVTTS2D2SI r32, xmm1/m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.LIG.F2.0FW1 2C /r</td>
<td>RM</td>
<td>V/N.E.¹</td>
<td>AVX</td>
<td>Convert one double precision floating-point value from xmm1/m64 to one signed quadword integer in r64 using truncation.</td>
</tr>
<tr>
<td>VCVTTS2D2SI r64, xmm1/m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

NOTES:
1. Encoding the VEX prefix with VEX.W=1 in non-64-bit mode is ignored.

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Converts a double-precision floating-point value in the source operand (second operand) to a signed doubleword integer (or signed quadword integer if operand size is 64 bits) in the destination operand (first operand). The source operand can be an XMM register or a 64-bit memory location. The destination operand is a general purpose register. When the source operand is an XMM register, the double-precision floating-point value is contained in the low quadword of the register.

When a conversion is inexact, a truncated (round toward zero) result is returned. If a converted result is larger than the maximum signed doubleword integer, the floating point invalid exception is raised. If this exception is masked, the indefinite integer value (80000000H) is returned.

Legacy SSE instructions: In 64-bit mode, Use of the REX.W prefix promotes the instruction to 64-bit operation. See the summary chart at the beginning of this section for encoding data and limits.

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

Operation

IF 64-Bit Mode and OperandSize = 64
THEN
    DEST[63:0] ← Convert_Double_Precision_Floating_Point_To_Integer64_Truncate(SRC[63:0]);
ELSE
    DEST[31:0] ← Convert_Double_Precision_Floating_Point_To_Integer32_Truncate(SRC[63:0]);
FI;

Intel C/C++ Compiler Intrinsic Equivalent

int _mm_cvttsd_si32(_m128d a)
__int64 _mm_cvttss_dm64(__m128d a)
**SIMD Floating-Point Exceptions**
Invalid, Precision.

**Other Exceptions**
See Exceptions Type 3; additionally
#UD If VEX.vvvv ≠ 1111B.
CVTTSS2SI—Convert with Truncation Scalar Single-Precision FP Value to Dword Integer

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/ En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F3 OF 2C /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE</td>
<td>Convert one single-precision floating-point value from xmm/m32 to one signed doubleword integer in r32 using truncation.</td>
</tr>
<tr>
<td>CVTTSS2SI r32, xmm/m32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>F3 REX.W OF 2C /r</td>
<td>RM</td>
<td>V/N.E.</td>
<td>SSE</td>
<td>Convert one single-precision floating-point value from xmm/m32 to one signed quadword integer in r64 using truncation.</td>
</tr>
<tr>
<td>CVTTSS2SI r64, xmm/m32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.LIG.F3.0F.W0 2C /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Convert one single-precision floating-point value from xmm1/m32 to one signed doubleword integer in r32 using truncation.</td>
</tr>
<tr>
<td>VCVTSS2SI r32, xmm1/m32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.LIG.F3.0F.W1 2C /r</td>
<td>RM</td>
<td>V/N.E.¹</td>
<td>AVX</td>
<td>Convert one single-precision floating-point value from xmm1/m32 to one signed quadword integer in r64 using truncation.</td>
</tr>
<tr>
<td>VCVTSS2SI r64, xmm1/m32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

NOTES:
1. Encoding the VEX prefix with VEX.W=1 in non-64-bit mode is ignored.

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Converts a single-precision floating-point value in the source operand (second operand) to a signed doubleword integer (or signed quadword integer if operand size is 64 bits) in the destination operand (first operand). The source operand can be an XMM register or a 32-bit memory location. The destination operand is a general-purpose register. When the source operand is an XMM register, the single-precision floating-point value is contained in the low doubleword of the register.

When a conversion is inexact, a truncated (round toward zero) result is returned. If a converted result is larger than the maximum signed doubleword integer, the floating-point invalid exception is raised. If this exception is masked, the indefinite integer value (80000000H) is returned.

Legacy SSE instructions: In 64-bit mode, the instruction can access additional registers (XMM8-XMM15, R8-R15) when used with a REX.R prefix. Use of the REX.W prefix promotes the instruction to 64-bit operation. See the summary chart at the beginning of this section for encoding data and limits.

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

Operation

IF 64-Bit Mode and OperandSize = 64
THEN
    DEST[63:0] ← Convert_Single_Precision_Floating_Point_To_Integer_Truncate(SRC[31:0]);
ELSE
    DEST[31:0] ← Convert_Single_Precision_Floating_Point_To_Integer_Truncate(SRC[31:0]);
FI;
Intel C/C++ Compiler Intrinsic Equivalent

int _mm_cvttss_si32(__m128d a)
__int64 _mm_cvttss_si64(__m128d a)

SIMD Floating-Point Exceptions
Invalid, Precision.

Other Exceptions
See Exceptions Type 3; additionally
#UD If VEX.vvvv ≠ 1111B.
CWD/CDQ/CQO—Convert Word to Doubleword/Convert Doubleword to Quadword

**Description**

Doubles the size of the operand in register AX, EAX, or RAX (depending on the operand size) by means of sign extension and stores the result in registers DX:AX, EDX:EAX, or RDX:RAX, respectively. The CWD instruction copies the sign (bit 15) of the value in the AX register into every bit position in the DX register. The CDQ instruction copies the sign (bit 31) of the value in the EAX register into every bit position in the EDX register. The CQO instruction (available in 64-bit mode only) copies the sign (bit 63) of the value in the RAX register into every bit position in the RDX register.

The CWD instruction can be used to produce a doubleword dividend from a word before word division. The CDQ instruction can be used to produce a quadword dividend from a doubleword before doubleword division. The CQO instruction can be used to produce a double quadword dividend from a quadword before a quadword division.

The CWD and CDQ mnemonics reference the same opcode. The CWD instruction is intended for use when the operand-size attribute is 16 and the CDQ instruction for when the operand-size attribute is 32. Some assemblers may force the operand size to 16 when CWD is used and to 32 when CDQ is used. Others may treat these mnemonics as synonyms (CW/CQ) and use the current setting of the operand-size attribute to determine the size of values to be converted, regardless of the mnemonic used.

In 64-bit mode, use of the REX.W prefix promotes operation to 64 bits. The CQO mnemonics reference the same opcode as CWD/CDQ. See the summary chart at the beginning of this section for encoding data and limits.

**Operation**

If OperandSize = 16 (* CWD instruction *)

    THEN
        DX ← SignExtend(AX);
    ELSE IF OperandSize = 32 (* CDQ instruction *)

        EDX ← SignExtend(EAX); Fl;
    ELSE IF 64-Bit Mode and OperandSize = 64 (* CQO instruction* )

        RDX ← SignExtend(RAX); Fl;

Fl;

**Flags Affected**

None.

**Exceptions (All Operating Modes)**

#UD If the LOCK prefix is used.
DAA—Decimal Adjust AL after Addition

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>27</td>
<td>DAA</td>
<td>NP</td>
<td>Invalid</td>
<td>Valid</td>
<td>Decimal adjust AL after addition.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Adjusts the sum of two packed BCD values to create a packed BCD result. The AL register is the implied source and destination operand. The DAA instruction is only useful when it follows an ADD instruction that adds (binary addition) two 2-digit, packed BCD values and stores a byte result in the AL register. The DAA instruction then adjusts the contents of the AL register to contain the correct 2-digit, packed BCD result. If a decimal carry is detected, the CF and AF flags are set accordingly.

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

Operation

IF 64-Bit Mode
    THEN
    #UD;
    ELSE
        old_AL ← AL;
        old_CF ← CF;
        CF ← 0;
        IF (((AL AND 0FH) > 9) or AF = 1)
            THEN
                AL ← AL + 6;
                CF ← old_CF or (Carry from AL ← AL + 6);
                AF ← 1;
            ELSE
                AF ← 0;
            FI;
        IF ((old_AL > 99H) or (old_CF = 1))
            THEN
                AL ← AL + 60H;
                CF ← 1;
            ELSE
                CF ← 0;
            FI;
    FI;

Example

ADD AL, BL  Before: AL=79H BL=35H EFLAGS(OSZAPC)=XXXXXX
              After: AL=AEH BL=35H EFLAGS(OSZAPC)=110000
DAA             Before: AL=AEH BL=35H EFLAGS(OSZAPC)=110000
              After: AL=14H BL=35H EFLAGS(OSZAPC)=X00111
DAA             Before: AL=2EH BL=35H EFLAGS(OSZAPC)=110000
              After: AL=34H BL=35H EFLAGS(OSZAPC)=X00101
Flags Affected
The CF and AF flags are set if the adjustment of the value results in a decimal carry in either digit of the result (see the “Operation” section above). The SF, ZF, and PF flags are set according to the result. The OF flag is undefined.

Protected Mode Exceptions
#UD If the LOCK prefix is used.

Real-Address Mode Exceptions
#UD If the LOCK prefix is used.

Virtual-8086 Mode Exceptions
#UD If the LOCK prefix is used.

Compatibility Mode Exceptions
#UD If the LOCK prefix is used.

64-Bit Mode Exceptions
#UD If in 64-bit mode.
DAS—Decimal Adjust AL after Subtraction

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Comp/Log Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>2F</td>
<td>DAS</td>
<td>NP</td>
<td>Invalid</td>
<td>Valid</td>
<td>Decimal adjust AL after subtraction.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Adjusts the result of the subtraction of two packed BCD values to create a packed BCD result. The AL register is the implied source and destination operand. The DAS instruction is only useful when it follows a SUB instruction that subtracts (binary subtraction) one 2-digit, packed BCD value from another and stores a byte result in the AL register. The DAS instruction then adjusts the contents of the AL register to contain the correct 2-digit, packed BCD result. If a decimal borrow is detected, the CF and AF flags are set accordingly.

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

**Operation**

If 64-Bit Mode

THEN

    #UD;

ELSE

    old_AL ← AL;
    old_CF ← CF;
    CF ← 0;
    IF (((AL AND 0FH) > 9) or AF = 1)
    THEN
        AL ← AL - 6;
        CF ← old_CF or (Borrow from AL ← AL - 6);
        AF ← 1;
    ELSE
        AF ← 0;
    FI;

    IF ((old_AL > 99H) or (old_CF = 1))
    THEN
        AL ← AL - 60H;
        CF ← 1;
    FI;

FI;

**Example**

SUB  AL, BL  Before: AL = 35H, BL = 47H, EFLAGS(OSZAPC) = X000000X
     After: AL = EEH, BL = 47H, EFLAGS(OSZAPC) = 010111

DAA  Before: AL = EEH, BL = 47H, EFLAGS(OSZAPC) = 010111
     After: AL = 88H, BL = 47H, EFLAGS(OSZAPC) = X10111
**Flags Affected**

The CF and AF flags are set if the adjustment of the value results in a decimal borrow in either digit of the result (see the “Operation” section above). The SF, ZF, and PF flags are set according to the result. The OF flag is undefined.

**Protected Mode Exceptions**

#UD If the LOCK prefix is used.

**Real-Address Mode Exceptions**

#UD If the LOCK prefix is used.

**Virtual-8086 Mode Exceptions**

#UD If the LOCK prefix is used.

**Compatibility Mode Exceptions**

#UD If the LOCK prefix is used.

**64-Bit Mode Exceptions**

#UD If in 64-bit mode.
DEC—Decrement by 1

### Description
Subtracts 1 from the destination operand, while preserving the state of the CF flag. The destination operand can be a register or a memory location. This instruction allows a loop counter to be updated without disturbing the CF flag. (To perform a decrement operation that updates the CF flag, use a SUB instruction with an immediate operand of 1.)

This instruction can be used with a LOCK prefix to allow the instruction to be executed atomically.

In 64-bit mode, DEC r16 and DEC r32 are not encodable (because opcodes 48H through 4FH are REX prefixes). Otherwise, the instruction’s 64-bit mode default operation size is 32 bits. Use of the REX.R prefix permits access to additional registers (R8-R15). Use of the REX.W prefix promotes operation to 64 bits.

See the summary chart at the beginning of this section for encoding data and limits.

### Operation
DEST ← DEST - 1;

### Flags Affected
The CF flag is not affected. The OF, SF, ZF, AF, and PF flags are set according to the result.

### Protected Mode Exceptions
- #GP(0) If the destination operand is located in a non-writable segment.
- If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- If the DS, ES, FS, or GS register contains a NULL segment selector.
- #SS(0) If a memory operand effective address is outside the SS segment limit.
- #PF(fault-code) If a page fault occurs.
- #AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
- #UD If the LOCK prefix is used but the destination is not a memory operand.

### Instruction Operands Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>M</td>
<td>ModRM:r/m (r, w)</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>0</td>
<td>opcode + rd (r, w)</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**NOTES:**
* In 64-bit mode, r/m8 cannot be encoded to access the following byte registers if a REX prefix is used: AH, BH, CH, DH.
Real-Address Mode Exceptions
#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#UD If the LOCK prefix is used but the destination is not a memory operand.

Virtual-8086 Mode Exceptions
#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used but the destination is not a memory operand.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the
current privilege level is 3.
#UD If the LOCK prefix is used but the destination is not a memory operand.
DIV—Unsigned Divide

### Opcode

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F6 /6</td>
<td>DIV r/m8</td>
<td>M</td>
<td>Valid</td>
<td>Valid</td>
<td>Unsigned divide AX by r/m8, with result stored in AL ← Quotient, AH ← Remainder.</td>
</tr>
<tr>
<td>REX + F6 /6</td>
<td>DIV r/m8*</td>
<td>M</td>
<td>Valid</td>
<td>N.E.</td>
<td>Unsigned divide AX by r/m8, with result stored in AL ← Quotient, AH ← Remainder.</td>
</tr>
<tr>
<td>F7 /6</td>
<td>DIV r/m16</td>
<td>M</td>
<td>Valid</td>
<td>Valid</td>
<td>Unsigned divide DX:AX by r/m16, with result stored in AX ← Quotient, DX ← Remainder.</td>
</tr>
<tr>
<td>F7 /6</td>
<td>DIV r/m32</td>
<td>M</td>
<td>Valid</td>
<td>Valid</td>
<td>Unsigned divide EDX:EAX by r/m32, with result stored in EAX ← Quotient, EDX ← Remainder.</td>
</tr>
<tr>
<td>REX.W + F7 /6</td>
<td>DIV r/m64</td>
<td>M</td>
<td>Valid</td>
<td>N.E.</td>
<td>Unsigned divide RDX:RAX by r/m64, with result stored in RAX ← Quotient, RDX ← Remainder.</td>
</tr>
</tbody>
</table>

### Notes:

* In 64-bit mode, r/m8 can not be encoded to access the following byte registers if a REX prefix is used: AH, BH, CH, DH.

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>M</td>
<td>ModRM:r/m (w)</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

Divides unsigned the value in the AX, DX:AX, EDX:EAX, or RDX:RAX registers (dividend) by the source operand (divisor) and stores the result in the AX (AH:AL), DX:AX, EDX:EAX, or RDX:RAX registers. The source operand can be a general-purpose register or a memory location. The action of this instruction depends on the operand size (dividend/divisor). Division using 64-bit operand is available only in 64-bit mode.

Non-integral results are truncated (chopped) towards 0. The remainder is always less than the divisor in magnitude. Overflow is indicated with the #DE (divide error) exception rather than with the CF flag.

In 64-bit mode, the instruction’s default operation size is 32 bits. Use of the REX.R prefix permits access to additional registers (R8-R15). Use of the REX.W prefix promotes operation to 64 bits. In 64-bit mode when REX.W is applied, the instruction divides the unsigned value in RDX:RAX by the source operand and stores the quotient in RAX, the remainder in RDX.

See the summary chart at the beginning of this section for encoding data and limits. See Table 3-25.

### Table 3-25. DIV Action

<table>
<thead>
<tr>
<th>Operand Size</th>
<th>Dividend</th>
<th>Divisor</th>
<th>Quotient</th>
<th>Remainder</th>
<th>Maximum Quotient</th>
</tr>
</thead>
<tbody>
<tr>
<td>Word/byte</td>
<td>AX</td>
<td>r/m8</td>
<td>AL</td>
<td>AH</td>
<td>255</td>
</tr>
<tr>
<td>Doubleword/word</td>
<td>DX:AX</td>
<td>r/m16</td>
<td>AX</td>
<td>DX</td>
<td>65,535</td>
</tr>
<tr>
<td>Quadword/doubleword</td>
<td>EDX:EAX</td>
<td>r/m32</td>
<td>EAX</td>
<td>EDX</td>
<td>$2^{32} - 1$</td>
</tr>
<tr>
<td>Doublequadword/quadword</td>
<td>RDX:RAX</td>
<td>r/m64</td>
<td>RAX</td>
<td>RDX</td>
<td>$2^{64} - 1$</td>
</tr>
</tbody>
</table>
Operation

\[
\text{IF SRC} = 0 \\
\quad \text{THEN} \#DE; \text{Fl}; (* \text{Divide Error} *) \\
\text{IF OperandSize} = 8 (* \text{Word/Byte Operation} *) \\
\quad \text{THEN} \\
\quad \quad \text{temp} \leftarrow AX / SRC; \\
\quad \quad \text{IF temp} > \text{FFH} \\
\quad \quad \quad \text{THEN} \#DE; (* \text{Divide error} *) \\
\quad \quad \quad \text{ELSE} \\
\quad \quad \quad \quad \text{AL} \leftarrow \text{temp}; \\
\quad \quad \quad \quad \text{AH} \leftarrow \text{AX MOD SRC}; \\
\quad \quad \text{Fl}; \\
\quad \text{ELSE IF OperandSize} = 16 (* \text{Doubleword/word operation} *) \\
\quad \quad \text{THEN} \\
\quad \quad \quad \text{temp} \leftarrow \text{DX:AX} / SRC; \\
\quad \quad \quad \text{IF temp} > \text{FFFFH} \\
\quad \quad \quad \quad \text{THEN} \#DE; (* \text{Divide error} *) \\
\quad \quad \quad \quad \text{ELSE} \\
\quad \quad \quad \quad \text{AX} \leftarrow \text{temp}; \\
\quad \quad \quad \quad \text{DX} \leftarrow \text{DX:AX MOD SRC}; \\
\quad \quad \quad \text{Fl}; \\
\quad \text{Fl}; \\
\quad \text{ELSE IF Operandsize} = 32 (* \text{Quadword/doubleword operation} *) \\
\quad \quad \text{THEN} \\
\quad \quad \quad \text{temp} \leftarrow \text{EDX:EAX} / SRC; \\
\quad \quad \quad \text{IF temp} > \text{FFFFFFFFH} \\
\quad \quad \quad \quad \text{THEN} \#DE; (* \text{Divide error} *) \\
\quad \quad \quad \quad \text{ELSE} \\
\quad \quad \quad \quad \text{EAX} \leftarrow \text{temp}; \\
\quad \quad \quad \quad \text{EDX} \leftarrow \text{EDX:EAX MOD SRC}; \\
\quad \quad \quad \text{Fl}; \\
\quad \text{Fl}; \\
\quad \text{ELSE IF 64-Bit Mode and Operandsize} = 64 (* \text{Doublequadword/quadword operation} *) \\
\quad \quad \text{THEN} \\
\quad \quad \quad \text{temp} \leftarrow \text{RDX:RAX} / SRC; \\
\quad \quad \quad \text{IF temp} > \text{FFFFFFFFFFFFFFFFH} \\
\quad \quad \quad \quad \text{THEN} \#DE; (* \text{Divide error} *) \\
\quad \quad \quad \quad \text{ELSE} \\
\quad \quad \quad \quad \text{RAX} \leftarrow \text{temp}; \\
\quad \quad \quad \quad \text{RDX} \leftarrow \text{RDX:RAX MOD SRC}; \\
\quad \quad \quad \text{Fl}; \\
\quad \text{Fl}; \\
\text{Fl};
\]

Flags Affected
The CF, OF, SF, ZF, AF, and PF flags are undefined.

Protected Mode Exceptions

\#DE \quad \text{If the source operand (divisor) is 0} \\
\text{If the quotient is too large for the designated register.}

\#GP(0) \quad \text{If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.} \\
\text{If the DS, ES, FS, or GS register contains a NULL segment selector.}
DIV—Unsigned Divide

#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.

Real-Address Mode Exceptions
#DE If the source operand (divisor) is 0.
If the quotient is too large for the designated register.
#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
If the DS, ES, FS, or GS register contains a NULL segment selector.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#UD If the LOCK prefix is used.

Virtual-8086 Mode Exceptions
#DE If the source operand (divisor) is 0.
If the quotient is too large for the designated register.
#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#DE If the source operand (divisor) is 0
If the quotient is too large for the designated register.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.
DIVPD—Divide Packed Double-Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 5E /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Divide packed double-precision floating-point values in xmm1 by packed double-precision floating-point values xmm2/m128.</td>
</tr>
<tr>
<td>DIVPD xmm1, xmm2/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.128.66.0F.WIG 5E /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Divide packed double-precision floating-point values in xmm2 by packed double-precision floating-point values in xmm3/mem.</td>
</tr>
<tr>
<td>VDIVPD xmm1, xmm2, xmm3/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.256.66.0F.WIG 5E /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Divide packed double-precision floating-point values in ymm2 by packed double-precision floating-point values in ymm3/mem.</td>
</tr>
<tr>
<td>VDIVPD ymm1, ymm2, ymm3/m256</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Performs an SIMD divide of the two or four packed double-precision floating-point values in the first source operand by the two or four packed double-precision floating-point values in the second source operand. See Chapter 11 in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1, for an overview of a SIMD double-precision floating-point operation.

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 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

DIVPD (128-bit Legacy SSE version)
DEST[63:0] ← SRC1[63:0] / SRC2[63:0]
DEST[VLMAX-1:128] (Unmodified)

VDIVPD (VEX.128 encoded version)
DEST[63:0] ← SRC1[63:0] / SRC2[63:0]
DEST[VLMAX-1:128] ← 0
VDIVPD (VEX.256 encoded version)
DEST[63:0] ← SRC1[63:0] / SRC2[63:0]

Intel C/C++ Compiler Intrinsic Equivalent
DIVPD: __m128d _mm_div_pd(__m128d a, __m128d b)
VDIVPD: __m256d _mm256_div_pd (__m256d a, __m256d b);

SIMD Floating-Point Exceptions
Overflow, Underflow, Invalid, Divide-by-Zero, Precision, Denormal.

Other Exceptions
See Exceptions Type 2.
DIVPS—Divide Packed Single-Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 5E /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE</td>
<td>Divide packed single-precision floating-point values in xmm1 by packed single-precision floating-point values xmm2/m128.</td>
</tr>
<tr>
<td>DIVPS xmm1, xmm2/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.128.0F:WIG 5E /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Divide packed single-precision floating-point values in xmm2 by packed double-precision floating-point values in xmm3/mem.</td>
</tr>
<tr>
<td>VDIVPS xmm1, xmm2, xmm3/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.256.0F:WIG 5E /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Divide packed single-precision floating-point values in ymm2 by packed double-precision floating-point values in ymm3/mem.</td>
</tr>
<tr>
<td>VDIVPS ymm1, ymm2, ymm3/m256</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Performs an SIMD divide of the four or eight packed single-precision floating-point values in the first source operand by the four or eight packed single-precision floating-point values in the second source operand. See Chapter 10 in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1*, for an overview of a SIMD single-precision floating-point operation.

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 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**

**DIVPS (128-bit Legacy SSE version)**

DEST[31:0] ← SRC1[31:0] / SRC2[31:0]
DEST[95:64] ← SRC1[95:64] / SRC2[95:64]
DEST[VLMAX-1:128] (Unmodified)

**VDIVPS (VEX.128 encoded version)**

DEST[31:0] ← SRC1[31:0] / SRC2[31:0]
DEST[95:64] ← SRC1[95:64] / SRC2[95:64]
DEST[VLMAX-1:128] ← 0
VDIVPS (VEX.256 encoded version)

DEST[31:0] ← SRC1[31:0] / SRC2[31:0]
DEST[95:64] ← SRC1[95:64] / SRC2[95:64]

Intel C/C++ Compiler Intrinsic Equivalent

DIVPS: __m128 _mm_div_ps(__m128 a, __m128 b)
VDIVPS: __m256 _mm256_div_ps (__m256 a, __m256 b);

SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Divide-by-Zero, Precision, Denormal.

Other Exceptions

See Exceptions Type 2.
DIVSD—Divide Scalar Double-Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F2 0F 5E /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Divide low double-precision floating-point value in xmm1 by low double-precision floating-point value in xmm2/mem64.</td>
</tr>
<tr>
<td>DIVSD xmm1, xmm2/m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.LIG.F2.0F.WIG 5E /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Divide low double-precision floating point values in xmm2 by low double precision floating-point value in xmm3/mem64.</td>
</tr>
<tr>
<td>VDIVSD xmm1, xmm2, xmm3/m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Divides the low double-precision floating-point value in the first source operand by the low double-precision floating-point value in the second source operand, and stores the double-precision floating-point result in the destination operand. The second source operand can be an XMM register or a 64-bit memory location. The first source and destination hyperions are XMM registers. The high quadword of the destination operand is copied from the high quadword of the first source operand. See Chapter 11 in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1, for an overview of a scalar double-precision floating-point operation.

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 first source operand and the destination operand are the same. Bits (VLMAX-1:64) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: Bits (VLMAX-1:128) of the destination YMM register are zeroed.

**Operation**

**DIVSD (128-bit Legacy SSE version)**

DEST[63:0] ← DEST[63:0] / SRC[63:0]
DEST[VLMAX-1:64] (Unmodified)

**VDIVSD (VEX.128 encoded version)**

DEST[63:0] ← SRC1[63:0] / SRC2[63:0]
DEST[127:64] ← SRC1[127:64]
DEST[VLMAX-1:128] ← 0

**Intel C/C++ Compiler Intrinsic Equivalent**

DIVSD: _m128d_mm_div_sd (_m128d a, _m128d b)

**SIMD Floating-Point Exceptions**

Overflow, Underflow, Invalid, Divide-by-Zero, Precision, Denormal.

**Other Exceptions**

See Exceptions Type 3.
DIVSS—Divide Scalar Single-Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F3 0F SE /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE</td>
<td>Divide low single-precision floating-point value in xmm1 by low single-precision floating-point value in xmm2/m32.</td>
</tr>
<tr>
<td>DIVSS xmm1, xmm2/m32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.LIG.F3.0F:WIG SE /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Divide low single-precision floating-point value in xmm2 by low single precision floating-point value in xmm3/m32.</td>
</tr>
<tr>
<td>VDIVSS xmm1, xmm2, xmm3/m32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Divides the low single-precision floating-point value in the first source operand by the low single-precision floating-point value in the second source operand, and stores the single-precision floating-point result in the destination operand. The second source operand can be an XMM register or a 32-bit memory location. The first source and destination operands are XMM registers. The three high-order doublewords of the destination are copied from the same doublewords of the first source operand. See Chapter 10 in the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1, for an overview of a scalar single-precision floating-point operation.

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 first source operand and the destination operand are the same. Bits (VLMAX-1:32) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: Bits (VLMAX-1:128) of the destination YMM register are zeroed.

Operation

**DIVSS (128-bit Legacy SSE version)**
DEST[31:0] ← DEST[31:0] / SRC[31:0]
DEST[VLMAX-1:32] (Unmodified)

**VDIVSS (VEX.128 encoded version)**
DEST[31:0] ← SRC1[31:0] / SRC2[31:0]
DEST[VLMAX-1:128] ← 0

**Intel C/C++ Compiler Intrinsic Equivalent**
DIVSS: __m128 _mm_div_ss(__m128 a, __m128 b)

**SIMD Floating-Point Exceptions**
Overflow, Underflow, Invalid, Divide-by-Zero, Precision, Denormal.

**Other Exceptions**
See Exceptions Type 3.
DPPD — Dot Product of Packed Double Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 3A 41 /r ib</td>
<td>RMI</td>
<td>V/V</td>
<td>SSE4_1</td>
<td>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.</td>
</tr>
<tr>
<td>DPPD xmm1, xmm2/m128, imm8</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.128.66.0F3A.WIG 41 /r ib</td>
<td>RVMI</td>
<td>V/V</td>
<td>AVX</td>
<td>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.</td>
</tr>
<tr>
<td>VDPPD xmm1,xmm2, xmm3/m128, imm8</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RMI</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>imm8</td>
<td>NA</td>
</tr>
<tr>
<td>RVMI</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>imm8</td>
</tr>
</tbody>
</table>

**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; Fl;
IF (imm8[5] = 1)
  THEN Temp1[127:64] ← DEST[127:64] * SRC[127:64]; // update SIMD exception flags
  ELSE Temp1[127:64] ← +0.0; Fl;
/* 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; Fl;
IF (imm8[1] = 1)
  THEN DEST[127:64] ← Temp2[63:0];
  ELSE DEST[127:64] ← +0.0; Fl;
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.
DPPS — Dot Product of Packed Single Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 3A 40 /r ib</td>
<td>RMI</td>
<td>V/V</td>
<td>SSE4_1</td>
<td>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.</td>
</tr>
<tr>
<td>DPPS xmm1, xmm2/m128, imm8</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.128.66.0F3A.W0 40 /r ib</td>
<td>RVMI</td>
<td>V/V</td>
<td>AVX</td>
<td>Multiply packed SP floating point values from xmm1 with packed SP floating point values from xmm2/mem selectively add and store to xmm1.</td>
</tr>
<tr>
<td>VDPPS xmm1,xmm2, xmm3/m128, imm8</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.256.66.0F3A.W0 40 /r ib</td>
<td>RVMI</td>
<td>V/V</td>
<td>AVX</td>
<td>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.</td>
</tr>
<tr>
<td>VDPPS ymm1, ymm2, ymm3/m256, imm8</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RMI</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>imm8</td>
<td>NA</td>
</tr>
<tr>
<td>RVMI</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>imm8</td>
</tr>
</tbody>
</table>

**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**

\[ \text{DP\_primitive (SRC1, SRC2)} \]

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

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

**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[255:128] ← 0

**VDPPS (VEX.256 encoded version)**

DEST[127:0] ← DP\_Primitive(SRC1[127:0], SRC2[127:0]);

**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.
**EMMS—Empty MMX Technology State**

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 77</td>
<td>EMMS</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Set the x87 FPU tag word to empty.</td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Sets the values of all the tags in the x87 FPU tag word to empty (all 1s). This operation marks the x87 FPU data registers (which are aliased to the MMX technology registers) as available for use by x87 FPU floating-point instructions. (See Figure 8-7 in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1*, for the format of the x87 FPU tag word.) All other MMX instructions (other than the EMMS instruction) set all the tags in x87 FPU tag word to valid (all 0s).

The EMMS instruction must be used to clear the MMX technology state at the end of all MMX technology procedures or subroutines and before calling other procedures or subroutines that may execute x87 floating-point instructions. If a floating-point instruction loads one of the registers in the x87 FPU data register stack before the x87 FPU tag word has been reset by the EMMS instruction, an x87 floating-point register stack overflow can occur that will result in an x87 floating-point exception or incorrect result.

EMMS operation is the same in non-64-bit modes and 64-bit mode.

**Operation**

\[ x87\text{FPUTagWord} \leftarrow \text{FFFFH}; \]

**Intel C/C++ Compiler Intrinsic Equivalent**

void _mm_empty()

**Flags Affected**

None.

**Protected Mode Exceptions**

- #UD If CR0.EM[bit 2] = 1.
- #NM If CR0.TS[bit 3] = 1.
- #MF If there is a pending FPU exception.
- #UD If the LOCK prefix is used.

**Real-Address Mode Exceptions**

Same exceptions as in protected mode.

**Virtual-8086 Mode Exceptions**

Same exceptions as in protected mode.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.
64-Bit Mode Exceptions
Same exceptions as in protected mode.
ENTER—Make Stack Frame for Procedure Parameters

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CB iw 00</td>
<td>ENTER imm16, 0</td>
<td>II</td>
<td>Valid</td>
<td>Valid</td>
<td>Create a stack frame for a procedure.</td>
</tr>
<tr>
<td>CB iw 01</td>
<td>ENTER imm16,1</td>
<td>II</td>
<td>Valid</td>
<td>Valid</td>
<td>Create a nested stack frame for a procedure.</td>
</tr>
<tr>
<td>CB iw ib</td>
<td>ENTER imm16, imm8</td>
<td>II</td>
<td>Valid</td>
<td>Valid</td>
<td>Create a nested stack frame for a procedure.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>II</td>
<td>iw</td>
<td>imm8</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Creates a stack frame for a procedure. The first operand (size operand) specifies the size of the stack frame (that is, the number of bytes of dynamic storage allocated on the stack for the procedure). The second operand (nesting level operand) gives the lexical nesting level (0 to 31) of the procedure. The nesting level determines the number of stack frame pointers that are copied into the “display area” of the new stack frame from the preceding frame. Both of these operands are immediate values.

The stack-size attribute determines whether the BP (16 bits), EBP (32 bits), or RBP (64 bits) register specifies the current frame pointer and whether SP (16 bits), ESP (32 bits), or RSP (64 bits) specifies the stack pointer. In 64-bit mode, stack-size attribute is always 64-bits.

The ENTER and companion LEAVE instructions are provided to support block structured languages. The ENTER instruction (when used) is typically the first instruction in a procedure and is used to set up a new stack frame for a procedure. The LEAVE instruction is then used at the end of the procedure (just before the RET instruction) to release the stack frame.

If the nesting level is 0, the processor pushes the frame pointer from the BP/EBP/RBP register onto the stack, copies the current stack pointer from the SP/ESP/RSP register into the BP/EBP/RBP register, and loads the SP/ESP/RSP register with the current stack-pointer value minus the value in the size operand. For nesting levels of 1 or greater, the processor pushes additional frame pointers on the stack before adjusting the stack pointer. These additional frame pointers provide the called procedure with access points to other nested frames on the stack. See “Procedure Calls for Block-Structured Languages” in Chapter 6 of the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1*, for more information about the actions of the ENTER instruction.

The ENTER instruction causes a page fault whenever a write using the final value of the stack pointer (within the current stack segment) would do so.

In 64-bit mode, default operation size is 64 bits; 32-bit operation size cannot be encoded.

**Operation**

\[
\text{NestingLevel} \leftarrow \text{NestingLevel MOD 32} \\
\text{IF 64-Bit Mode (StackSize = 64)} \\
\hspace{1em} \text{THEN} \\
\hspace{2em} \text{Push(RBP);} \\
\hspace{2em} \text{FrameTemp} \leftarrow \text{RSP;} \\
\hspace{1em} \text{ELSE IF StackSize = 32} \\
\hspace{2em} \text{THEN} \\
\hspace{3em} \text{Push(EBP);} \\
\hspace{3em} \text{FrameTemp} \leftarrow \text{ESP;} \text{Fl;} \\
\hspace{1em} \text{ELSE (* StackSize = 16 *)} \\
\hspace{2em} \text{Push(BP);} \\
\hspace{2em} \text{FrameTemp} \leftarrow \text{SP;} \\
\hspace{1em} \text{Fl;} \\
\text{IF NestingLevel = 0}
\]
THEN GOTO CONTINUE;
FI;

IF (NestingLevel > 1)
    THEN FOR i ← 1 to (NestingLevel - 1)
        DO
            IF 64-Bit Mode (StackSize = 64)
                THEN
                    RBP ← RBP - 8;
                    Push([RBP]); (* Quadword push *)
                ELSE IF OperandSize = 32
                    THEN
                        IF StackSize = 32
                            THEN
                                EBP ← EBP - 4;
                                Push([EBP]); (* Doubleword push *)
                            ELSE (* StackSize = 16 *)
                                BP ← BP - 4;
                                Push([BP]); (* Doubleword push *)
                        FI;
                        FI;
                    ELSE (* OperandSize = 16 *)
                        IF StackSize = 32
                            THEN
                                EBP ← EBP - 2;
                                Push([EBP]); (* Word push *)
                            ELSE (* StackSize = 16 *)
                                BP ← BP - 2;
                                Push([BP]); (* Word push *)
                        FI;
                        FI;
                    OD;
                FI;
            FI;
        ELSE (* OperandSize = 16 *)
            IF StackSize = 32
                THEN
                    EBP ← EBP - 2;
                    Push([EBP]); (* Word push *)
                ELSE (* StackSize = 16 *)
                    BP ← BP - 2;
                    Push([BP]); (* Word push *)
            FI;
            FI;
    OD;
FI;

IF 64-Bit Mode (StackSize = 64)
    THEN
        Push(FrameTemp); (* Quadword push *)
    ELSE IF OperandSize = 32
        THEN
            Push(FrameTemp); FI; (* Doubleword push *)
        ELSE (* OperandSize = 16 *)
            Push(FrameTemp); (* Word push *)
    FI;

CONTINUE:
IF 64-Bit Mode (StackSize = 64)
    THEN
        RBP ← FrameTemp;
        RSP ← RSP - Size;
    ELSE IF StackSize = 32
        THEN
            EBP ← FrameTemp;
            ESP ← ESP - Size; FI;
        ELSE (* StackSize = 16 *)
            BP ← FrameTemp;
            SP ← SP - Size;
FI;
END;

**Flags Affected**

None.

**Protected Mode Exceptions**

- **#SS(0)** If the new value of the SP or ESP register is outside the stack segment limit.
- **#PF(fault-code)** If a page fault occurs or if a write using the final value of the stack pointer (within the current stack segment) would cause a page fault.
- **#UD** If the LOCK prefix is used.

**Real-Address Mode Exceptions**

- **#SS** If the new value of the SP or ESP register is outside the stack segment limit.
- **#UD** If the LOCK prefix is used.

**Virtual-8086 Mode Exceptions**

- **#SS(0)** If the new value of the SP or ESP register is outside the stack segment limit.
- **#PF(fault-code)** If a page fault occurs or if a write using the final value of the stack pointer (within the current stack segment) would cause a page fault.
- **#UD** If the LOCK prefix is used.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

- **#SS(0)** If the stack address is in a non-canonical form.
- **#PF(fault-code)** If a page fault occurs or if a write using the final value of the stack pointer (within the current stack segment) would cause a page fault.
- **#UD** If the LOCK prefix is used.
**EXTRACTPS — Extract Packed Single Precision Floating-Point Value**

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 3A 17 /r ib</td>
<td>MRI</td>
<td>V/V</td>
<td>SSE4_1</td>
<td>Extract a single-precision floating-point value from xmm2 at the source offset specified by imm8 and store the result to reg or m32. The upper 32 bits of r64 is zeroed if reg is r64.</td>
</tr>
<tr>
<td>VEX.128.66.0F3A.W1 17 /r ib</td>
<td>MRI</td>
<td>V/V</td>
<td>AVX</td>
<td>Extract one single-precision floating-point value from xmm1 at the offset specified by imm8 and store the result in reg or m32. Zero extend the results in 64-bit register if applicable.</td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>MRI</td>
<td>ModRM:r/m (w)</td>
<td>ModRM:reg (r)</td>
<td>imm8</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

Extracts a single-precision floating-point value from the source operand (second operand) at the 32-bit offset specified from imm8. Immediate bits higher than the most significant offset for the vector length are ignored.

The extracted single-precision floating-point value is stored in the low 32-bits of the destination operand.

In 64-bit mode, destination register operand has default operand size of 64 bits. The upper 32-bits of the register are filled with zero. REX.W is ignored.

128-bit Legacy SSE version: When a REX.W prefix is used in 64-bit mode with a general purpose register (GPR) as a destination operand, the packed single quantity is zero extended to 64 bits.

VEX.128 encoded version: When VEX.128.66.0F3A.W1 17 form is used in 64-bit mode with a general purpose register (GPR) as a destination operand, the packed single quantity is zero extended to 64 bits. VEX.vvvv is reserved and must be 1111b otherwise instructions will #UD.

The source register is an XMM register. Imm8[1:0] determine the starting DWORD offset from which to extract the 32-bit floating-point value.

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

### Operation

**EXTRACTPS (128-bit Legacy SSE version)**

\[ \text{SRC\_OFFSET} \leftarrow \text{IMM8}[1:0] \]

IF (64-Bit Mode and DEST is register)

\[
\begin{align*}
\text{DEST}[31:0] & \leftarrow (\text{SRC}[127:0] \gg (\text{SRC\_OFFSET} \times 32)) \text{ AND } 0FFFFFFFh \\
\text{DEST}[63:32] & \leftarrow 0
\end{align*}
\]

ELSE

\[
\begin{align*}
\text{DEST}[31:0] & \leftarrow (\text{SRC}[127:0] \gg (\text{SRC\_OFFSET} \times 32)) \text{ AND } 0FFFFFFFh \\
\end{align*}
\]

FI
VEXTRACTPS (VEX.128 encoded version)

SRC_OFFSET ← IMM8[1:0]
IF (64-Bit Mode and DEST is register)
    DEST[31:0] ← (SRC[127:0] » (SRC_OFFSET*32)) AND 0xFFFFFFFFh
    DEST[63:32] ← 0
ELSE
    DEST[31:0] ← (SRC[127:0] » (SRC_OFFSET*32)) AND 0xFFFFFFFFh
FI

Intel C/C++ Compiler Intrinsic Equivalent

VEXTRACTPS: _mm_extractmem_ps (float *dest, __m128 a, const int nidx);
VEXTRACTPS: __m128 _mm_extract_ps (__m128 a, const int nidx);

SIMD Floating-Point Exceptions
None

Other Exceptions
See Exceptions Type 5; additionally
#UD If VEX.L=1.
F2XM1—Compute $2^x - 1$

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>D9 F0</td>
<td>F2XM1</td>
<td>Valid</td>
<td>Valid</td>
<td>Replace ST(0) with $(2^{ST(0)} - 1)$.</td>
</tr>
</tbody>
</table>

**Description**

Computes the exponential value of 2 to the power of the source operand minus 1. The source operand is located in register ST(0) and the result is also stored in ST(0). The value of the source operand must lie in the range $-1.0$ to $+1.0$. If the source value is outside this range, the result is undefined.

The following table shows the results obtained when computing the exponential value of various classes of numbers, assuming that neither overflow nor underflow occurs.

<table>
<thead>
<tr>
<th>Table 3-26. Results Obtained from F2XM1</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>ST(0) SRC</strong></td>
</tr>
<tr>
<td>$-1.0$ to $-0$</td>
</tr>
<tr>
<td>$-0$</td>
</tr>
<tr>
<td>$+0$</td>
</tr>
<tr>
<td>$+0$ to $+1.0$</td>
</tr>
</tbody>
</table>

Values other than 2 can be exponentiated using the following formula:

$$x^y \leftarrow 2^{(y \cdot \log_2 x)}$$

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**Operation**

$$ST(0) \leftarrow (2^{ST(0)} - 1);$$

**FPU Flags Affected**

- **C1** Set to 0 if stack underflow occurred. Set if result was rounded up; cleared otherwise.
- **C0, C2, C3** Undefined.

**Floating-Point Exceptions**

- **#IS** Stack underflow occurred.
- **#IA** Source operand is an SNaN value or unsupported format.
- **#D** Source is a denormal value.
- **#U** Result is too small for destination format.
- **#P** Value cannot be represented exactly in destination format.

**Protected Mode Exceptions**

- **#NM** CR0.EM[bit 2] or CR0.TS[bit 3] $= 1$.
- **#UD** If the LOCK prefix is used.

**Real-Address Mode Exceptions**

Same exceptions as in protected mode.
Virtual-8086 Mode Exceptions
Same exceptions as in protected mode.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
Same exceptions as in protected mode.
FABS—Absolute Value

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>D9 E1</td>
<td>FABS</td>
<td>Valid</td>
<td>Valid</td>
<td>Replace ST with its absolute value.</td>
</tr>
</tbody>
</table>

Description

Clears the sign bit of ST(0) to create the absolute value of the operand. The following table shows the results obtained when creating the absolute value of various classes of numbers.

### Table 3-27. Results Obtained from FABS

<table>
<thead>
<tr>
<th>ST(0) SRC</th>
<th>ST(0) DEST</th>
</tr>
</thead>
<tbody>
<tr>
<td>−∞</td>
<td>+∞</td>
</tr>
<tr>
<td>−F</td>
<td>+F</td>
</tr>
<tr>
<td>−0</td>
<td>+0</td>
</tr>
<tr>
<td>+0</td>
<td>+0</td>
</tr>
<tr>
<td>+F</td>
<td>+F</td>
</tr>
<tr>
<td>+∞</td>
<td>+∞</td>
</tr>
<tr>
<td>NaN</td>
<td>NaN</td>
</tr>
</tbody>
</table>

**NOTES:**

F Means finite floating-point value.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

Operation

\[ ST(0) \leftarrow |ST(0)|; \]

FPU Flags Affected

C1 Set to 0.
C0, C2, C3 Undefined.

Floating-Point Exceptions

#IS Stack underflow occurred.

Protected Mode Exceptions

#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#UD If the LOCK prefix is used.

Real-Address Mode Exceptions

Same exceptions as in protected mode.

Virtual-8086 Mode Exceptions

Same exceptions as in protected mode.

Compatibility Mode Exceptions

Same exceptions as in protected mode.
64-Bit Mode Exceptions
Same exceptions as in protected mode.
### FADD/FADDP/FIADD—Add

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Comp/</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>D8 /0</td>
<td>FADD m32fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Add m32fp to ST(0) and store result in ST(0).</td>
</tr>
<tr>
<td>DC /0</td>
<td>FADD m64fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Add m64fp to ST(0) and store result in ST(0).</td>
</tr>
<tr>
<td>D8 C0+i</td>
<td>FADD ST(0), ST(i)</td>
<td>Valid</td>
<td>Valid</td>
<td>Add ST(0) to ST(i) and store result in ST(0).</td>
</tr>
<tr>
<td>DC C0+i</td>
<td>FADD ST(i), ST(0)</td>
<td>Valid</td>
<td>Valid</td>
<td>Add ST(i) to ST(0) and store result in ST(0).</td>
</tr>
<tr>
<td>DE C0+i</td>
<td>FADDP ST(i), ST(0)</td>
<td>Valid</td>
<td>Valid</td>
<td>Add ST(0) to ST(i), store result in ST(i), and pop the register stack.</td>
</tr>
<tr>
<td>DE C1</td>
<td>FADDP</td>
<td>Valid</td>
<td>Valid</td>
<td>Add ST(0) to ST(1), store result in ST(1), and pop the register stack.</td>
</tr>
<tr>
<td>DA /0</td>
<td>FIADD m32int</td>
<td>Valid</td>
<td>Valid</td>
<td>Add m32int to ST(0) and store result in ST(0).</td>
</tr>
<tr>
<td>DE /0</td>
<td>FIADD m16int</td>
<td>Valid</td>
<td>Valid</td>
<td>Add m16int to ST(0) and store result in ST(0).</td>
</tr>
</tbody>
</table>

**Description**

Adds the destination and source operands and stores the sum in the destination location. The destination operand is always an FPU register; the source operand can be a register or a memory location. Source operands in memory can be in single-precision or double-precision floating-point format or in word or doubleword integer format.

The no-operand version of the instruction adds the contents of the ST(0) register to the ST(1) register. The one-operand version adds the contents of a memory location (either a floating-point or an integer value) to the contents of the ST(0) register. The two-operand version adds the contents of the ST(0) register to the ST(i) register or vice versa. The value in ST(0) can be doubled by coding:

\[
\text{FADD ST(0), ST(0)};
\]

The FADDP instructions perform the additional operation of popping the FPU register stack after storing the result. To pop the register stack, the processor marks the ST(0) register as empty and increments the stack pointer (TOP) by 1. (The no-operand version of the floating-point add instructions always results in the register stack being popped. In some assemblers, the mnemonic for this instruction is FADD rather than FADDP.)

The FIADD instructions convert an integer source operand to double extended-precision floating-point format before performing the addition.

The table on the following page shows the results obtained when adding various classes of numbers, assuming that neither overflow nor underflow occurs.

When the sum of two operands with opposite signs is 0, the result is \(+0\), except for the round toward \(\pm\infty\) mode, in which case the result is \(\mp0\). When the source operand is an integer 0, it is treated as a \(+0\).

When both operand are infinities of the same sign, the result is \(\pm\infty\) of the expected sign. If both operands are infinities of opposite signs, an invalid-operation exception is generated. See Table 3-28.
Table 3-28. FADD/FADDP/FIADD Results

<table>
<thead>
<tr>
<th>SRC</th>
<th>DEST</th>
<th>−∞</th>
<th>−F</th>
<th>−0</th>
<th>+0</th>
<th>+F</th>
<th>+∞</th>
<th>NaN</th>
</tr>
</thead>
<tbody>
<tr>
<td>−∞</td>
<td>−∞</td>
<td>−∞</td>
<td>−∞</td>
<td>−∞</td>
<td>−∞</td>
<td>−∞</td>
<td>−∞</td>
<td>NaN</td>
</tr>
<tr>
<td>−F or −I</td>
<td>−F</td>
<td>SRC</td>
<td>SRC</td>
<td>±F or ±0</td>
<td>+∞</td>
<td>NaN</td>
<td></td>
<td></td>
</tr>
<tr>
<td>−0</td>
<td>−∞</td>
<td>DEST</td>
<td>−0</td>
<td>±0</td>
<td>DEST</td>
<td>+∞</td>
<td>NaN</td>
<td></td>
</tr>
<tr>
<td>+0</td>
<td>−∞</td>
<td>DEST</td>
<td>±0</td>
<td>+0</td>
<td>DEST</td>
<td>+∞</td>
<td>NaN</td>
<td></td>
</tr>
<tr>
<td>+F or +I</td>
<td>−∞</td>
<td>±F or ±0</td>
<td>SRC</td>
<td>SRC</td>
<td>+F</td>
<td>+∞</td>
<td>NaN</td>
<td></td>
</tr>
<tr>
<td>+∞</td>
<td>*</td>
<td>+∞</td>
<td>+∞</td>
<td>+∞</td>
<td>+∞</td>
<td>+∞</td>
<td>NaN</td>
<td></td>
</tr>
<tr>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td></td>
</tr>
</tbody>
</table>

**NOTES:**
- F Means finite floating-point value.
- I Means integer.
- * Indicates floating-point invalid-arithmetic-operand (#IA) exception.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**Operation**

IF Instruction = FIADD
THEN
DEST ← DEST + ConvertToDoubleExtendedPrecisionFP(SRC); 
ELSE (* Source operand is floating-point value *)
   DEST ← DEST + SRC;
FI;

IF Instruction = FADDP
THEN
   PopRegisterStack;
FI;

**FPU Flags Affected**

C1 Set to 0 if stack underflow occurred.
   Set if result was rounded up; cleared otherwise.
C0, C2, C3 Undefined.

**Floating-Point Exceptions**

#IS Stack underflow occurred.
#IA Operand is an SNaN value or unsupported format.
   Operands are infinities of unlike sign.
#D Source operand is a denormal value.
#U Result is too small for destination format.
#O Result is too large for destination format.
#P Value cannot be represented exactly in destination format.

**Protected Mode Exceptions**

#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
   If the DS, ES, FS, or GS register contains a NULL segment selector.
FADD/FADDP/FIADD—Add

<table>
<thead>
<tr>
<th>Exception</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>#SS(0)</td>
<td>If a memory operand effective address is outside the SS segment limit.</td>
</tr>
<tr>
<td>#NM</td>
<td>CR0.EM[bit 2] or CR0.TS[bit 3] = 1.</td>
</tr>
<tr>
<td>#PF(fault-code)</td>
<td>If a page fault occurs.</td>
</tr>
<tr>
<td>#AC(0)</td>
<td>If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.</td>
</tr>
<tr>
<td>#UD</td>
<td>If the LOCK prefix is used.</td>
</tr>
</tbody>
</table>

**Real-Address Mode Exceptions**

<table>
<thead>
<tr>
<th>Exception</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>#GP</td>
<td>If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.</td>
</tr>
<tr>
<td>#SS</td>
<td>If a memory operand effective address is outside the SS segment limit.</td>
</tr>
<tr>
<td>#NM</td>
<td>CR0.EM[bit 2] or CR0.TS[bit 3] = 1.</td>
</tr>
<tr>
<td>#UD</td>
<td>If the LOCK prefix is used.</td>
</tr>
</tbody>
</table>

**Virtual-8086 Mode Exceptions**

<table>
<thead>
<tr>
<th>Exception</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>#GP(0)</td>
<td>If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.</td>
</tr>
<tr>
<td>#SS(0)</td>
<td>If a memory operand effective address is outside the SS segment limit.</td>
</tr>
<tr>
<td>#NM</td>
<td>CR0.EM[bit 2] or CR0.TS[bit 3] = 1.</td>
</tr>
<tr>
<td>#PF(fault-code)</td>
<td>If a page fault occurs.</td>
</tr>
<tr>
<td>#AC(0)</td>
<td>If alignment checking is enabled and an unaligned memory reference is made.</td>
</tr>
<tr>
<td>#UD</td>
<td>If the LOCK prefix is used.</td>
</tr>
</tbody>
</table>

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

<table>
<thead>
<tr>
<th>Exception</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>#SS(0)</td>
<td>If a memory address referencing the SS segment is in a non-canonical form.</td>
</tr>
<tr>
<td>#GP(0)</td>
<td>If the memory address is in a non-canonical form.</td>
</tr>
<tr>
<td>#NM</td>
<td>CR0.EM[bit 2] or CR0.TS[bit 3] = 1.</td>
</tr>
<tr>
<td>#MF</td>
<td>If there is a pending x87 FPU exception.</td>
</tr>
<tr>
<td>#PF(fault-code)</td>
<td>If a page fault occurs.</td>
</tr>
<tr>
<td>#AC(0)</td>
<td>If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.</td>
</tr>
<tr>
<td>#UD</td>
<td>If the LOCK prefix is used.</td>
</tr>
</tbody>
</table>
FBLD—Load Binary Coded Decimal

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DF /4</td>
<td>FBLD m80dec</td>
<td>Valid</td>
<td>Valid</td>
<td>Convert BCD value to floating-point and push onto the FPU stack.</td>
</tr>
</tbody>
</table>

**Description**

Converts the BCD source operand into double extended-precision floating-point format and pushes the value onto the FPU stack. The source operand is loaded without rounding errors. The sign of the source operand is preserved, including that of –0.

The packed BCD digits are assumed to be in the range 0 through 9; the instruction does not check for invalid digits (AH through FH). Attempting to load an invalid encoding produces an undefined result.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**Operation**

\[
\text{TOP} \leftarrow \text{TOP} - 1; \\
\text{ST}(0) \leftarrow \text{ConvertToDoubleExtendedPrecisionFP}(\text{SRC});
\]

**FPU Flags Affected**

- **C1** Set to 1 if stack overflow occurred; otherwise, set to 0.
- **C0, C2, C3** Undefined.

**Floating-Point Exceptions**

- **#IS** Stack overflow occurred.

**Protected Mode Exceptions**

- **#GP(0)** If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS(0)** If a memory operand effective address is outside the SS segment limit.
- **#NM** CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- **#PF(fault-code)** If a page fault occurs.
- **#AC(0)** If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
- **#UD** If the LOCK prefix is used.

**Real-Address Mode Exceptions**

- **#GP** If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS** If a memory operand effective address is outside the SS segment limit.
- **#NM** CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- **#UD** If the LOCK prefix is used.

**Virtual-8086 Mode Exceptions**

- **#GP(0)** If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS(0)** If a memory operand effective address is outside the SS segment limit.
- **#NM** CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- **#PF(fault-code)** If a page fault occurs.
- **#AC(0)** If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

- #SS(0) If a memory address referencing the SS segment is in a non-canonical form.
- #GP(0) If the memory address is in a non-canonical form.
- #NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- #MF If there is a pending x87 FPU exception.
- #PF(fault-code) If a page fault occurs.
- #AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
- #UD If the LOCK prefix is used.
FBSTP—Store BCD Integer and Pop

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DF /6</td>
<td>FBSTP m80bcd</td>
<td>Valid</td>
<td>Valid</td>
<td>Store ST(0) in m80bcd and pop ST(0).</td>
</tr>
</tbody>
</table>

Description

Converts the value in the ST(0) register to an 18-digit packed BCD integer, stores the result in the destination operand, and pops the register stack. If the source value is a non-integral value, it is rounded to an integer value, according to rounding mode specified by the RC field of the FPU control word. To pop the register stack, the processor marks the ST(0) register as empty and increments the stack pointer (TOP) by 1.

The destination operand specifies the address where the first byte destination value is to be stored. The BCD value (including its sign bit) requires 10 bytes of space in memory.

The following table shows the results obtained when storing various classes of numbers in packed BCD format.

Table 3-29. FBSTP Results

<table>
<thead>
<tr>
<th>ST(0)</th>
<th>DEST</th>
</tr>
</thead>
<tbody>
<tr>
<td>−∞ or Value Too Large for DEST Format</td>
<td>*</td>
</tr>
<tr>
<td>F ≤ −1</td>
<td>−D</td>
</tr>
<tr>
<td>−1 &lt; F &lt; 0</td>
<td>**</td>
</tr>
<tr>
<td>−0</td>
<td>0</td>
</tr>
<tr>
<td>+0</td>
<td>0</td>
</tr>
<tr>
<td>+0 &lt; F &lt; +1</td>
<td>**</td>
</tr>
<tr>
<td>F ≥ +1</td>
<td>+D</td>
</tr>
<tr>
<td>+∞ or Value Too Large for DEST Format</td>
<td>*</td>
</tr>
<tr>
<td>NaN</td>
<td>*</td>
</tr>
</tbody>
</table>

NOTES:

F Means finite floating-point value.
D Means packed-BCD number.
* Indicates floating-point invalid-operation (#IA) exception.
** ±0 or ±1, depending on the rounding mode.

If the converted value is too large for the destination format, or if the source operand is an ∞, SNaN, QNAN, or is in an unsupported format, an invalid-arithmetic-oprand condition is signaled. If the invalid-operation exception is not masked, an invalid-arithmetic-oprand exception (#IA) is generated and no value is stored in the destination operand. If the invalid-operation exception is masked, the packed BCD indefinite value is stored in memory.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

Operation

DEST ← BCD(ST(0));
PopRegisterStack;

FPU Flags Affected

C1 Set to 0 if stack underflow occurred.
Set if result was rounded up; cleared otherwise.
C0, C2, C3 Undefined.
Floating-Point Exceptions
#IS Stack underflow occurred.
#IA Converted value that exceeds 18 BCD digits in length.
Source operand is an SNaN, QNaN, ±∞, or in an unsupported format.
#P Value cannot be represented exactly in destination format.

Protected Mode Exceptions
#GP(0) If a segment register is being loaded with a segment selector that points to a non-writable segment.
If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
If the DS, ES, FS, or GS register contains a NULL segment selector.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.

Real-Address Mode Exceptions
#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#UD If the LOCK prefix is used.

Virtual-8086 Mode Exceptions
#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#MF If there is a pending x87 FPU exception.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.
FCHS—Change Sign

Description
Complements the sign bit of ST(0). This operation changes a positive value into a negative value of equal magnitude or vice versa. The following table shows the results obtained when changing the sign of various classes of numbers.

Table 3-30. FCHS Results

<table>
<thead>
<tr>
<th>ST(0) SRC</th>
<th>ST(0) DEST</th>
</tr>
</thead>
<tbody>
<tr>
<td>$-\infty$</td>
<td>$+\infty$</td>
</tr>
<tr>
<td>$-F$</td>
<td>$+F$</td>
</tr>
<tr>
<td>$-0$</td>
<td>$+0$</td>
</tr>
<tr>
<td>$+0$</td>
<td>$-0$</td>
</tr>
<tr>
<td>$+F$</td>
<td>$-F$</td>
</tr>
<tr>
<td>$+\infty$</td>
<td>$-\infty$</td>
</tr>
<tr>
<td>NaN</td>
<td>NaN</td>
</tr>
</tbody>
</table>

NOTES:
* F means finite floating-point value.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

Operation
$\text{SignBit}(ST(0)) \leftarrow \text{NOT} (\text{SignBit}(ST(0)))$;

FPU Flags Affected
$C1$ Set to 0.
$C0$, $C2$, $C3$ Undefined.

Floating-Point Exceptions
#IS Stack underflow occurred.

Protected Mode Exceptions
#NM $\text{CR0.EM}[\text{bit 2}]$ or $\text{CR0.TS}[\text{bit 3}] = 1$.
#UD If the LOCK prefix is used.

Real-Address Mode Exceptions
Same exceptions as in protected mode.

Virtual-8086 Mode Exceptions
Same exceptions as in protected mode.

Compatibility Mode Exceptions
Same exceptions as in protected mode.
64-Bit Mode Exceptions
Same exceptions as in protected mode.
FCLEX/FNCLEX—Clear Exceptions

**Description**

Clears the floating-point exception flags (PE, UE, OE, ZE, DE, and IE), the exception summary status flag (ES), the stack fault flag (SF), and the busy flag (B) in the FPU status word. The FCLEX instruction checks for and handles any pending unmasked floating-point exceptions before clearing the exception flags; the FNCLEX instruction does not.

The assembler issues two instructions for the FCLEX instruction (an FWAIT instruction followed by an FNCLEX instruction), and the processor executes each of these instructions separately. If an exception is generated for either of these instructions, the save EIP points to the instruction that caused the exception.

**IA-32 Architecture Compatibility**

When operating a Pentium or Intel486 processor in MS-DOS* compatibility mode, it is possible (under unusual circumstances) for an FNCLEX instruction to be interrupted prior to being executed to handle a pending FPU exception. See the section titled “No-Wait FPU Instructions Can Get FPU Interrupt in Window” in Appendix D of the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1, for a description of these circumstances. An FNCLEX instruction cannot be interrupted in this way on a Pentium 4, Intel Xeon, or P6 family processor.

This instruction affects only the x87 FPU floating-point exception flags. It does not affect the SIMD floating-point exception flags in the MXCRS register.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**Opcode**

<table>
<thead>
<tr>
<th>Opcode*</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>9B DB E2</td>
<td>FCLEX</td>
<td>Valid</td>
<td>Valid</td>
<td>Clear floating-point exception flags after checking for pending unmasked floating-point exceptions.</td>
</tr>
<tr>
<td>DB E2</td>
<td>FNCLEX</td>
<td>Valid</td>
<td>Valid</td>
<td>Clear floating-point exception flags without checking for pending unmasked floating-point exceptions.</td>
</tr>
</tbody>
</table>

**NOTES:**

* See IA-32 Architecture Compatibility section below.

**Operation**

```
FPUStatusWord[0:7] ← 0;
FPUStatusWord[15] ← 0;
```

**FPU Flags Affected**

The PE, UE, OE, ZE, DE, IE, ES, SF, and B flags in the FPU status word are cleared. The C0, C1, C2, and C3 flags are undefined.

**Floating-Point Exceptions**

None.

**Protected Mode Exceptions**

- **#NM**
  - CR0.EF[bit 2] or CR0.TS[bit 3] = 1.
- **#UD**
  - If the LOCK prefix is used.

**Real-Address Mode Exceptions**

Same exceptions as in protected mode.
Virtual-8086 Mode Exceptions
Same exceptions as in protected mode.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
Same exceptions as in protected mode.
FCMOVcc—Floating-Point Conditional Move

<table>
<thead>
<tr>
<th>Opcode*</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Comp/ Leg Mode*</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DA C0+i</td>
<td>FCMOVB ST(0), ST(i)</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if below (CF=1).</td>
</tr>
<tr>
<td>DA C8+i</td>
<td>FCMOVE ST(0), ST(i)</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if equal (ZF=1).</td>
</tr>
<tr>
<td>DA D0+i</td>
<td>FCMOVBE ST(0), ST(i)</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if below or equal (CF=1 or ZF=1).</td>
</tr>
<tr>
<td>DA D8+i</td>
<td>FCMOVU ST(0), ST(i)</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if unordered (PF=1).</td>
</tr>
<tr>
<td>DB C0+i</td>
<td>FCMOVNB ST(0), ST(i)</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if not below (CF=0).</td>
</tr>
<tr>
<td>DB C8+i</td>
<td>FCMOVNE ST(0), ST(i)</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if not equal (ZF=0).</td>
</tr>
<tr>
<td>DB D0+i</td>
<td>FCMOVNBE ST(0), ST(i)</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if not below or equal (CF=0 and ZF=0).</td>
</tr>
<tr>
<td>DB D8+i</td>
<td>FCMOVNU ST(0), ST(i)</td>
<td>Valid</td>
<td>Valid</td>
<td>Move if not unordered (PF=0).</td>
</tr>
</tbody>
</table>

NOTES:  
* See IA-32 Architecture Compatibility section below.

Description
Tests the status flags in the EFLAGS register and moves the source operand (second operand) to the destination operand (first operand) if the given test condition is true. The condition for each mnemonic os given in the Description column above and in Chapter 8 in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1. The source operand is always in the ST(i) register and the destination operand is always ST(0).

The FCMOVcc instructions are useful for optimizing small IF constructions. They also help eliminate branching overhead for IF operations and the possibility of branch mispredictions by the processor.

A processor may not support the FCMOVcc instructions. Software can check if the FCMOVcc instructions are supported by checking the processor’s feature information with the CPUID instruction (see "COMISS—Compare Scalar Ordered Single-Precision Floating-Point Values and Set EFLAGS" in this chapter). If both the CMOV and FPU feature bits are set, the FCMOVcc instructions are supported.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

IA-32 Architecture Compatibility
The FCMOVcc instructions were introduced to the IA-32 Architecture in the P6 family processors and are not available in earlier IA-32 processors.

Operation
IF condition TRUE
    THEN ST(0) ← ST(i);
FI;

FPU Flags Affected
C1 Set to 0 if stack underflow occurred.
C0, C2, C3 Undefined.

Floating-Point Exceptions
#IS Stack underflow occurred.

Integer Flags Affected
None.
Protected Mode Exceptions
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#UD If the LOCK prefix is used.

Real-Address Mode Exceptions
Same exceptions as in protected mode.

Virtual-8086 Mode Exceptions
Same exceptions as in protected mode.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
Same exceptions as in protected mode.
**FCOM/FCOMP/FCOMPP—Compare Floating Point Values**

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DB /2</td>
<td>FCOM m32fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Compare ST(0) with m32fp.</td>
</tr>
<tr>
<td>DC /2</td>
<td>FCOM m64fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Compare ST(0) with m64fp.</td>
</tr>
<tr>
<td>DB D0+i</td>
<td>FCOM ST(i)</td>
<td>Valid</td>
<td>Valid</td>
<td>Compare ST(0) with ST(i).</td>
</tr>
<tr>
<td>DB D1</td>
<td>FCOM</td>
<td>Valid</td>
<td>Valid</td>
<td>Compare ST(0) with ST(1).</td>
</tr>
<tr>
<td>DB /3</td>
<td>FCOMP m32fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Compare ST(0) with m32fp and pop register stack.</td>
</tr>
<tr>
<td>DC /3</td>
<td>FCOMP m64fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Compare ST(0) with m64fp and pop register stack.</td>
</tr>
<tr>
<td>DB D8+i</td>
<td>FCOMP ST(i)</td>
<td>Valid</td>
<td>Valid</td>
<td>Compare ST(0) with ST(i) and pop register stack.</td>
</tr>
<tr>
<td>DB D9</td>
<td>FCOMP</td>
<td>Valid</td>
<td>Valid</td>
<td>Compare ST(0) with ST(1) and pop register stack.</td>
</tr>
<tr>
<td>DE D9</td>
<td>FCOMPP</td>
<td>Valid</td>
<td>Valid</td>
<td>Compare ST(0) with ST(1) and pop register stack twice.</td>
</tr>
</tbody>
</table>

**Description**

Compares the contents of register ST(0) and source value and sets condition code flags C0, C2, and C3 in the FPU status word according to the results (see the table below). The source operand can be a data register or a memory location. If no source operand is given, the value in ST(0) is compared with the value in ST(1). The sign of zero is ignored, so that −0.0 is equal to +0.0.

**Table 3-31. FCOM/FCOMP/FCOMPP Results**

<table>
<thead>
<tr>
<th>Condition</th>
<th>C3</th>
<th>C2</th>
<th>C0</th>
</tr>
</thead>
<tbody>
<tr>
<td>ST(0) &gt; SRC</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>ST(0) &lt; SRC</td>
<td>0</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>ST(0) = SRC</td>
<td>1</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Unordered*</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

**NOTES:**
* Flags not set if unmasked invalid-arithmetic-operand (#IA) exception is generated.

This instruction checks the class of the numbers being compared (see “FXAM—Examine ModR/M” in this chapter). If either operand is a NaN or is in an unsupported format, an invalid-arithmetic-oprand exception (#IA) is raised and, if the exception is masked, the condition flags are set to “unordered.” If the invalid-arithmetic-operand exception is unmasked, the condition code flags are not set.

The FCOMP instruction pops the register stack following the comparison operation and the FCOMPP instruction pops the register stack twice following the comparison operation. To pop the register stack, the processor marks the ST(0) register as empty and increments the stack pointer (TOP) by 1.

The FCOM instructions perform the same operation as the FUCOM instructions. The only difference is how they handle QNaN operands. The FCOM instructions raise an invalid-arithmetic-oprand exception (#IA) when either or both of the operands is a NaN value or is in an unsupported format. The FUCOM instructions perform the same operation as the FCOM instructions, except that they do not generate an invalid-arithmetic-oprand exception for QNaNs.

This instruction's operation is the same in non-64-bit modes and 64-bit mode.
Operation

CASE (relation of operands) OF
    ST > SRC:    C3, C2, C0 ← 000;
    ST < SRC:    C3, C2, C0 ← 001;
    ST = SRC:    C3, C2, C0 ← 100;
ESAC;

IF ST(0) or SRC = NaN or unsupported format
    THEN
        #IA
        IF FPUControlWord.IM = 1
            THEN
                C3, C2, C0 ← 111;
            FI;
        FI;
    FI;

IF Instruction = FCOMP
    THEN
        PopRegisterStack;
    FI;

IF Instruction = FCOMPP
    THEN
        PopRegisterStack;
        PopRegisterStack;
    FI;

FPU Flags Affected
C1      Set to 0.
C0, C2, C3 See table on previous page.

Floating-Point Exceptions
#IS      Stack underflow occurred.
#IA      One or both operands are NaN values or have unsupported formats.
          Register is marked empty.
#D       One or both operands are denormal values.

Protected Mode Exceptions
#GP(0)    If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
          If the DS, ES, FS, or GS register contains a NULL segment selector.
#SS(0)    If a memory operand effective address is outside the SS segment limit.
#NM       CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#PF(fault-code) If a page fault occurs.
#AC(0)    If alignment checking is enabled and an unaligned memory reference is made while the
          current privilege level is 3.
#UD       If the LOCK prefix is used.

Real-Address Mode Exceptions
#GP        If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS        If a memory operand effective address is outside the SS segment limit.
#NM        CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#UD If the LOCK prefix is used.

**Virtual-8086 Mode Exceptions**

#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#MF If there is a pending x87 FPU exception.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.
Description

Performs an unordered comparison of the contents of registers ST(0) and ST(i) and sets the status flags ZF, PF, and CF in the EFLAGS register according to the results (see the table below). The sign of zero is ignored for comparisons, so that \(-0.0\) is equal to \(+0.0\).

**Table 3-32. FCOMI/FCOMIP/ FUCOMI/FUCOMIP Results**

<table>
<thead>
<tr>
<th>Comparison Results*</th>
<th>ZF</th>
<th>PF</th>
<th>CF</th>
</tr>
</thead>
<tbody>
<tr>
<td>ST0 &gt; ST(i)</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>ST0 &lt; ST(i)</td>
<td>0</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>ST0 = ST(i)</td>
<td>1</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Unordered**</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

NOTES:
* See the IA-32 Architecture Compatibility section below.
** Flags not set if unmasked invalid-arithmetic-operand (#IA) exception is generated.

An unordered comparison checks the class of the numbers being compared (see “FXAM—Examine ModR/M” in this chapter). The FUCOMI/FUCOMIP instructions perform the same operations as the FCOMI/FCOMIP instructions. The only difference is that the FUCOMI/FUCOMIP instructions raise the invalid-arithmetic-operand exception (#IA) only when either or both operands are an SNaN or are in an unsupported format; QNaNs cause the condition code flags to be set to unordered, but do not cause an exception to be generated. The FCOMI/FCOMIP instructions raise an invalid-operation exception when either or both of the operands are a NaN value of any kind or are in an unsupported format.

If the operation results in an invalid-arithmetic-operand exception being raised, the status flags in the EFLAGS register are set only if the exception is masked.

The FCOMI/FCOMIP and FUCOMI/FUCOMIP instructions set the OF, SF and AF flags to zero in the EFLAGS register (regardless of whether an invalid-operation exception is detected).

The FCOMIP and FUCOMIP instructions also pop the register stack following the comparison operation. To pop the register stack, the processor marks the ST(0) register as empty and increments the stack pointer (TOP) by 1.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**IA-32 Architecture Compatibility**

The FCOMI/FCOMIP/FUCOMI/FUCOMIP instructions were introduced to the IA-32 Architecture in the P6 family processors and are not available in earlier IA-32 processors.
Operation

CASE (relation of operands) OF
    ST(0) > ST(i): ZF, PF, CF ← 000;
    ST(0) < ST(i): ZF, PF, CF ← 001;
    ST(0) = ST(i): ZF, PF, CF ← 100;
ESAC;

IF Instruction is FCOMI or FCOMIP
    THEN
        IF ST(0) or ST(i) = NaN or unsupported format
            THEN
                #IA
                IF FPUControlWord.IM = 1
                    THEN
                        ZF, PF, CF ← 111;
                    FI;
                FI;
        FI;

IF Instruction is FUCOMI or FUCOMIP
    THEN
        IF ST(0) or ST(i) = QNaN, but not SNaN or unsupported format
            THEN
                ZF, PF, CF ← 111;
            ELSE (* ST(0) or ST(i) is SNaN or unsupported format *)
                #IA;
                IF FPUControlWord.IM = 1
                    THEN
                        ZF, PF, CF ← 111;
                    FI;
                FI;
        FI;

IF Instruction is FCOMIP or FUCOMIP
    THEN
        PopRegisterStack;
    FI;

FPU Flags Affected

C1  Set to 0.
C0, C2, C3  Not affected.

Floating-Point Exceptions

#IS  Stack underflow occurred.
#IA  (FCOMI or FCOMIP instruction) One or both operands are NaN values or have unsupported formats.
     (FUCOMI or FUCOMIP instruction) One or both operands are SNaN values (but not QNaNs) or have undefined formats. Detection of a QNaN value does not raise an invalid-operand exception.

Protected Mode Exceptions

#NM  CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#MF  If there is a pending x87 FPU exception.
#UD If the LOCK prefix is used.

**Real-Address Mode Exceptions**
Same exceptions as in protected mode.

**Virtual-8086 Mode Exceptions**
Same exceptions as in protected mode.

**Compatibility Mode Exceptions**
Same exceptions as in protected mode.

**64-Bit Mode Exceptions**
Same exceptions as in protected mode.
FCOS—Cosine

**Description**

Computes the cosine of the source operand in register ST(0) and stores the result in ST(0). The source operand must be given in radians and must be within the range $-2^{63}$ to $+2^{63}$. The following table shows the results obtained when taking the cosine of various classes of numbers.

<table>
<thead>
<tr>
<th>ST(0) SRC</th>
<th>ST(0) DEST</th>
</tr>
</thead>
<tbody>
<tr>
<td>$-\infty$</td>
<td>*</td>
</tr>
<tr>
<td>$-\infty$</td>
<td>$-1$ to $+1$</td>
</tr>
<tr>
<td>$-0$</td>
<td>$+1$</td>
</tr>
<tr>
<td>$+0$</td>
<td>$+1$</td>
</tr>
<tr>
<td>$+\infty$</td>
<td>$-1$ to $+1$</td>
</tr>
<tr>
<td>NaN</td>
<td>NaN</td>
</tr>
</tbody>
</table>

**NOTES:**

F Means finite floating-point value.
* Indicates floating-point invalid-arithmetic-operand (#IA) exception.

If the source operand is outside the acceptable range, the C2 flag in the FPU status word is set, and the value in register ST(0) remains unchanged. The instruction does not raise an exception when the source operand is out of range. It is up to the program to check the C2 flag for out-of-range conditions. Source values outside the range $-2^{63}$ to $+2^{63}$ can be reduced to the range of the instruction by subtracting an appropriate integer multiple of $2\pi$ or by using the FPREM instruction with a divisor of $2\pi$. See the section titled "Pi" in Chapter 8 of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1, for a discussion of the proper value to use for $\pi$ in performing such reductions.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**Operation**

IF $|ST(0)| < 2^{63}$
THEN
    $C2 \leftarrow 0$;
    $ST(0) \leftarrow \text{cosine}(ST(0))$;
ELSE (* Source operand is out-of-range *)
    $C2 \leftarrow 1$;
FI;

**FPU Flags Affected**

C1 Set to 0 if stack underflow occurred.
    Set if result was rounded up; cleared otherwise.
    Undefined if C2 is 1.

C2 Set to 1 if outside range ($-2^{63} < $ source operand $< +2^{63}$); otherwise, set to 0.

C0, C3 Undefined.
Floating-Point Exceptions

#IS Stack underflow occurred.

#IA Source operand is an SNaN value, ≈, or unsupported format.

#D Source is a denormal value.

#P Value cannot be represented exactly in destination format.

Protected Mode Exceptions

#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

#MF If there is a pending x87 FPU exception.

#UD If the LOCK prefix is used.

Real-Address Mode Exceptions

Same exceptions as in protected mode.

Virtual-8086 Mode Exceptions

Same exceptions as in protected mode.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

Same exceptions as in protected mode.
FDECSTP—Decrement Stack-Top Pointer

Description
Subtracts one from the TOP field of the FPU status word (decrements the top-of-stack pointer). If the TOP field contains a 0, it is set to 7. The effect of this instruction is to rotate the stack by one position. The contents of the FPU data registers and tag register are not affected.
This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

Operation
IF TOP = 0
    THEN TOP ← 7;
    ELSE TOP ← TOP - 1;
FI;

FPU Flags Affected
The C1 flag is set to 0. The C0, C2, and C3 flags are undefined.

Floating-Point Exceptions
None.

Protected Mode Exceptions
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#MF If there is a pending x87 FPU exception.
#UD If the LOCK prefix is used.

Real-Address Mode Exceptions
Same exceptions as in protected mode.

Virtual-8086 Mode Exceptions
Same exceptions as in protected mode.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
Same exceptions as in protected mode.
**FDIV/FDIVP/FIDIV—Divide**

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>D8 /6</td>
<td>FDIV m32fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Divide ST(0) by m32fp and store result in ST(0).</td>
</tr>
<tr>
<td>DC /6</td>
<td>FDIV m64fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Divide ST(0) by m64fp and store result in ST(0).</td>
</tr>
<tr>
<td>D8 F0+i</td>
<td>FDIV ST(0), ST(i)</td>
<td>Valid</td>
<td>Valid</td>
<td>Divide ST(0) by ST(i) and store result in ST(0).</td>
</tr>
<tr>
<td>DC F8+i</td>
<td>FDIV ST(i), ST(0)</td>
<td>Valid</td>
<td>Valid</td>
<td>Divide ST(i) by ST(0) and store result in ST(i).</td>
</tr>
<tr>
<td>DE F8+i</td>
<td>FDIVP ST(i), ST(0)</td>
<td>Valid</td>
<td>Valid</td>
<td>Divide ST(i) by ST(0), store result in ST(i), and pop the register stack.</td>
</tr>
<tr>
<td>DE F9</td>
<td>FDIVP</td>
<td>Valid</td>
<td>Valid</td>
<td>Divide ST(1) by ST(0), store result in ST(1), and pop the register stack.</td>
</tr>
<tr>
<td>DA /6</td>
<td>FIDIV m32int</td>
<td>Valid</td>
<td>Valid</td>
<td>Divide ST(0) by m32int and store result in ST(0).</td>
</tr>
<tr>
<td>DE /6</td>
<td>FIDIV m16int</td>
<td>Valid</td>
<td>Valid</td>
<td>Divide ST(0) by m16int and store result in ST(0).</td>
</tr>
</tbody>
</table>

**Description**

Divides the destination operand by the source operand and stores the result in the destination location. The destination operand (dividend) is always in an FPU register; the source operand (divisor) can be a register or a memory location. Source operands in memory can be in single-precision or double-precision floating-point format, word or doubleword integer format.

The no-operand version of the instruction divides the contents of the ST(1) register by the contents of the ST(0) register. The one-operand version divides the contents of the ST(0) register by the contents of a memory location (either a floating-point or an integer value). The two-operand version, divides the contents of the ST(0) register by the contents of the ST(i) register or vice versa.

The FDIVP instructions perform the additional operation of popping the FPU register stack after storing the result. To pop the register stack, the processor marks the ST(0) register as empty and increments the stack pointer (TOP) by 1. The no-operand version of the floating-point divide instructions always results in the register stack being popped. In some assemblers, the mnemonic for this instruction is FDIV rather than FDIVP.

The FIDIV instructions convert an integer source operand to double extended-precision floating-point format before performing the division. When the source operand is an integer 0, it is treated as a +0.

If an unmasked divide-by-zero exception (#Z) is generated, no result is stored; if the exception is masked, an ∞ of the appropriate sign is stored in the destination operand.

The following table shows the results obtained when dividing various classes of numbers, assuming that neither overflow nor underflow occurs.
This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

### Operation

IF SRC = 0  
THEN  
   #Z;  
ELSE  
   IF Instruction is FIDIV  
   THEN  
      DEST ← DEST / ConvertToDoubleExtendedPrecisionFP(SRC);  
   ELSE (* Source operand is floating-point value *)  
      DEST ← DEST / SRC;  
   FI;  
FI;  

IF Instruction = FDIVP  
THEN  
   PopRegisterStack;  
FI;

### FPU Flags Affected

C1  
Set to 0 if stack underflow occurred.  
Set if result was rounded up; cleared otherwise.  

C0, C2, C3  
Undefined.

### Floating-Point Exceptions

#IS  
Stack underflow occurred.  

#IA  
Operand is an SNaN value or unsupported format.  
±∞ / ±∞; ±0 / ±0  

#D  
Source is a denormal value.
#Z DEST / ±0, where DEST is not equal to ±0.
#U Result is too small for destination format.
#O Result is too large for destination format.
#P Value cannot be represented exactly in destination format.

Protected Mode Exceptions

#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
If the DS, ES, FS, or GS register contains a NULL segment selector.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the
current privilege level is 3.
#UD If the LOCK prefix is used.

Real-Address Mode Exceptions

#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#UD If the LOCK prefix is used.

Virtual-8086 Mode Exceptions

#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#MF If there is a pending x87 FPU exception.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the
current privilege level is 3.
#UD If the LOCK prefix is used.
FDIVR/FDIVRP/FIDIVR—Reverse Divide

- **Description**

  Divides the source operand by the destination operand and stores the result in the destination location. The destination operand (divisor) is always in an FPU register; the source operand (dividend) can be a register or a memory location. Source operands in memory can be in single-precision or double-precision floating-point format, word or doubleword integer format.

  These instructions perform the reverse operations of the FDIV, FDIVP, and FIDIV instructions. They are provided to support more efficient coding.

  The no-operand version of the instruction divides the contents of the ST(0) register by the contents of the ST(1) register. The one-operand version divides the contents of a memory location (either a floating-point or an integer value) by the contents of the ST(0) register. The two-operand version divides the contents of the ST(i) register by the contents of the ST(0) register or vice versa.

  The FDIVRP instructions perform the additional operation of popping the FPU register stack after storing the result. To pop the register stack, the processor marks the ST(0) register as empty and increments the stack pointer (TOP) by 1. The no-operand version of the floating-point divide instructions always results in the register stack being popped. In some assemblers, the mnemonic for this instruction is FDIVR rather than FDIVRP.

  The FIDIVR instructions convert an integer source operand to double extended-precision floating-point format before performing the division.

  If an unmasked divide-by-zero exception (#Z) is generated, no result is stored; if the exception is masked, an \( \infty \) of the appropriate sign is stored in the destination operand.

  The following table shows the results obtained when dividing various classes of numbers, assuming that neither overflow nor underflow occurs.

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Compag/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>D8 /7</td>
<td>FDIVR m32fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Divide m32fp by ST(0) and store result in ST(0).</td>
</tr>
<tr>
<td>DC /7</td>
<td>FDIVR m64fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Divide m64fp by ST(0) and store result in ST(0).</td>
</tr>
<tr>
<td>D8 F8+i</td>
<td>FDIVR ST(0), ST(i)</td>
<td>Valid</td>
<td>Valid</td>
<td>Divide ST(i) by ST(0) and store result in ST(0).</td>
</tr>
<tr>
<td>DC F0+i</td>
<td>FDIVR ST(i), ST(0)</td>
<td>Valid</td>
<td>Valid</td>
<td>Divide ST(0) by ST(i) and store result in ST(i).</td>
</tr>
<tr>
<td>DE F0+i</td>
<td>FDIVRP ST(i), ST(0)</td>
<td>Valid</td>
<td>Valid</td>
<td>Divide ST(0) by ST(i), store result in ST(i), and pop the register stack.</td>
</tr>
<tr>
<td>DE F1</td>
<td>FDIVRP</td>
<td>Valid</td>
<td>Valid</td>
<td>Divide ST(0) by ST(1), store result in ST(1), and pop the register stack.</td>
</tr>
<tr>
<td>DA /7</td>
<td>FIDIVR m32int</td>
<td>Valid</td>
<td>Valid</td>
<td>Divide m32int by ST(0) and store result in ST(0).</td>
</tr>
<tr>
<td>DE /7</td>
<td>FIDIVR m16int</td>
<td>Valid</td>
<td>Valid</td>
<td>Divide m16int by ST(0) and store result in ST(0).</td>
</tr>
</tbody>
</table>
When the source operand is an integer 0, it is treated as a +0. This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**Operation**

IF DEST = 0
  THEN
    #Z;
  ELSE
    IF Instruction = FIDIVR
      THEN
        DEST ← ConvertToDoubleExtendedPrecisionFP(SRC) / DEST;
      ELSE (* Source operand is floating-point value *)
        DEST ← SRC / DEST;
    FI;
  FI;

IF Instruction = FDIVRP
  THEN
    PopRegisterStack;
  FI;

**FPU Flags Affected**

C1          Set to 0 if stack underflow occurred.
            Set if result was rounded up; cleared otherwise.

C0, C2, C3  Undefined.

**Floating-Point Exceptions**

#IS  Stack underflow occurred.
#IA  Operand is an SNaN value or unsupported format.
      ±∞ / ±∞; ±0 / ±0
#D Source is a denormal value.
#Z \text{SRC} / \pm 0, \text{where SRC is not equal to } \pm 0.
#U Result is too small for destination format.
#O Result is too large for destination format.
#P Value cannot be represented exactly in destination format.

**Protected Mode Exceptions**

#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.

**Real-Address Mode Exceptions**

#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#UD If the LOCK prefix is used.

**Virtual-8086 Mode Exceptions**

#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#MF If there is a pending x87 FPU exception.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.
**FFREE—Free Floating-Point Register**

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DD C0+i</td>
<td>FFREE ST(i)</td>
<td>Valid</td>
<td>Valid</td>
<td>Sets tag for ST(i) to empty.</td>
</tr>
</tbody>
</table>

**Description**

Sets the tag in the FPU tag register associated with register ST(i) to empty (11B). The contents of ST(i) and the FPU stack-top pointer (TOP) are not affected.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**Operation**

\[
\text{TAG}(i) \leftarrow 11B;
\]

**FPU Flags Affected**

C0, C1, C2, C3 undefined.

**Floating-Point Exceptions**

None.

**Protected Mode Exceptions**

- #NM \( \text{CR0.EM[bit 2] or CR0.TS[bit 3] = 1.} \)
- #MF If there is a pending x87 FPU exception.
- #UD If the LOCK prefix is used.

**Real-Address Mode Exceptions**

Same exceptions as in protected mode.

**Virtual-8086 Mode Exceptions**

Same exceptions as in protected mode.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

Same exceptions as in protected mode.
**FICOM/FICOMP—Compare Integer**

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DE /2</td>
<td>FICOM m16int</td>
<td>Valid</td>
<td>Valid</td>
<td>Compare ST(0) with m16int.</td>
</tr>
<tr>
<td>DA /2</td>
<td>FICOM m32int</td>
<td>Valid</td>
<td>Valid</td>
<td>Compare ST(0) with m32int.</td>
</tr>
<tr>
<td>DE /3</td>
<td>FICOMP m16int</td>
<td>Valid</td>
<td>Valid</td>
<td>Compare ST(0) with m16int and pop stack register.</td>
</tr>
<tr>
<td>DA /3</td>
<td>FICOMP m32int</td>
<td>Valid</td>
<td>Valid</td>
<td>Compare ST(0) with m32int and pop stack register.</td>
</tr>
</tbody>
</table>

**Description**

Compares the value in ST(0) with an integer source operand and sets the condition code flags C0, C2, and C3 in the FPU status word according to the results (see table below). The integer value is converted to double extended-precision floating-point format before the comparison is made.

<table>
<thead>
<tr>
<th>Condition</th>
<th>C3</th>
<th>C2</th>
<th>C0</th>
</tr>
</thead>
<tbody>
<tr>
<td>ST(0) &gt; SRC</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>ST(0) &lt; SRC</td>
<td>0</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>ST(0) = SRC</td>
<td>1</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Unordered</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

These instructions perform an “unordered comparison.” An unordered comparison also checks the class of the numbers being compared (see “FXAM—Examine ModR/M” in this chapter). If either operand is a NaN or is in an undefined format, the condition flags are set to “unordered.”

The sign of zero is ignored, so that –0.0 ← +0.0.

The FICOMP instructions pop the register stack following the comparison. To pop the register stack, the processor marks the ST(0) register empty and increments the stack pointer (TOP) by 1.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**Operation**

CASE (relation of operands) OF

ST(0) > SRC: C3, C2, C0 ← 000;
ST(0) < SRC: C3, C2, C0 ← 001;
ST(0) = SRC: C3, C2, C0 ← 100;
Unordered: C3, C2, C0 ← 111;

ESAC;

IF Instruction = FICOMP

THEN

    PopRegisterStack;

FI;

**FPU Flags Affected**

C1 Set to 0.
C0, C2, C3 See table on previous page.

**Floating-Point Exceptions**

#IS Stack underflow occurred.
#IA One or both operands are NaN values or have unsupported formats.
One or both operands are denormal values.

**Protected Mode Exceptions**

- **#GP(0)** If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS(0)** If a memory operand effective address is outside the SS segment limit.
- **#NM** CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- **#PF(fault-code)** If a page fault occurs.
- **#AC(0)** If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
- **#UD** If the LOCK prefix is used.

**Real-Address Mode Exceptions**

- **#GP** If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS** If a memory operand effective address is outside the SS segment limit.
- **#NM** CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- **#UD** If the LOCK prefix is used.

**Virtual-8086 Mode Exceptions**

- **#GP(0)** If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS(0)** If a memory operand effective address is outside the SS segment limit.
- **#NM** CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- **#PF(fault-code)** If a page fault occurs.
- **#AC(0)** If alignment checking is enabled and an unaligned memory reference is made.
- **#UD** If the LOCK prefix is used.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

- **#SS(0)** If a memory address referencing the SS segment is in a non-canonical form.
- **#GP(0)** If the memory address is in a non-canonical form.
- **#NM** CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- **#MF** If there is a pending x87 FPU exception.
- **#PF(fault-code)** If a page fault occurs.
- **#AC(0)** If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
- **#UD** If the LOCK prefix is used.
FILD—Load Integer

### Description
Converts the signed-integer source operand into double extended-precision floating-point format and pushes the value onto the FPU register stack. The source operand can be a word, doubleword, or quadword integer. It is loaded without rounding errors. The sign of the source operand is preserved.

This instruction's operation is the same in non-64-bit modes and 64-bit mode.

### Operation
\[
\text{TOP} \leftarrow \text{TOP} - 1; \\
\text{ST}(0) \leftarrow \text{ConvertToDoubleExtendedPrecisionFP}(\text{SRC});
\]

### FPU Flags Affected
- **C1** Set to 1 if stack overflow occurred; set to 0 otherwise.
- **C0, C2, C3** Undefined.

### Floating-Point Exceptions
- **#IS** Stack overflow occurred.

### Protected Mode Exceptions
- **#GP(0)** If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
  - If the DS, ES, FS, or GS register contains a NULL segment selector.
- **#SS(0)** If a memory operand effective address is outside the SS segment limit.
- **#NM** \(\text{CR0.EM}[\text{bit 2}] \text{ or } \text{CR0.TS}[\text{bit 3}] = 1\).
- **#PF(fault-code)** If a page fault occurs.
- **#AC(0)** If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
- **#UD** If the LOCK prefix is used.

### Real-Address Mode Exceptions
- **#GP** If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS** If a memory operand effective address is outside the SS segment limit.
- **#NM** \(\text{CR0.EM}[\text{bit 2}] \text{ or } \text{CR0.TS}[\text{bit 3}] = 1\).
- **#UD** If the LOCK prefix is used.

### Virtual-8086 Mode Exceptions
- **#GP(0)** If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS(0)** If a memory operand effective address is outside the SS segment limit.
- **#NM** \(\text{CR0.EM}[\text{bit 2}] \text{ or } \text{CR0.TS}[\text{bit 3}] = 1\).
- **#PF(fault-code)** If a page fault occurs.
- **#AC(0)** If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used.

**Compatibility Mode Exceptions**
Same exceptions as in protected mode.

**64-Bit Mode Exceptions**
- #SS(0) If a memory address referencing the SS segment is in a non-canonical form.
- #GP(0) If the memory address is in a non-canonical form.
- #NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- #MF If there is a pending x87 FPU exception.
- #PF(fault-code) If a page fault occurs.
- #AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
- #UD If the LOCK prefix is used.
FINCSTP—Increment Stack-Top Pointer

### Description

Adds one to the TOP field of the FPU status word (increments the top-of-stack pointer). If the TOP field contains a 7, it is set to 0. The effect of this instruction is to rotate the stack by one position. The contents of the FPU data registers and tag register are not affected. This operation is not equivalent to popping the stack, because the tag for the previous top-of-stack register is not marked empty.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

### Operation

IF TOP = 7
   THEN TOP ← 0;
   ELSE TOP ← TOP + 1;
FI;

### FPU Flags Affected

The C1 flag is set to 0. The C0, C2, and C3 flags are undefined.

### Floating-Point Exceptions

None.

### Protected Mode Exceptions

- #NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- #MF If there is a pending x87 FPU exception.
- #UD If the LOCK prefix is used.

### Real-Address Mode Exceptions

Same exceptions as in protected mode.

### Virtual-8086 Mode Exceptions

Same exceptions as in protected mode.

### Compatibility Mode Exceptions

Same exceptions as in protected mode.

### 64-Bit Mode Exceptions

Same exceptions as in protected mode.

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>D9 F7</td>
<td>FINCSTP</td>
<td>Valid</td>
<td>Valid</td>
<td>Increment the TOP field in the FPU status register.</td>
</tr>
</tbody>
</table>
FINIT/FNINIT—Initialize Floating-Point Unit

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>9B DB E3</td>
<td>FINIT</td>
<td>Valid</td>
<td>Valid</td>
<td>Initialize FPU after checking for pending unmasked floating-point exceptions.</td>
</tr>
<tr>
<td>DB E3</td>
<td>FNINIT*</td>
<td>Valid</td>
<td>Valid</td>
<td>Initialize FPU without checking for pending unmasked floating-point exceptions.</td>
</tr>
</tbody>
</table>

**Description**

Sets the FPU control, status, tag, instruction pointer, and data pointer registers to their default states. The FPU control word is set to 037FH (round to nearest, all exceptions masked, 64-bit precision). The status word is cleared (no exception flags set, TOP is set to 0). The data registers in the register stack are left unchanged, but they are all tagged as empty (11B). Both the instruction and data pointers are cleared.

The FINIT instruction checks for and handles any pending unmasked floating-point exceptions before performing the initialization; the FNINIT instruction does not.

The assembler issues two instructions for the FINIT instruction (an FWAIT instruction followed by an FNINIT instruction), and the processor executes each of these instructions in separately. If an exception is generated for either of these instructions, the save EIP points to the instruction that caused the exception.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**IA-32 Architecture Compatibility**

When operating a Pentium or Intel486 processor in MS-DOS compatibility mode, it is possible (under unusual circumstances) for an FNINIT instruction to be interrupted prior to being executed to handle a pending FPU exception. See the section titled “No-Wait FPU Instructions Can Get FPU Interrupt in Window” in Appendix D of the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1*, for a description of these circumstances. An FNINIT instruction cannot be interrupted in this way on a Pentium 4, Intel Xeon, or P6 family processor.

In the Intel387 math coprocessor, the FINIT/FNINIT instruction does not clear the instruction and data pointers.

This instruction affects only the x87 FPU. It does not affect the XMM and MXCSR registers.

**Operation**

FPUControlWord ← 037FH;
FPUStatusWord ← 0;
FPUTagWord ← FFFFH;
FPUDataPointer ← 0;
FPUInstructionPointer ← 0;
FPULastInstructionOpcode ← 0;

**FPU Flags Affected**

C0, C1, C2, C3 set to 0.

**Floating-Point Exceptions**

None.

**Protected Mode Exceptions**

- #NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- #MF If there is a pending x87 FPU exception.
#UD If the LOCK prefix is used.

**Real-Address Mode Exceptions**
Same exceptions as in protected mode.

**Virtual-8086 Mode Exceptions**
Same exceptions as in protected mode.

**Compatibility Mode Exceptions**
Same exceptions as in protected mode.

**64-Bit Mode Exceptions**
Same exceptions as in protected mode.
FIST/FISTP—Store Integer

The FIST instruction converts the value in the ST(0) register to a signed integer and stores the result in the destination operand. Values can be stored in word or doubleword integer format. The destination operand specifies the address where the first byte of the destination value is to be stored.

The FISTP instruction performs the same operation as the FIST instruction and then pops the register stack. To pop the register stack, the processor marks the ST(0) register as empty and increments the stack pointer (TOP) by 1. The FISTP instruction also stores values in quadword integer format.

The following table shows the results obtained when storing various classes of numbers in integer format.

Table 3-37. FIST/FISTP Results

<table>
<thead>
<tr>
<th>ST(0)</th>
<th>DEST</th>
</tr>
</thead>
<tbody>
<tr>
<td>−∞ or Value Too Large for DEST Format</td>
<td>*</td>
</tr>
<tr>
<td>F ≤ −1</td>
<td>−I</td>
</tr>
<tr>
<td>−1 &lt; F &lt; −0</td>
<td>**</td>
</tr>
<tr>
<td>−0</td>
<td>0</td>
</tr>
<tr>
<td>+0</td>
<td>0</td>
</tr>
<tr>
<td>+0 &lt; F &lt; +1</td>
<td>**</td>
</tr>
<tr>
<td>F ≥ +1</td>
<td>+I</td>
</tr>
<tr>
<td>+∞ or Value Too Large for DEST Format</td>
<td>*</td>
</tr>
<tr>
<td>NaN</td>
<td>*</td>
</tr>
</tbody>
</table>

NOTES:
F Means finite floating-point value.
I Means integer.
* Indicates floating-point invalid-operation (#IA) exception.
** 0 or ±1, depending on the rounding mode.

If the source value is a non-integral value, it is rounded to an integer value, according to the rounding mode specified by the RC field of the FPU control word.

If the converted value is too large for the destination format, or if the source operand is an ∞, SNaN, QNAN, or is in an unsupported format, an invalid-arithmetic-operand condition is signaled. If the invalid-operation exception is not masked, an invalid-arithmetic-operand exception (#IA) is generated and no value is stored in the destination operand. If the invalid-operation exception is masked, the integer indefinite value is stored in memory.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.
Operation

DEST ← Integer(ST(0));

IF Instruction = FISTP 
    THEN 
        PopRegisterStack;
    FI;

FPU Flags Affected

C1 Set to 0 if stack underflow occurred.
Indicates rounding direction of if the inexact exception (#P) is generated: 0 ← not roundup; 1 ← roundup.
Set to 0 otherwise.

C0, C2, C3 Undefined.

Floating-Point Exceptions

#IS Stack underflow occurred.

#IA Converted value is too large for the destination format.
Source operand is an SNaN, QNaN, $\pm\infty$, or unsupported format.

#P Value cannot be represented exactly in destination format.

Protected Mode Exceptions

#GP(0) If the destination is located in a non-writable segment.
If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.

#SS(0) If a memory operand effective address is outside the SS segment limit.

#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

#PF(fault-code) If a page fault occurs.

#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.

#UD If the LOCK prefix is used.

Real-Address Mode Exceptions

#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.

#SS If a memory operand effective address is outside the SS segment limit.

#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

#UD If the LOCK prefix is used.

Virtual-8086 Mode Exceptions

#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.

#SS(0) If a memory operand effective address is outside the SS segment limit.

#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

#PF(fault-code) If a page fault occurs.

#AC(0) If alignment checking is enabled and an unaligned memory reference is made.

#UD If the LOCK prefix is used.
Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions

#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#MF If there is a pending x87 FPU exception.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.
FISTTP—Store Integer with Truncation

Description

FISTTP converts the value in ST into a signed integer using truncation (chop) as rounding mode, transfers the result to the destination, and pop ST. FISTTP accepts word, short integer, and long integer destinations.

The following table shows the results obtained when storing various classes of numbers in integer format.

<table>
<thead>
<tr>
<th>ST(0)</th>
<th>DEST</th>
</tr>
</thead>
<tbody>
<tr>
<td>− ∞ or Value Too Large for DEST Format</td>
<td>*</td>
</tr>
<tr>
<td>F ≤ −1</td>
<td>−1</td>
</tr>
<tr>
<td>−1 &lt; F &lt; +1</td>
<td>0</td>
</tr>
<tr>
<td>F &lt; +1</td>
<td>+1</td>
</tr>
<tr>
<td>+ ∞ or Value Too Large for DEST Format</td>
<td>*</td>
</tr>
<tr>
<td>NaN</td>
<td>*</td>
</tr>
</tbody>
</table>

**Table 3-38. FISTTP Results**

**NOTES:**

F Means finite floating-point value.
I Means integer.
* Indicates floating-point invalid-operation (#IA) exception.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

Operation

DEST ← ST;
pop ST;

Flags Affected

C1 is cleared; C0, C2, C3 undefined.

Numeric Exceptions

Invalid, Stack Invalid (stack underflow), Precision.

Protected Mode Exceptions

#GP(0) If the destination is in a nonwritable segment.
For an illegal memory operand effective address in the CS, DS, ES, FS or GS segments.

#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.

#NM If CR0.EM[bit 2] = 1.
If CR0.TS[bit 3] = 1.
#UD
If CPUID.01H:ECX.SSE3[bit 0] = 0.
If the LOCK prefix is used.

Real Address Mode Exceptions

GP(0)  If any part of the operand would lie outside of the effective address space from 0 to 0FFFFH.
#NM  If CR0.EM[bit 2] = 1.
If CR0.TS[bit 3] = 1.
#UD  If CPUID.01H:ECX.SSE3[bit 0] = 0.
If the LOCK prefix is used.

Virtual 8086 Mode Exceptions

GP(0)  If any part of the operand would lie outside of the effective address space from 0 to 0FFFFH.
#NM  If CR0.EM[bit 2] = 1.
If CR0.TS[bit 3] = 1.
#UD  If CPUID.01H:ECX.SSE3[bit 0] = 0.
If the LOCK prefix is used.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#SS(0)  If a memory address referencing the SS segment is in a non-canonical form.
#GP(0)  If the memory address is in a non-canonical form.
#NM  CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#MF  If there is a pending x87 FPU exception.
#PF(fault-code)  If a page fault occurs.
#AC(0)  If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
If the LOCK prefix is used.
FLD—Load Floating Point Value

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>D9 /0</td>
<td>FLD m32fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Push m32fp onto the FPU register stack.</td>
</tr>
<tr>
<td>DD /0</td>
<td>FLD m64fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Push m64fp onto the FPU register stack.</td>
</tr>
<tr>
<td>DB /5</td>
<td>FLD m80fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Push m80fp onto the FPU register stack.</td>
</tr>
<tr>
<td>D9 C0+i</td>
<td>FLD ST(i)</td>
<td>Valid</td>
<td>Valid</td>
<td>Push ST(i) onto the FPU register stack.</td>
</tr>
</tbody>
</table>

Description

Pushes the source operand onto the FPU register stack. The source operand can be in single-precision, double-precision, or double extended-precision floating-point format. If the source operand is in single-precision or double-precision floating-point format, it is automatically converted to the double extended-precision floating-point format before being pushed on the stack.

The FLD instruction can also push the value in a selected FPU register [ST(i)] onto the stack. Here, pushing register ST(0) duplicates the stack top.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

Operation

IF SRC is ST(i)
   THEN
      temp ← ST(i);
   FI;

TOP ← TOP – 1;

IF SRC is memory-operand
   THEN
      ST(0) ← ConvertToDoubleExtendedPrecisionFP(SRC);
   ELSE (* SRC is ST(i) *)
      ST(0) ← temp;
   FI;

FPU Flags Affected

C1    Set to 1 if stack overflow occurred; otherwise, set to 0.
C0, C2, C3 Undefined.

Floating-Point Exceptions

#IS   Stack underflow or overflow occurred.
#IA   Source operand is an SNaN. Does not occur if the source operand is in double extended-precision floating-point format (FLD m80fp or FLD ST(i)).
#D    Source operand is a denormal value. Does not occur if the source operand is in double extended-precision floating-point format.

Protected Mode Exceptions

#GP(0)   If destination is located in a non-writable segment.
         If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
         If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.
#SS(0)   If a memory operand effective address is outside the SS segment limit.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.

Real-Address Mode Exceptions

#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#UD If the LOCK prefix is used.

Virtual-8086 Mode Exceptions

#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#MF If there is a pending x87 FPU exception.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.
FLD1/FLDL2T/FLDL2E/FLDPI/FLDLG2/FLDLN2/FLDZ—Load Constant

Description
Push one of seven commonly used constants (in double extended-precision floating-point format) onto the FPU register stack. The constants that can be loaded with these instructions include +1.0, +0.0, log210, log2e, π, log102, and loge2. For each constant, an internal 66-bit constant is rounded (as specified by the RC field in the FPU control word) to double extended-precision floating-point format. The inexact-result exception (#P) is not generated as a result of the rounding, nor is the C1 flag set in the x87 FPU status word if the value is rounded up.

See the section titled “Pi” in Chapter 8 of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1, for a description of the π constant.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

IA-32 Architecture Compatibility
When the RC field is set to round-to-nearest, the FPU produces the same constants that is produced by the Intel 8087 and Intel 287 math coprocessors.

Operation
TOP ← TOP − 1;
ST(0) ← CONSTANT;

FPU Flags Affected
C1 Set to 1 if stack overflow occurred; otherwise, set to 0.
C0, C2, C3 Undefined.

Floating-Point Exceptions
#IS Stack overflow occurred.

Protected Mode Exceptions
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#MF If there is a pending x87 FPU exception.
#UD If the LOCK prefix is used.

Real-Address Mode Exceptions
Same exceptions as in protected mode.
Virtual-8086 Mode Exceptions
Same exceptions as in protected mode.

Virtual-8086 Mode Exceptions
Same exceptions as in protected mode.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
Same exceptions as in protected mode.
FLDCW—Load x87 FPU Control Word

Description
Loads the 16-bit source operand into the FPU control word. The source operand is a memory location. This instruction is typically used to establish or change the FPU’s mode of operation.

If one or more exception flags are set in the FPU status word prior to loading a new FPU control word and the new control word unmasks one or more of those exceptions, a floating-point exception will be generated upon execution of the next floating-point instruction (except for the no-wait floating-point instructions, see the section titled “Software Exception Handling” in Chapter 8 of the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1*). To avoid raising exceptions when changing FPU operating modes, clear any pending exceptions (using the FCLEX or FNCLEX instruction) before loading the new control word.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

Operation

FPUControlWord ← SRC;

FPU Flags Affected
C0, C1, C2, C3 undefined.

Floating-Point Exceptions
None; however, this operation might unmask a pending exception in the FPU status word. That exception is then generated upon execution of the next “waiting” floating-point instruction.

Protected Mode Exceptions

<table>
<thead>
<tr>
<th>Exception Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>#GP(0)</td>
<td>If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit. If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.</td>
</tr>
<tr>
<td>#SS(0)</td>
<td>If a memory operand effective address is outside the SS segment limit.</td>
</tr>
<tr>
<td>#NM</td>
<td>CR0.EM[bit 2] or CR0.TS[bit 3] = 1.</td>
</tr>
<tr>
<td>#PF(fault-code)</td>
<td>If a page fault occurs.</td>
</tr>
<tr>
<td>#AC(0)</td>
<td>If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.</td>
</tr>
<tr>
<td>#UD</td>
<td>If the LOCK prefix is used.</td>
</tr>
</tbody>
</table>

Real-Address Mode Exceptions

<table>
<thead>
<tr>
<th>Exception Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>#GP</td>
<td>If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.</td>
</tr>
<tr>
<td>#SS</td>
<td>If a memory operand effective address is outside the SS segment limit.</td>
</tr>
<tr>
<td>#NM</td>
<td>CR0.EM[bit 2] or CR0.TS[bit 3] = 1.</td>
</tr>
<tr>
<td>#UD</td>
<td>If the LOCK prefix is used.</td>
</tr>
</tbody>
</table>

Virtual-8086 Mode Exceptions

<table>
<thead>
<tr>
<th>Exception Type</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>#GP(0)</td>
<td>If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.</td>
</tr>
<tr>
<td>#SS(0)</td>
<td>If a memory operand effective address is outside the SS segment limit.</td>
</tr>
<tr>
<td>#NM</td>
<td>CR0.EM[bit 2] or CR0.TS[bit 3] = 1.</td>
</tr>
</tbody>
</table>
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#MF If there is a pending x87 FPU exception.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.
**Description**

Loads the complete x87 FPU operating environment from memory into the FPU registers. The source operand specifies the first byte of the operating-environment data in memory. This data is typically written to the specified memory location by a FSTENV or FNSTENV instruction.

The FPU operating environment consists of the FPU control word, status word, tag word, instruction pointer, data pointer, and last opcode. Figures 8-9 through 8-12 in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1* show the layout in memory of the loaded environment, depending on the operating mode of the processor (protected or real) and the current operand-size attribute (16-bit or 32-bit). In virtual-8086 mode, the real mode layouts are used.

The FLDENV instruction should be executed in the same operating mode as the corresponding FSTENV/FNSTENV instruction.

If one or more unmasked exception flags are set in the new FPU status word, a floating-point exception will be generated upon execution of the next floating-point instruction (except for the no-wait floating-point instructions, see the section titled “Software Exception Handling” in Chapter 8 of the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1*). To avoid generating exceptions when loading a new environment, clear all the exception flags in the FPU status word that is being loaded.

If a page or limit fault occurs during the execution of this instruction, the state of the x87 FPU registers as seen by the fault handler may be different than the state being loaded from memory. In such situations, the fault handler should ignore the status of the x87 FPU registers, handle the fault, and return. The FLDENV instruction will then complete the loading of the x87 FPU registers with no resulting context inconsistency.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**Operation**

\[
\begin{align*}
\text{FPUC} & \text{ontrolWord} \leftarrow \text{SRC}[\text{FPUC} \text{ontrolWord}] \\
\text{FPUStatus} & \text{Word} \leftarrow \text{SRC}[\text{FPUStatusWord}] \\
\text{FPUT} & \text{agWord} \leftarrow \text{SRC}[\text{FPUTagWord}] \\
\text{FPUD} & \text{ataPointer} \leftarrow \text{SRC}[\text{FPUDataPointer}] \\
\text{FPUI} & \text{nstructionPointer} \leftarrow \text{SRC}[\text{FPUI} \text{nstructionPointer}] \\
\text{FPULastIn} & \text{structionOpcode} \leftarrow \text{SRC}[\text{FPULastInstruction} \text{Opcode}]
\end{align*}
\]

**FPU Flags Affected**

The C0, C1, C2, C3 flags are loaded.

**Floating-Point Exceptions**

None; however, if an unmasked exception is loaded in the status word, it is generated upon execution of the next “waiting” floating-point instruction.

**Protected Mode Exceptions**

- **#GP(0)**: If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS(0)**: If a memory operand effective address is outside the SS segment limit.
- **#NM**: If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.
- **#PF(fault-code)**: CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the
current privilege level is 3.
#UD If the LOCK prefix is used.

**Real-Address Mode Exceptions**

- #GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- #SS If a memory operand effective address is outside the SS segment limit.
- #NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- #UD If the LOCK prefix is used.

**Virtual-8086 Mode Exceptions**

- #GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- #SS(0) If a memory operand effective address is outside the SS segment limit.
- #NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- #PF(fault-code) If a page fault occurs.
- #AC(0) If alignment checking is enabled and an unaligned memory reference is made.
- #UD If the LOCK prefix is used.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

- #SS(0) If a memory address referencing the SS segment is in a non-canonical form.
- #GP(0) If the memory address is in a non-canonical form.
- #NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- #MF If there is a pending x87 FPU exception.
- #PF(fault-code) If a page fault occurs.
- #AC(0) If alignment checking is enabled and an unaligned memory reference is made while the
current privilege level is 3.
- #UD If the LOCK prefix is used.
FMUL/FMULP/FIMUL—Multiply

### Description
Multiplies the destination and source operands and stores the product in the destination location. The destination operand is always an FPU data register; the source operand can be an FPU data register or a memory location. Source operands in memory can be in single-precision or double-precision floating-point format or in word or doubleword integer format.

The no-operand version of the instruction multiplies the contents of the ST(1) register by the contents of the ST(0) register and stores the product in the ST(1) register. The one-operand version multiplies the contents of the ST(0) register by the contents of a memory location (either a floating point or an integer value) and stores the product in the ST(0) register. The two-operand version multiplies the contents of the ST(0) register by the contents of the ST(i) register, or vice versa, with the result being stored in the register specified with the first operand (the destination operand).

The FMULP instructions perform the additional operation of popping the FPU register stack after storing the product. To pop the register stack, the processor marks the ST(0) register as empty and increments the stack pointer (TOP) by 1. The no-operand version of the floating-point multiply instructions always results in the register stack being popped. In some assemblers, the mnemonic for this instruction is FMUL rather than FMULP.

The FIMUL instructions convert an integer source operand to double extended-precision floating-point format before performing the multiplication.

The sign of the result is always the exclusive-OR of the source signs, even if one or more of the values being multiplied is 0 or \( \infty \). When the source operand is an integer 0, it is treated as a +0.

The following table shows the results obtained when multiplying various classes of numbers, assuming that neither overflow nor underflow occurs.

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>D8 /1</td>
<td>FMUL m32fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Multiply ST(0) by m32fp and store result in ST(0).</td>
</tr>
<tr>
<td>DC /1</td>
<td>FMUL m64fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Multiply ST(0) by m64fp and store result in ST(0).</td>
</tr>
<tr>
<td>D8 C8+i</td>
<td>FMUL ST(0), ST(i)</td>
<td>Valid</td>
<td>Valid</td>
<td>Multiply ST(0) by ST(i) and store result in ST(0).</td>
</tr>
<tr>
<td>DC C8+i</td>
<td>FMUL ST(i), ST(0)</td>
<td>Valid</td>
<td>Valid</td>
<td>Multiply ST(i) by ST(0) and store result in ST(i).</td>
</tr>
<tr>
<td>DE C8+i</td>
<td>FMULP ST(i), ST(0)</td>
<td>Valid</td>
<td>Valid</td>
<td>Multiply ST(i) by ST(0), store result in ST(i), and pop the register stack.</td>
</tr>
<tr>
<td>DE C9</td>
<td>FMULP</td>
<td>Valid</td>
<td>Valid</td>
<td>Multiply ST(1) by ST(0), store result in ST(1), and pop the register stack.</td>
</tr>
<tr>
<td>DA /1</td>
<td>FIMUL m32int</td>
<td>Valid</td>
<td>Valid</td>
<td>Multiply ST(0) by m32int and store result in ST(0).</td>
</tr>
<tr>
<td>DE /1</td>
<td>FIMUL m16int</td>
<td>Valid</td>
<td>Valid</td>
<td>Multiply ST(0) by m16int and store result in ST(0).</td>
</tr>
</tbody>
</table>
This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**Operation**

IF Instruction = FIMUL
    THEN
        DEST ← DEST * ConvertToDoubleExtendedPrecisionFP(SRC);
    ELSE (* Source operand is floating-point value *)
        DEST ← DEST * SRC;
FI;

IF Instruction = FMULP
    THEN
        PopRegisterStack;
FI;

**FPU Flags Affected**

C1 Set to 0 if stack underflow occurred.
    Set if result was rounded up; cleared otherwise.

C0, C2, C3 Undefined.

**Floating-Point Exceptions**

#IS Stack underflow occurred.

#IA Operand is an SNaN value or unsupported format.
    One operand is ±0 and the other is ±∞.

#D Source operand is a denormal value.

#U Result is too small for destination format.

#O Result is too large for destination format.

#P Value cannot be represented exactly in destination format.

**Table 3-39. FMUL/FMULP/FIMUL Results**

<table>
<thead>
<tr>
<th>SRC</th>
<th>DEST</th>
<th>− ∞</th>
<th>− F</th>
<th>− 0</th>
<th>+ 0</th>
<th>+ F</th>
<th>+ ∞</th>
<th>NaN</th>
</tr>
</thead>
<tbody>
<tr>
<td>− ∞</td>
<td>− ∞</td>
<td>− F</td>
<td>− 0</td>
<td>+ 0</td>
<td>+ F</td>
<td>+ ∞</td>
<td>NaN</td>
<td></td>
</tr>
<tr>
<td>+ ∞</td>
<td>+ ∞</td>
<td>+ F</td>
<td>+ 0</td>
<td>− 0</td>
<td>− F</td>
<td>− ∞</td>
<td>NaN</td>
<td></td>
</tr>
<tr>
<td>− F</td>
<td>+ ∞</td>
<td>+ F</td>
<td>+ 0</td>
<td>− 0</td>
<td>− F</td>
<td>− ∞</td>
<td>NaN</td>
<td></td>
</tr>
<tr>
<td>− I</td>
<td>+ ∞</td>
<td>+ F</td>
<td>+ 0</td>
<td>− 0</td>
<td>− F</td>
<td>− ∞</td>
<td>NaN</td>
<td></td>
</tr>
<tr>
<td>− 0</td>
<td>− 0</td>
<td>+ 0</td>
<td>− 0</td>
<td>− 0</td>
<td>+ 0</td>
<td>+ 0</td>
<td>NaN</td>
<td></td>
</tr>
<tr>
<td>+ 0</td>
<td>+ 0</td>
<td>+ 0</td>
<td>− 0</td>
<td>− 0</td>
<td>+ 0</td>
<td>+ 0</td>
<td>NaN</td>
<td></td>
</tr>
<tr>
<td>+ F</td>
<td>− ∞</td>
<td>− F</td>
<td>− 0</td>
<td>+ 0</td>
<td>+ F</td>
<td>+ ∞</td>
<td>NaN</td>
<td></td>
</tr>
<tr>
<td>+ I</td>
<td>+ ∞</td>
<td>+ F</td>
<td>+ 0</td>
<td>− 0</td>
<td>− F</td>
<td>− ∞</td>
<td>NaN</td>
<td></td>
</tr>
<tr>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td></td>
</tr>
</tbody>
</table>

**NOTES:**

F Means finite floating-point value.

I Means Integer.

* Indicates invalid-arithmetic-operand (#IA) exception.
Protected Mode Exceptions

#GP(0)  If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.

#SS(0)  If a memory operand effective address is outside the SS segment limit.

#NM  CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

#PF(fault-code)  If a page fault occurs.

#AC(0)  If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.

#UD  If the LOCK prefix is used.

Real-Address Mode Exceptions

#GP  If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.

#SS  If a memory operand effective address is outside the SS segment limit.

#NM  CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

#UD  If the LOCK prefix is used.

Virtual-8086 Mode Exceptions

#GP(0)  If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.

#SS(0)  If a memory operand effective address is outside the SS segment limit.

#NM  CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

#PF(fault-code)  If a page fault occurs.

#AC(0)  If alignment checking is enabled and an unaligned memory reference is made.

#UD  If the LOCK prefix is used.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#SS(0)  If a memory address referencing the SS segment is in a non-canonical form.

#GP(0)  If the memory address is in a non-canonical form.

#NM  CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

#MF  If there is a pending x87 FPU exception.

#PF(fault-code)  If a page fault occurs.

#AC(0)  If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.

#UD  If the LOCK prefix is used.
FNOP—No Operation

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>D9 D0</td>
<td>FNOP</td>
<td>Valid</td>
<td>Valid</td>
<td>No operation is performed.</td>
</tr>
</tbody>
</table>

**Description**
Performs no FPU operation. This instruction takes up space in the instruction stream but does not affect the FPU or machine context, except the EIP register.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**FPU Flags Affected**
C0, C1, C2, C3 undefined.

**Floating-Point Exceptions**
None.

**Protected Mode Exceptions**
- #NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- #MF If there is a pending x87 FPU exception.
- #UD If the LOCK prefix is used.

**Real-Address Mode Exceptions**
Same exceptions as in protected mode.

**Virtual-8086 Mode Exceptions**
Same exceptions as in protected mode.

**Compatibility Mode Exceptions**
Same exceptions as in protected mode.

**64-Bit Mode Exceptions**
Same exceptions as in protected mode.
FPATAN—Partial Arctangent

Description
Computes the arctangent of the source operand in register ST(1) divided by the source operand in register ST(0), stores the result in ST(1), and pops the FPU register stack. The result in register ST(0) has the same sign as the source operand ST(1) and a magnitude less than \(+\pi\).

The FPATAN instruction returns the angle between the X axis and the line from the origin to the point \((X,Y)\), where Y (the ordinate) is ST(1) and X (the abscissa) is ST(0). The angle depends on the sign of X and Y independently, not just on the sign of the ratio \(Y/X\). This is because a point \((-X,Y)\) is in the second quadrant, resulting in an angle between \(\pi/2\) and \(\pi\), while a point \((X,-Y)\) is in the fourth quadrant, resulting in an angle between 0 and \(-\pi/2\). A point \((-X,-Y)\) is in the third quadrant, giving an angle between \(-\pi/2\) and \(-\pi\).

The following table shows the results obtained when computing the arctangent of various classes of numbers, assuming that underflow does not occur.

<table>
<thead>
<tr>
<th>ST(1)</th>
<th>−∞</th>
<th>−3(\pi/4)*</th>
<th>−(\pi/2)</th>
<th>−(\pi/2)</th>
<th>−(\pi/2)</th>
<th>−(\pi/2)</th>
<th>−(\pi/4)*</th>
<th>NaN</th>
</tr>
</thead>
<tbody>
<tr>
<td>−∞</td>
<td>−(3\pi/4)*</td>
<td>−(\pi/2)</td>
<td>−(\pi/2)</td>
<td>−(\pi/2)</td>
<td>−(\pi/2)</td>
<td>−(\pi/2)</td>
<td>−(\pi/4)*</td>
<td>NaN</td>
</tr>
<tr>
<td>−(\pi/2)</td>
<td>−(\pi/2)</td>
<td>−(\pi/2)</td>
<td>−(\pi/2)</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>NaN</td>
</tr>
<tr>
<td>−p</td>
<td>−p</td>
<td>−p</td>
<td>−p</td>
<td>−p</td>
<td>−p</td>
<td>−p</td>
<td>−0</td>
<td>NaN</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>NaN</td>
</tr>
<tr>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>NaN</td>
</tr>
<tr>
<td>+(\pi/2)</td>
<td>+(\pi/2)</td>
<td>+(\pi/2)</td>
<td>+(\pi/2)</td>
<td>+(\pi/2)</td>
<td>+(\pi/2)</td>
<td>+(\pi/2)</td>
<td>+(\pi/4)*</td>
<td>NaN</td>
</tr>
<tr>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
</tr>
</tbody>
</table>

NOTES:
- F Means finite floating-point value.
- * Table 8-10 in the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1, specifies that the ratios 0/0 and \(\infty/\infty\) generate the floating-point invalid arithmetic-operation exception and, if this exception is masked, the floating-point QNaN indefinite value is returned. With the FPATAN instruction, the 0/0 or \(\infty/\infty\) value is actually not calculated using division. Instead, the arctangent of the two variables is derived from a standard mathematical formulation that is generalized to allow complex numbers as arguments. In this complex variable formulation, arctangent(0,0) etc. has well defined values. These values are needed to develop a library to compute transcendental functions with complex arguments, based on the FPU functions that only allow floating-point values as arguments.

There is no restriction on the range of source operands that FPATAN can accept.
This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

IA-32 Architecture Compatibility
The source operands for this instruction are restricted for the 80287 math coprocessor to the following range:

\(0 \leq |ST(1)| < |ST(0)| < \infty\)
Operation

\[ ST(1) \leftarrow \arctan(ST(1) / ST(0)); \]
PopRegisterStack;

**FPU Flags Affected**

C1  Set to 0 if stack underflow occurred.
    Set if result was rounded up; cleared otherwise.

C0, C2, C3  Undefined.

**Floating-Point Exceptions**

#IS  Stack underflow occurred.

#IA  Source operand is an SNaN value or unsupported format.

#D  Source operand is a denormal value.

#U  Result is too small for destination format.

#P  Value cannot be represented exactly in destination format.

**Protected Mode Exceptions**

#NM  CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

#MF  If there is a pending x87 FPU exception.

#UD  If the LOCK prefix is used.

**Real-Address Mode Exceptions**

Same exceptions as in protected mode.

**Virtual-8086 Mode Exceptions**

Same exceptions as in protected mode.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

Same exceptions as in protected mode.
FPREM—Partial Remainder

Description

Computes the remainder obtained from dividing the value in the ST(0) register (the dividend) by the value in the ST(1) register (the divisor or modulus), and stores the result in ST(0). The remainder represents the following value:

\[
\text{Remainder} \leftarrow \text{ST}(0) - (Q \times \text{ST}(1))
\]

Here, Q is an integer value that is obtained by truncating the floating-point number quotient of \([\text{ST}(0) / \text{ST}(1)]\) toward zero. The sign of the remainder is the same as the sign of the dividend. The magnitude of the remainder is less than that of the modulus, unless a partial remainder was computed (as described below).

This instruction produces an exact result; the inexact-result exception does not occur and the rounding control has no effect. The following table shows the results obtained when computing the remainder of various classes of numbers, assuming that underflow does not occur.

![Table 3-41. FPREM Results](image)

NOTES:
- F Means finite floating-point value.
- * Indicates floating-point invalid-arithmetic-operand (#IA) exception.
- ** Indicates floating-point zero-divide (#Z) exception.

When the result is 0, its sign is the same as that of the dividend. When the modulus is \(\infty\), the result is equal to the value in ST(0).

The FPREM instruction does not compute the remainder specified in IEEE Std 754. The IEEE specified remainder can be computed with the FPREM1 instruction. The FPREM instruction is provided for compatibility with the Intel 8087 and Intel287 math coprocessors.

The FPREM instruction gets its name “partial remainder” because of the way it computes the remainder. This instruction arrives at a remainder through iterative subtraction. It can, however, reduce the exponent of ST(0) by no more than 63 in one execution of the instruction. If the instruction succeeds in producing a remainder that is less than the modulus, the operation is complete and the C2 flag in the FPU status word is cleared. Otherwise, C2 is set, and the result in ST(0) is called the partial remainder. The exponent of the partial remainder will be less than the exponent of the original dividend by at least 32. Software can re-execute the instruction (using the partial remainder in ST(0) as the dividend) until C2 is cleared. (Note that while executing such a remainder-computation loop, a higher-priority interrupting routine that needs the FPU can force a context switch in-between the instructions in the loop.)

An important use of the FPREM instruction is to reduce the arguments of periodic functions. When reduction is complete, the instruction stores the three least-significant bits of the quotient in the C3, C1, and C0 flags of the FPU.
status word. This information is important in argument reduction for the tangent function (using a modulus of \(\pi/4\)), because it locates the original angle in the correct one of eight sectors of the unit circle.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**Operation**

\[ D \leftarrow \text{exponent}(ST(0)) - \text{exponent}(ST(1)); \]

IF \( D < 64 \)
THEN
\[ Q \leftarrow \text{Integer}(\text{TruncateTowardZero}(ST(0) / ST(1))); \]
\[ ST(0) \leftarrow ST(0) - (ST(1) \times Q); \]
\[ C2 \leftarrow 0; \]
\[ C0, C3, C1 \leftarrow \text{LeastSignificantBits}(Q); (* Q2, Q1, Q0 *) \]
ELSE
\[ C2 \leftarrow 1; \]
\[ N \leftarrow \text{An implementation-dependent number between 32 and 63}; \]
\[ QQ \leftarrow \text{Integer}(\text{TruncateTowardZero}((ST(0) / ST(1)) / 2^{(D - N)})); \]
\[ ST(0) \leftarrow ST(0) - (ST(1) \times QQ \times 2^{(D - N)}); \]
FI;

**FPU Flags Affected**

- **C0** Set to bit 2 (Q2) of the quotient.
- **C1** Set to 0 if stack underflow occurred; otherwise, set to least significant bit of quotient (Q0).
- **C2** Set to 0 if reduction complete; set to 1 if incomplete.
- **C3** Set to bit 1 (Q1) of the quotient.

**Floating-Point Exceptions**

- **#IS** Stack underflow occurred.
- **#IA** Source operand is an SNaN value, modulus is 0, dividend is \(\infty\), or unsupported format.
- **#D** Source operand is a denormal value.
- **#U** Result is too small for destination format.

**Protected Mode Exceptions**

- **#NM** CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- **#MF** If there is a pending x87 FPU exception.
- **#UD** If the LOCK prefix is used.

**Real-Address Mode Exceptions**

Same exceptions as in protected mode.

**Virtual-8086 Mode Exceptions**

Same exceptions as in protected mode.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

Same exceptions as in protected mode.
FPREM1—Partial Remainder

Description
Computes the IEEE remainder obtained from dividing the value in the ST(0) register (the dividend) by the value in the ST(1) register (the divisor or modulus), and stores the result in ST(0). The remainder represents the following value:

\[
\text{Remainder} \leftarrow ST(0) - (Q \times ST(1))
\]

Here, Q is an integer value that is obtained by rounding the floating-point number quotient of \([ST(0) / ST(1)]\) toward the nearest integer value. The magnitude of the remainder is less than or equal to half the magnitude of the modulus, unless a partial remainder was computed (as described below).

This instruction produces an exact result; the precision (inexact) exception does not occur and the rounding control has no effect. The following table shows the results obtained when computing the remainder of various classes of numbers, assuming that underflow does not occur.

Table 3-42. FPREM1 Results

<table>
<thead>
<tr>
<th>ST(0)</th>
<th>−∞</th>
<th>−F</th>
<th>−0</th>
<th>+0</th>
<th>+F</th>
<th>+∞</th>
<th>NaN</th>
</tr>
</thead>
<tbody>
<tr>
<td>−∞</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>NaN</td>
</tr>
<tr>
<td>−F</td>
<td>ST(0)</td>
<td>±F or −0</td>
<td>&quot;</td>
<td>&quot;</td>
<td>±F or −0</td>
<td>ST(0)</td>
<td>NaN</td>
</tr>
<tr>
<td>−0</td>
<td>−0</td>
<td>−0</td>
<td>&quot;</td>
<td>&quot;</td>
<td>−0</td>
<td>0</td>
<td>NaN</td>
</tr>
<tr>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>&quot;</td>
<td>&quot;</td>
<td>+0</td>
<td>+0</td>
<td>NaN</td>
</tr>
<tr>
<td>+F</td>
<td>ST(0)</td>
<td>±F or +0</td>
<td>&quot;</td>
<td>&quot;</td>
<td>±F or +0</td>
<td>ST(0)</td>
<td>NaN</td>
</tr>
<tr>
<td>+∞</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>NaN</td>
</tr>
<tr>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
</tr>
</tbody>
</table>

NOTES:
F Means finite floating-point value.
* Indicates floating-point invalid-arithmetic-operand (#IA) exception.
** Indicates floating-point zero-divide (#Z) exception.

When the result is 0, its sign is the same as that of the dividend. When the modulus is \(\infty\), the result is equal to the value in ST(0).

The FPREM1 instruction computes the remainder specified in IEEE Standard 754. This instruction operates differently from the FPREM instruction in the way that it rounds the quotient of ST(0) divided by ST(1) to an integer (see the “Operation” section below).

Like the FPREM instruction, FPREM1 computes the remainder through iterative subtraction, but can reduce the exponent of ST(0) by no more than 63 in one execution of the instruction. If the instruction succeeds in producing a remainder that is less than one half the modulus, the operation is complete and the C2 flag in the FPU status word is cleared. Otherwise, C2 is set, and the result in ST(0) is called the partial remainder. The exponent of the partial remainder will be less than the exponent of the original dividend by at least 32. Software can re-execute the instruction (using the partial remainder in ST(0) as the dividend) until C2 is cleared. (Note that while executing such a remainder-computation loop, a higher-priority interrupting routine that needs the FPU can force a context switch in-between the instructions in the loop.)

An important use of the FPREM1 instruction is to reduce the arguments of periodic functions. When reduction is complete, the instruction stores the three least-significant bits of the quotient in the C3, C1, and C0 flags of the FPU.
status word. This information is important in argument reduction for the tangent function (using a modulus of \(\pi/4\)), because it locates the original angle in the correct one of eight sectors of the unit circle.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**Operation**

\[
D \leftarrow \text{exponent}(ST(0)) - \text{exponent}(ST(1));
\]

IF \(D < 64\)

THEN

\[
Q \leftarrow \text{Integer}(\text{RoundTowardNearestInteger}(ST(0) / ST(1)));
ST(0) \leftarrow ST(0) - (ST(1) \times Q);
C2 \leftarrow 0;
C0, C3, C1 \leftarrow \text{LeastSignificantBits}(Q); (* Q2, Q1, Q0 *)
\]

ELSE

\[
C2 \leftarrow 1;
N \leftarrow \text{An implementation-dependent number between 32 and 63};
QQ \leftarrow \text{Integer}(\text{TruncateTowardZero}((ST(0) / ST(1)) / 2^{(D - N)}));
ST(0) \leftarrow ST(0) - (ST(1) \times QQ \times 2^{(D - N)});
\]

FI;

**FPU Flags Affected**

- **C0** Set to bit 2 (Q2) of the quotient.
- **C1** Set to 0 if stack underflow occurred; otherwise, set to least significant bit of quotient (Q0).
- **C2** Set to 0 if reduction complete; set to 1 if incomplete.
- **C3** Set to bit 1 (Q1) of the quotient.

**Floating-Point Exceptions**

- **#IS** Stack underflow occurred.
- **#IA** Source operand is an SNaN value, modulus (divisor) is 0, dividend is \(\infty\), or unsupported format.
- **#D** Source operand is a denormal value.
- **#U** Result is too small for destination format.

**Protected Mode Exceptions**

- **#NM** CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- **#MF** If there is a pending x87 FPU exception.
- **#UD** If the LOCK prefix is used.

**Real-Address Mode Exceptions**

Same exceptions as in protected mode.

**Virtual-8086 Mode Exceptions**

Same exceptions as in protected mode.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

Same exceptions as in protected mode.
FPTAN—Partial Tangent

Computes the tangent of the source operand in register ST(0), stores the result in ST(0), and pushes a 1.0 onto the FPU register stack. The source operand must be given in radians and must be less than ±2^{63}. The following table shows the unmasked results obtained when computing the partial tangent of various classes of numbers, assuming that underflow does not occur.

If the source operand is outside the acceptable range, the C2 flag in the FPU status word is set, and the value in register ST(0) remains unchanged. The instruction does not raise an exception when the source operand is out of range. It is up to the program to check the C2 flag for out-of-range conditions. Source values outside the range \(-2^{63}\) to \(+2^{63}\) can be reduced to the range of the instruction by subtracting an appropriate integer multiple of \(2\pi\) or by using the FPREM instruction with a divisor of \(2\pi\). See the section titled “Pi” in Chapter 8 of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1, for a discussion of the proper value to use for \(\pi\) in performing such reductions.

The value 1.0 is pushed onto the register stack after the tangent has been computed to maintain compatibility with the Intel 8087 and Intel287 math coprocessors. This operation also simplifies the calculation of other trigonometric functions. For instance, the cotangent (which is the reciprocal of the tangent) can be computed by executing a FDIVR instruction after the FPTAN instruction.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

### Operation

\[
\text{IF } ST(0) < 2^{63} \\
\text{THEN} \\
\quad C2 \leftarrow 0; \\
\quad ST(0) \leftarrow \tan(ST(0)); \\
\quad TOP \leftarrow TOP - 1; \\
\quad ST(0) \leftarrow 1.0; \\
\quad \text{ELSE (\text{* Source operand is out-of-range \text{*})} } \\
\quad \text{C2} \leftarrow 1; \\
\text{FI; }
\]

### Table 3-43. FPTAN Results

<table>
<thead>
<tr>
<th>ST(0) SRC</th>
<th>ST(0) DEST</th>
</tr>
</thead>
<tbody>
<tr>
<td>-∞</td>
<td>*</td>
</tr>
<tr>
<td>(-F)</td>
<td>(-F \text{ to } +F)</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>+0</td>
<td>+0</td>
</tr>
<tr>
<td>+F</td>
<td>(-F \text{ to } +F)</td>
</tr>
<tr>
<td>+∞</td>
<td>*</td>
</tr>
<tr>
<td>NaN</td>
<td>NaN</td>
</tr>
</tbody>
</table>

**NOTES:**

- F Means finite floating-point value.
- * Indicates floating-point invalid-arithmetic-operand (#IA) exception.
**FPU Flags Affected**

C1  Set to 0 if stack underflow occurred; set to 1 if stack overflow occurred.
    Set if result was rounded up; cleared otherwise.
C2  Set to 1 if outside range \((-2^{63} < \text{source operand} < +2^{63})\); otherwise, set to 0.
C0, C3 Undefined.

**Floating-Point Exceptions**

#IS  Stack underflow or overflow occurred.
#IA  Source operand is an SNaN value, \(\infty\), or unsupported format.
#D   Source operand is a denormal value.
#U   Result is too small for destination format.
#P   Value cannot be represented exactly in destination format.

**Protected Mode Exceptions**

#NM  CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#MF  If there is a pending x87 FPU exception.
#UD  If the LOCK prefix is used.

**Real-Address Mode Exceptions**

Same exceptions as in protected mode.

**Virtual-8086 Mode Exceptions**

Same exceptions as in protected mode.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

Same exceptions as in protected mode.
FRNDINT—Round to Integer

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>D9 FC</td>
<td>FRNDINT</td>
<td>Valid</td>
<td>Valid</td>
<td>Round ST(0) to an integer.</td>
</tr>
</tbody>
</table>

**Description**
Rounds the source value in the ST(0) register to the nearest integral value, depending on the current rounding mode (setting of the RC field of the FPU control word), and stores the result in ST(0).

If the source value is \( \infty \), the value is not changed. If the source value is not an integral value, the floating-point inexact-result exception (\#P) is generated.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**Operation**
\[
\text{ST}(0) \leftarrow \text{RoundToIntegralValue}(\text{ST}(0));
\]

**FPU Flags Affected**
- \( C1 \) set to 0 if stack underflow occurred.
- \( C1 \) set if result was rounded up; cleared otherwise.
- \( C0, C2, C3 \) undefined.

**Floating-Point Exceptions**
- \#IS Stack underflow occurred.
- \#IA Source operand is an SNaN value or unsupported format.
- \#D Source operand is a denormal value.
- \#P Source operand is not an integral value.

**Protected Mode Exceptions**
- \#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- \#MF If there is a pending x87 FPU exception.
- \#UD If the LOCK prefix is used.

**Real-Address Mode Exceptions**
Same exceptions as in protected mode.

**Virtual-8086 Mode Exceptions**
Same exceptions as in protected mode.

**Compatibility Mode Exceptions**
Same exceptions as in protected mode.

**64-Bit Mode Exceptions**
Same exceptions as in protected mode.
FRSTOR—Restore x87 FPU State

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DD /4</td>
<td>FRSTOR m94/108byte</td>
<td>Valid</td>
<td>Valid</td>
<td>Load FPU state from m94byte or m108byte.</td>
</tr>
</tbody>
</table>

**Description**

Loads the FPU state (operating environment and register stack) from the memory area specified with the source operand. This state data is typically written to the specified memory location by a previous FSAVE/FNSAVE instruction.

The FPU operating environment consists of the FPU control word, status word, tag word, instruction pointer, data pointer, and last opcode. Figures 8-9 through 8-12 in the *Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1*, show the layout in memory of the stored environment, depending on the operating mode of the processor (protected or real) and the current operand-size attribute (16-bit or 32-bit). In virtual-8086 mode, the real mode layouts are used. The contents of the FPU register stack are stored in the 80 bytes immediately following the operating environment image.

The FRSTOR instruction should be executed in the same operating mode as the corresponding FSAVE/FNSAVE instruction.

If one or more unmasked exception bits are set in the new FPU status word, a floating-point exception will be generated. To avoid raising exceptions when loading a new operating environment, clear all the exception flags in the FPU status word that is being loaded.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**Operation**

FPUControlWord ← SRC[FPUControlWord];
FPUStatusWord ← SRC[FPUStatusWord];
FPUTagWord ← SRC[FPUTagWord];
FPUDataPointer ← SRC[FPUDataPointer];
FPUInstructionPointer ← SRC[FPUInstructionPointer];
FPULastInstructionOpcode ← SRC[FPULastInstructionOpcode];

ST(0) ← SRC[ST(0)];
ST(1) ← SRC[ST(1)];
ST(2) ← SRC[ST(2)];
ST(3) ← SRC[ST(3)];
ST(4) ← SRC[ST(4)];
ST(5) ← SRC[ST(5)];
ST(6) ← SRC[ST(6)];
ST(7) ← SRC[ST(7)];

**FPU Flags Affected**

The C0, C1, C2, C3 flags are loaded.

**Floating-Point Exceptions**

None; however, this operation might unmask an existing exception that has been detected but not generated, because it was masked. Here, the exception is generated at the completion of the instruction.

**Protected Mode Exceptions**

If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.
#SS(0)  If a memory operand effective address is outside the SS segment limit.
#NM    CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#PF(fault-code) If a page fault occurs.
#AC(0)  If alignment checking is enabled and an unaligned memory reference is made while the
        current privilege level is 3.
#UD    If the LOCK prefix is used.

**Real-Address Mode Exceptions**
#GP     If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS     If a memory operand effective address is outside the SS segment limit.
#NM     CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#UD     If the LOCK prefix is used.

**Virtual-8086 Mode Exceptions**
#GP(0)  If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0)  If a memory operand effective address is outside the SS segment limit.
#NM     CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#PF(fault-code) If a page fault occurs.
#AC(0)  If alignment checking is enabled and an unaligned memory reference is made.
#UD     If the LOCK prefix is used.

**Compatibility Mode Exceptions**
Same exceptions as in protected mode.

**64-Bit Mode Exceptions**
#SS(0)  If a memory address referencing the SS segment is in a non-canonical form.
#GP(0)  If the memory address is in a non-canonical form.
#NM     CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#PF(fault-code) If a page fault occurs.
#AC(0)  If alignment checking is enabled and an unaligned memory reference is made while the
        current privilege level is 3.
#UD     If the LOCK prefix is used.
FSAVE/FNSAVE—Store x87 FPU State

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>9B DD /6</td>
<td>FSAVE m94/108byte</td>
<td>Valid</td>
<td>Valid</td>
<td>Store FPU state to m94byte or m108byte after checking for pending unmasked floating-point exceptions. Then re-initialize the FPU.</td>
</tr>
<tr>
<td>DD /6</td>
<td>FNSAVE* m94/108byte</td>
<td>Valid</td>
<td>Valid</td>
<td>Store FPU environment to m94byte or m108byte without checking for pending unmasked floating-point exceptions. Then re-initialize the FPU.</td>
</tr>
</tbody>
</table>

NOTES:
* See IA-32 Architecture Compatibility section below.

Description

Stores the current FPU state (operating environment and register stack) at the specified destination in memory, and then re-initializes the FPU. The FSAVE instruction checks for and handles pending unmasked floating-point exceptions before storing the FPU state; the FNSAVE instruction does not.

The FPU operating environment consists of the FPU control word, status word, tag word, instruction pointer, data pointer, and last opcode. Figures 8-9 through 8-12 in the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1, show the layout in memory of the stored environment, depending on the operating mode of the processor (protected or real) and the current operand-size attribute (16-bit or 32-bit). In virtual-8086 mode, the real mode layouts are used. The contents of the FPU register stack are stored in the 80 bytes immediately follow the operating environment image.

The saved image reflects the state of the FPU after all floating-point instructions preceding the FSAVE/FNSAVE instruction in the instruction stream have been executed.

After the FPU state has been saved, the FPU is reset to the same default values it is set to with the FINIT/FNINIT instructions (see “FINIT/FNINIT—Initialize Floating-Point Unit” in this chapter).

The FSAVE/FNSAVE instructions are typically used when the operating system needs to perform a context switch, an exception handler needs to use the FPU, or an application program needs to pass a “clean” FPU to a procedure.

The assembler issues two instructions for the FSAVE instruction (an FWAIT instruction followed by an FNSAVE instruction), and the processor executes each of these instructions separately. If an exception is generated for either of these instructions, the save EIP points to the instruction that caused the exception.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

IA-32 Architecture Compatibility

For Intel math coprocessors and FPUs prior to the Intel Pentium processor, an FWAIT instruction should be executed before attempting to read from the memory image stored with a prior FSAVE/FNSAVE instruction. This FWAIT instruction helps ensure that the storage operation has been completed.

When operating a Pentium or Intel486 processor in MS-DOS compatibility mode, it is possible (under unusual circumstances) for an FNSAVE instruction to be interrupted prior to being executed to handle a pending FPU exception. See the section titled “No-Wait FPU Instructions Can Get FPU Interrupt in Window” in Appendix D of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1, for a description of these circumstances. An FNSAVE instruction cannot be interrupted in this way on a Pentium 4, Intel Xeon, or P6 family processor.
**Operation**

(* Save FPU State and Registers *)

DEST[FPUCtrlWord] ← FPUCtrlWord;
DEST[FPUStrWord] ← FPUStrWord;
DEST[FPUTagWord] ← FPUTagWord;
DEST[FPUDataPnt] ← FPUDataPnt;
DEST[FPUIstrPnt] ← FPUIstrPnt;
DEST[FPULastInstrOpCde] ← FPULastInstrOpCde;

DEST[ST(0)] ← ST(0);
DEST[ST(1)] ← ST(1);
DEST[ST(2)] ← ST(2);
DEST[ST(3)] ← ST(3);
DEST[ST(4)] ← ST(4);
DEST[ST(5)] ← ST(5);
DEST[ST(6)] ← ST(6);
DEST[ST(7)] ← ST(7);

(* Initialize FPU *)

FPUCtrlWord ← 037FH;
FPUStrWord ← 0;
FPUTagWord ← FFFFH;
FPUDataPnt ← 0;
FPUIstrPnt ← 0;
FPULastInstrOpCde ← 0;

**FPU Flags Affected**

The C0, C1, C2, and C3 flags are saved and then cleared.

**Floating-Point Exceptions**

None.

**Protected Mode Exceptions**

#GP(0)  If destination is located in a non-writable segment.
If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.

#SS(0)  If a memory operand effective address is outside the SS segment limit.

#NM  CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

#PF(fault-code)  If a page fault occurs.

#AC(0)  If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.

#UD  If the LOCK prefix is used.

**Real-Address Mode Exceptions**

#GP  If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.

#SS  If a memory operand effective address is outside the SS segment limit.

#NM  CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

#UD  If the LOCK prefix is used.
Virtual-8086 Mode Exceptions

#GP(0)  If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0)  If a memory operand effective address is outside the SS segment limit.
#NM     CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#PF(fault-code)  If a page fault occurs.
#AC(0)  If alignment checking is enabled and an unaligned memory reference is made.
#UD     If the LOCK prefix is used.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#SS(0)  If a memory address referencing the SS segment is in a non-canonical form.
#GP(0)  If the memory address is in a non-canonical form.
#NM     CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#MF     If there is a pending x87 FPU exception.
#PF(fault-code)  If a page fault occurs.
#AC(0)  If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
**FScale—Scale**

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>D9 FD</td>
<td>FSCALE</td>
<td>Valid</td>
<td>Valid</td>
<td>Scale ST(0) by ST(1).</td>
</tr>
</tbody>
</table>

**Description**

Truncates the value in the source operand (toward 0) to an integral value and adds that value to the exponent of the destination operand. The destination and source operands are floating-point values located in registers ST(0) and ST(1), respectively. This instruction provides rapid multiplication or division by integral powers of 2. The following table shows the results obtained when scaling various classes of numbers, assuming that neither overflow nor underflow occurs.

**Table 3-44. FSCALE Results**

<table>
<thead>
<tr>
<th>ST(0)</th>
<th>−∞</th>
<th>−F</th>
<th>−0</th>
<th>+0</th>
<th>+F</th>
<th>+∞</th>
<th>NaN</th>
</tr>
</thead>
<tbody>
<tr>
<td>−∞</td>
<td>NaN</td>
<td>−∞</td>
<td>−∞</td>
<td>−∞</td>
<td>−∞</td>
<td>−∞</td>
<td>NaN</td>
</tr>
<tr>
<td>−F</td>
<td>−0</td>
<td>−F</td>
<td>−F</td>
<td>−F</td>
<td>−F</td>
<td>−∞</td>
<td>NaN</td>
</tr>
<tr>
<td>−0</td>
<td>−0</td>
<td>−0</td>
<td>−0</td>
<td>−0</td>
<td>−0</td>
<td>−0</td>
<td>NaN</td>
</tr>
<tr>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>+0</td>
<td>NaN</td>
</tr>
<tr>
<td>+F</td>
<td>+0</td>
<td>+F</td>
<td>+F</td>
<td>+F</td>
<td>+F</td>
<td>+∞</td>
<td>NaN</td>
</tr>
<tr>
<td>+∞</td>
<td>NaN</td>
<td>+∞</td>
<td>+∞</td>
<td>+∞</td>
<td>+∞</td>
<td>+∞</td>
<td>NaN</td>
</tr>
</tbody>
</table>

**Notes:**

- F Means finite floating-point value.

In most cases, only the exponent is changed and the mantissa (significand) remains unchanged. However, when the value being scaled in ST(0) is a denormal value, the mantissa is also changed and the result may turn out to be a normalized number. Similarly, if overflow or underflow results from a scale operation, the resulting mantissa will differ from the source's mantissa.

**Operation**

\[
\text{ST}(0) \leftarrow \text{ST}(0) \times 2^{\text{RoundToZero}([\text{ST}(1)])},
\]
FPU Flags Affected
C1 Set to 0 if stack underflow occurred.
    Set if result was rounded up; cleared otherwise.
C0, C2, C3 Undefined.

Floating-Point Exceptions
#IS Stack underflow occurred.
#IA Source operand is an SNaN value or unsupported format.
#D Source operand is a denormal value.
#U Result is too small for destination format.
#O Result is too large for destination format.
#P Value cannot be represented exactly in destination format.

Protected Mode Exceptions
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#MF If there is a pending x87 FPU exception.
#UD If the LOCK prefix is used.

Real-Address Mode Exceptions
Same exceptions as in protected mode.

Virtual-8086 Mode Exceptions
Same exceptions as in protected mode.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
Same exceptions as in protected mode.
FSIN—Sine

Description

Computes the sine of the source operand in register ST(0) and stores the result in ST(0). The source operand must be given in radians and must be within the range \(-2^{63}\) to \(+2^{63}\). The following table shows the results obtained when taking the sine of various classes of numbers, assuming that underflow does not occur.

Table 3-45. FSIN Results

<table>
<thead>
<tr>
<th>SRC (ST(0))</th>
<th>DEST (ST(0))</th>
</tr>
</thead>
<tbody>
<tr>
<td>(-\infty)</td>
<td>*</td>
</tr>
<tr>
<td>(-\infty)</td>
<td>*</td>
</tr>
<tr>
<td>(-0)</td>
<td>(-0)</td>
</tr>
<tr>
<td>(+0)</td>
<td>(+0)</td>
</tr>
<tr>
<td>(+\infty)</td>
<td>(-1) to (+1)</td>
</tr>
<tr>
<td>NaN</td>
<td>NaN</td>
</tr>
</tbody>
</table>

NOTES:

F Means finite floating-point value.
* Indicates floating-point invalid-arithmetic-operand (#IA) exception.

If the source operand is outside the acceptable range, the C2 flag in the FPU status word is set, and the value in register ST(0) remains unchanged. The instruction does not raise an exception when the source operand is out of range. It is up to the program to check the C2 flag for out-of-range conditions. Source values outside the range \(-2^{63}\) to \(+2^{63}\) can be reduced to the range of the instruction by subtracting an appropriate integer multiple of \(2\pi\) or by using the FPREM instruction with a divisor of \(2\pi\). See the section titled “Pi” in Chapter 8 of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1, for a discussion of the proper value to use for \(
\pi\) in performing such reductions.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

Operation

IF \(-2^{63} < \text{ST}(0) < 2^{63}\)
THEN
    \(\text{C2} \leftarrow 0;\)
    \(\text{ST}(0) \leftarrow \sin(\text{ST}(0));\)
ELSE (* Source operand out of range *)
    \(\text{C2} \leftarrow 1;\)
FI;

FPU Flags Affected

C1 Set to 0 if stack underflow occurred.
     Set if result was rounded up; cleared otherwise.
C2 Set to 1 if outside range \((-2^{63} < \text{source operand} < +2^{63})\); otherwise, set to 0.
C0, C3 Undefined.
Floating-Point Exceptions
#IS Stack underflow occurred.
#IA Source operand is an SNaN value, ∞, or unsupported format.
#D Source operand is a denormal value.
#P Value cannot be represented exactly in destination format.

Protected Mode Exceptions
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#MF If there is a pending x87 FPU exception.
#UD If the LOCK prefix is used.

Real-Address Mode Exceptions
Same exceptions as in protected mode.

Virtual-8086 Mode Exceptions
Same exceptions as in protected mode.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
Same exceptions as in protected mode.
FSINCOS—Sine and Cosine

**Description**

Computes both the sine and the cosine of the source operand in register ST(0), stores the sine in ST(0), and pushes the cosine onto the top of the FPU register stack. (This instruction is faster than executing the FSIN and FCOS instructions in succession.)

The source operand must be given in radians and must be within the range $-2^{63}$ to $+2^{63}$. The following table shows the results obtained when taking the sine and cosine of various classes of numbers, assuming that underflow does not occur.

**Table 3-46. FSINCOS Results**

<table>
<thead>
<tr>
<th>SRC ST(0)</th>
<th>DEST ST(0) Sine</th>
<th>DEST ST(1) Cosine</th>
</tr>
</thead>
<tbody>
<tr>
<td>$-\infty$</td>
<td>*</td>
<td>*</td>
</tr>
<tr>
<td>$-F$</td>
<td>$-1 + 1$</td>
<td>$-1 + 1$</td>
</tr>
<tr>
<td>$-0$</td>
<td>$+1$</td>
<td>$-0$</td>
</tr>
<tr>
<td>$+0$</td>
<td>$+1$</td>
<td>$+0$</td>
</tr>
<tr>
<td>$+F$</td>
<td>$-1 + 1$</td>
<td>$-1 + 1$</td>
</tr>
<tr>
<td>$+\infty$</td>
<td>*</td>
<td>*</td>
</tr>
<tr>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
</tr>
</tbody>
</table>

**NOTES:**

F Means finite floating-point value.

* Indicates floating-point invalid-arithmetic-operand (#IA) exception.

If the source operand is outside the acceptable range, the C2 flag in the FPU status word is set, and the value in register ST(0) remains unchanged. The instruction does not raise an exception when the source operand is out of range. It is up to the program to check the C2 flag for out-of-range conditions. Source values outside the range $-2^{63}$ to $+2^{63}$ can be reduced to the range of the instruction by subtracting an appropriate integer multiple of $2\pi$ or by using the FPREM instruction with a divisor of $2\pi$. See the section titled "Pi" in Chapter 8 of the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1*, for a discussion of the proper value to use for $\pi$ in performing such reductions.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**Operation**

IF $ST(0) < 2^{63}$

THEN

C2 ← 0;
TEMP ← cosine(ST(0));
ST(0) ← sine(ST(0));
TOP ← TOP − 1;
ST(0) ← TEMP;
ELSE (* Source operand out of range *)
C2 ← 1;
FI;
FPU Flags Affected
C1
Set to 0 if stack underflow occurred; set to 1 if stack overflow occurs.
Set if result was rounded up; cleared otherwise.
C2
Set to 1 if outside range \((-2^{63} < \text{source operand} < +2^{63})\); otherwise, set to 0.
C0, C3
Undefined.

Floating-Point Exceptions
#IS Stack underflow or overflow occurred.
#IA Source operand is an SNaN value, \(\infty\), or unsupported format.
#D Source operand is a denormal value.
#U Result is too small for destination format.
#P Value cannot be represented exactly in destination format.

Protected Mode Exceptions
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#MF If there is a pending x87 FPU exception.
#UD If the LOCK prefix is used.

Real-Address Mode Exceptions
Same exceptions as in protected mode.

Virtual-8086 Mode Exceptions
Same exceptions as in protected mode.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
Same exceptions as in protected mode.
FSQRT—Square Root

Description
Computes the square root of the source value in the ST(0) register and stores the result in ST(0).

The following table shows the results obtained when taking the square root of various classes of numbers, assuming that neither overflow nor underflow occurs.

Table 3-47. FSQRT Results

<table>
<thead>
<tr>
<th>SRC (ST(0))</th>
<th>DEST (ST(0))</th>
</tr>
</thead>
<tbody>
<tr>
<td>− ∞</td>
<td>*</td>
</tr>
<tr>
<td>− F</td>
<td>*</td>
</tr>
<tr>
<td>− 0</td>
<td>− 0</td>
</tr>
<tr>
<td>+ 0</td>
<td>+ 0</td>
</tr>
<tr>
<td>+ F</td>
<td>+ F</td>
</tr>
<tr>
<td>+ ∞</td>
<td>+ ∞</td>
</tr>
<tr>
<td>NaN</td>
<td>NaN</td>
</tr>
</tbody>
</table>

NOTES:
F Means finite floating-point value.
* Indicates floating-point invalid-arithmetic-operand (#IA) exception.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

Operation
ST(0) ← SquareRoot(ST(0));

FPU Flags Affected
C1 Set to 0 if stack underflow occurred.
Set if result was rounded up; cleared otherwise.
C0, C2, C3 Undefined.

Floating-Point Exceptions
#IS Stack underflow occurred.
#IA Source operand is an SNaN value or unsupported format.
Source operand is a negative value (except for −0).
#D Source operand is a denormal value.
#P Value cannot be represented exactly in destination format.

Protected Mode Exceptions
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#MF If there is a pending x87 FPU exception.
#UD If the LOCK prefix is used.
Real-Address Mode Exceptions
Same exceptions as in protected mode.

Virtual-8086 Mode Exceptions
Same exceptions as in protected mode.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
Same exceptions as in protected mode.
FST/FSTP—Store Floating Point Value

Description

The FST instruction copies the value in the ST(0) register to the destination operand, which can be a memory location or another register in the FPU register stack. When storing the value in memory, the value is converted to single-precision or double-precision floating-point format.

The FSTP instruction performs the same operation as the FST instruction and then pops the register stack. To pop the register stack, the processor marks the ST(0) register as empty and increments the stack pointer (TOP) by 1. The FSTP instruction can also store values in memory in double extended-precision floating-point format.

If the destination operand is a memory location, the operand specifies the address where the first byte of the destination value is to be stored. If the destination operand is a register, the operand specifies a register in the register stack relative to the top of the stack.

If the destination size is single-precision or double-precision, the significand of the value being stored is rounded to the width of the destination (according to the rounding mode specified by the RC field of the FPU control word), and the exponent is converted to the width and bias of the destination format. If the value being stored is too large for the destination format, a numeric overflow exception (#O) is generated and, if the exception is unmasked, no value is stored in the destination operand. If the value being stored is a denormal value, the denormal exception (#D) is not generated. This condition is simply signaled as a numeric underflow exception (#U) condition.

If the value being stored is ±0, ±∞, or a NaN, the least-significant bits of the significand and the exponent are truncated to fit the destination format. This operation preserves the value’s identity as a 0, ∞, or NaN.

If the destination operand is a non-empty register, the invalid-operation exception is not generated.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

Operation

DEST ← ST(0);
IF Instruction = FSTP
    THEN
        PopRegisterStack;
FI;

FPU Flags Affected

C1
Set to 0 if stack underflow occurred.
Indicates rounding direction of if the floating-point inexact exception (#P) is generated: 0 ← not roundup; 1 ← roundup.

C0, C2, C3
Undefined.

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>D9 /2</td>
<td>FST m32fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Copy ST(0) to m32fp.</td>
</tr>
<tr>
<td>DD /2</td>
<td>FST m64fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Copy ST(0) to m64fp.</td>
</tr>
<tr>
<td>DD D0+i</td>
<td>FST ST(i)</td>
<td>Valid</td>
<td>Valid</td>
<td>Copy ST(0) to ST(i).</td>
</tr>
<tr>
<td>D9 /3</td>
<td>FSTP m32fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Copy ST(0) to m32fp and pop register stack.</td>
</tr>
<tr>
<td>DD /3</td>
<td>FSTP m64fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Copy ST(0) to m64fp and pop register stack.</td>
</tr>
<tr>
<td>DB /7</td>
<td>FSTP m80fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Copy ST(0) to m80fp and pop register stack.</td>
</tr>
<tr>
<td>DD D8+i</td>
<td>FSTP ST(i)</td>
<td>Valid</td>
<td>Valid</td>
<td>Copy ST(0) to ST(i) and pop register stack.</td>
</tr>
</tbody>
</table>
Floating-Point Exceptions

#IS Stack underflow occurred.

#IA If destination result is an SNaN value or unsupported format, except when the destination format is in double extended-precision floating-point format.

#U Result is too small for the destination format.

#O Result is too large for the destination format.

#P Value cannot be represented exactly in destination format.

Protected Mode Exceptions

#GP(0) If the destination is located in a non-writable segment.
If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.

#SS(0) If a memory operand effective address is outside the SS segment limit.

#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

#PF(fault-code) If a page fault occurs.

#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.

#UD If the LOCK prefix is used.

Real-Address Mode Exceptions

#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.

#SS If a memory operand effective address is outside the SS segment limit.

#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

#UD If the LOCK prefix is used.

Virtual-8086 Mode Exceptions

#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.

#SS(0) If a memory operand effective address is outside the SS segment limit.

#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

#UD If the LOCK prefix is used.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#SS(0) If a memory address referencing the SS segment is in a non-canonical form.

#GP(0) If the memory address is in a non-canonical form.

#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

#MF If there is a pending x87 FPU exception.

#PF(fault-code) If a page fault occurs.

#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.

#UD If the LOCK prefix is used.
FSTCW/FNSTCW—Store x87 FPU Control Word

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>9B D9 /7</td>
<td>FSTCW m2byte</td>
<td>Valid</td>
<td>Valid</td>
<td>Store FPU control word to m2byte after checking for pending unmasked floating-point exceptions.</td>
</tr>
<tr>
<td>D9 /7</td>
<td>FNSTCW * m2byte</td>
<td>Valid</td>
<td>Valid</td>
<td>Store FPU control word to m2byte without checking for pending unmasked floating-point exceptions.</td>
</tr>
</tbody>
</table>

NOTES:
* See IA-32 Architecture Compatibility section below.

Description
Stores the current value of the FPU control word at the specified destination in memory. The FSTCW instruction checks for and handles pending unmasked floating-point exceptions before storing the control word; the FNSTCW instruction does not.

The assembler issues two instructions for the FSTCW instruction (an FWAIT instruction followed by an FNSTCW instruction), and the processor executes each of these instructions in separately. If an exception is generated for either of these instructions, the save EIP points to the instruction that caused the exception.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

IA-32 Architecture Compatibility
When operating a Pentium or Intel486 processor in MS-DOS compatibility mode, it is possible (under unusual circumstances) for an FNSTCW instruction to be interrupted prior to being executed to handle a pending FPU exception. See the section titled "No-Wait FPU Instructions Can Get FPU Interrupt in Window" in Appendix D of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1, for a description of these circumstances. An FNSTCW instruction cannot be interrupted in this way on a Pentium 4, Intel Xeon, or P6 family processor.

Operation
DEST ← FPUControlWord;

FPU Flags Affected
The C0, C1, C2, and C3 flags are undefined.

Floating-Point Exceptions
None.

Protected Mode Exceptions
#GP(0) If the destination is located in a non-writable segment.
If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.

#SS(0) If a memory operand effective address is outside the SS segment limit.

#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

#PF(fault-code) If a page fault occurs.

#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.

#UD If the LOCK prefix is used.
Real-Address Mode Exceptions

- **#GP**: If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS**: If a memory operand effective address is outside the SS segment limit.
- **#NM**: CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- **#UD**: If the LOCK prefix is used.

Virtual-8086 Mode Exceptions

- **#GP(0)**: If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS(0)**: If a memory operand effective address is outside the SS segment limit.
- **#NM**: CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- **#PF(fault-code)**: If a page fault occurs.
- **#AC(0)**: If alignment checking is enabled and an unaligned memory reference is made.
- **#UD**: If the LOCK prefix is used.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

- **#SS(0)**: If a memory address referencing the SS segment is in a non-canonical form.
- **#GP(0)**: If the memory address is in a non-canonical form.
- **#NM**: CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- **#MF**: If there is a pending x87 FPU exception.
- **#PF(fault-code)**: If a page fault occurs.
- **#AC(0)**: If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
- **#UD**: If the LOCK prefix is used.
FSTENV/FNSTENV—Store x87 FPU Environment

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>9B D9 /6</td>
<td>FSTENV m14/28byte</td>
<td>Valid</td>
<td>Valid</td>
<td>Store FPU environment to m14byte or m28byte after checking for pending unmasked floating-point exceptions. Then mask all floating-point exceptions.</td>
</tr>
<tr>
<td>D9 /6</td>
<td>FNSTENV* m14/28byte</td>
<td>Valid</td>
<td>Valid</td>
<td>Store FPU environment to m14byte or m28byte without checking for pending unmasked floating-point exceptions. Then mask all floating-point exceptions.</td>
</tr>
</tbody>
</table>

**NOTES:**

* See IA-32 Architecture Compatibility section below.

**Description**

Saves the current FPU operating environment at the memory location specified with the destination operand, and then masks all floating-point exceptions. The FPU operating environment consists of the FPU control word, status word, tag word, instruction pointer, data pointer, and last opcode. Figures 8-9 through 8-12 in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1, show the layout in memory of the stored environment, depending on the operating mode of the processor (protected or real) and the current operand-size attribute (16-bit or 32-bit). In virtual-8086 mode, the real mode layouts are used.

The FSTENV instruction checks for and handles any pending unmasked floating-point exceptions before storing the FPU environment; the FNSTENV instruction does not. The saved image reflects the state of the FPU after all floating-point instructions preceding the FSTENV/FNSTENV instruction in the instruction stream have been executed.

These instructions are often used by exception handlers because they provide access to the FPU instruction and data pointers. The environment is typically saved in the stack. Masking all exceptions after saving the environment prevents floating-point exceptions from interrupting the exception handler.

The assembler issues two instructions for the FSTENV instruction (an FWAIT instruction followed by an FNSTENV instruction), and the processor executes each of these instructions separately. If an exception is generated for either of these instructions, the save EIP points to the instruction that caused the exception.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**IA-32 Architecture Compatibility**

When operating a Pentium or Intel486 processor in MS-DOS compatibility mode, it is possible (under unusual circumstances) for an FNSTENV instruction to be interrupted prior to being executed to handle a pending FPU exception. See the section titled “No-Wait FPU Instructions Can Get FPU Interrupt in Window” in Appendix D of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1, for a description of these circumstances. An FNSTENV instruction cannot be interrupted in this way on a Pentium 4, Intel Xeon, or P6 family processor.

**Operation**

DEST[FPUControlWord] ← FPUControlWord;
DEST[FPUStatusWord] ← FPUStatusWord;
DEST[FPUTagWord] ← FPUTagWord;
DEST[FPUDataPointer] ← FPUDataPointer;
DEST[FPUInstructionPointer] ← FPUInstructionPointer;
DEST[FPUInstructionOpcode] ← FPUInstructionOpcode;

**FPU Flags Affected**

The C0, C1, C2, and C3 are undefined.
Floating-Point Exceptions
None.

Protected Mode Exceptions

- **#GP(0)**: If the destination is located in a non-writable segment.
  - If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
  - If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.

- **#SS(0)**: If a memory operand effective address is outside the SS segment limit.

- **#NM**: CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

- **#PF(fault-code)**: If a page fault occurs.

- **#AC(0)**: If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.

- **#UD**: If the LOCK prefix is used.

Real-Address Mode Exceptions

- **#GP**: If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.

- **#SS**: If a memory operand effective address is outside the SS segment limit.

- **#NM**: CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

- **#UD**: If the LOCK prefix is used.

Virtual-8086 Mode Exceptions

- **#GP(0)**: If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.

- **#SS(0)**: If a memory operand effective address is outside the SS segment limit.

- **#NM**: CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

- **#PF(fault-code)**: If a page fault occurs.

- **#AC(0)**: If alignment checking is enabled and an unaligned memory reference is made.

- **#UD**: If the LOCK prefix is used.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

- **#SS(0)**: If a memory address referencing the SS segment is in a non-canonical form.

- **#GP(0)**: If the memory address is in a non-canonical form.

- **#NM**: CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

- **#MF**: If there is a pending x87 FPU exception.

- **#PF(fault-code)**: If a page fault occurs.

- **#AC(0)**: If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.

- **#UD**: If the LOCK prefix is used.
FSTSW/FNSTSW—Store x87 FPU Status Word

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>9B DD /7</td>
<td>FSTSW m2byte</td>
<td>Valid</td>
<td>Valid</td>
<td>Store FPU status word at m2byte after checking for pending unmasked floating-point exceptions.</td>
</tr>
<tr>
<td>9B DF E0</td>
<td>FSTSW AX</td>
<td>Valid</td>
<td>Valid</td>
<td>Store FPU status word in AX register after checking for pending unmasked floating-point exceptions.</td>
</tr>
<tr>
<td>DD /7</td>
<td>FNSTSW m2byte</td>
<td>Valid</td>
<td>Valid</td>
<td>Store FPU status word at m2byte without checking for pending unmasked floating-point exceptions.</td>
</tr>
<tr>
<td>DF E0</td>
<td>FNSTSW AX</td>
<td>Valid</td>
<td>Valid</td>
<td>Store FPU status word in AX register without checking for pending unmasked floating-point exceptions.</td>
</tr>
</tbody>
</table>

**NOTES:**
* See IA-32 Architecture Compatibility section below.

**Description**
Stores the current value of the x87 FPU status word in the destination location. The destination operand can be either a two-byte memory location or the AX register. The FSTSW instruction checks for and handles pending unmasked floating-point exceptions before storing the status word; the FNSTSW instruction does not.

The FNSTSW AX form of the instruction is used primarily in conditional branching (for instance, after an FPU comparison instruction or an FPREM, FPREM1, or FXAM instruction), where the direction of the branch depends on the state of the FPU condition code flags. (See the section titled “Branching and Conditional Moves on FPU Condition Codes” in Chapter 8 of the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1.) This instruction can also be used to invoke exception handlers (by examining the exception flags) in environments that do not use interrupts. When the FNSTSW AX instruction is executed, the AX register is updated before the processor executes any further instructions. The status stored in the AX register is thus guaranteed to be from the completion of the prior FPU instruction.

The assembler issues two instructions for the FSTSW instruction (an FWAIT instruction followed by an FNSTSW instruction), and the processor executes each of these instructions separately. If an exception is generated for either of these instructions, the save EIP points to the instruction that caused the exception.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**IA-32 Architecture Compatibility**
When operating a Pentium or Intel486 processor in MS-DOS compatibility mode, it is possible (under unusual circumstances) for an FNSTSW instruction to be interrupted prior to being executed to handle a pending FPU exception. See the section titled "No-Wait FPU Instructions Can Get FPU Interrupt in Window" in Appendix D of the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 1, for a description of these circumstances. An FNSTSW instruction cannot be interrupted in this way on a Pentium 4, Intel Xeon, or P6 family processor.

**Operation**

\[
\text{DEST} \leftarrow \text{FPUStatusWord};
\]

**FPU Flags Affected**

The C0, C1, C2, and C3 are undefined.

**Floating-Point Exceptions**

None.
Protected Mode Exceptions

#GP(0) If the destination is located in a non-writable segment.
If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment
selector.

#SS(0) If a memory operand effective address is outside the SS segment limit.

#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

#PF(fault-code) If a page fault occurs.

#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the
current privilege level is 3.

#UD If the LOCK prefix is used.

Real-Address Mode Exceptions

#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.

#SS If a memory operand effective address is outside the SS segment limit.

#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

Virtual-8086 Mode Exceptions

#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.

#SS(0) If a memory operand effective address is outside the SS segment limit.

#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

#PF(fault-code) If a page fault occurs.

#AC(0) If alignment checking is enabled and an unaligned memory reference is made.

#UD If the LOCK prefix is used.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#SS(0) If a memory address referencing the SS segment is in a non-canonical form.

#GP(0) If the memory address is in a non-canonical form.

#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.

#MF If there is a pending x87 FPU exception.

#PF(fault-code) If a page fault occurs.

#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the
current privilege level is 3.

#UD If the LOCK prefix is used.
FSUB/FSUBP/FISUB—Subtract

### Description

Subtracts the source operand from the destination operand and stores the difference in the destination location. The destination operand is always an FPU data register; the source operand can be a register or a memory location. Source operands in memory can be in single-precision or double-precision floating-point format or in word or doubleword integer format.

The no-operand version of the instruction subtracts the contents of the ST(0) register from the ST(1) register and stores the result in ST(1). The one-operand version subtracts the contents of a memory location (either a floating-point or an integer value) from the contents of the ST(0) register and stores the result in ST(0). The two-operand version, subtracts the contents of the ST(0) register from the ST(i) register or vice versa.

The FSUBP instructions perform the additional operation of popping the FPU register stack following the subtraction. To pop the register stack, the processor marks the ST(0) register as empty and increments the stack pointer (TOP) by 1. The no-operand version of the floating-point subtract instructions always results in the register stack being popped. In some assemblers, the mnemonic for this instruction is FSUB rather than FSUBP.

The FISUB instructions convert an integer source operand to double extended-precision floating-point format before performing the subtraction.

Table 3-48 shows the results obtained when subtracting various classes of numbers from one another, assuming that neither overflow nor underflow occurs. Here, the SRC value is subtracted from the DEST value (DEST − SRC = result).

When the difference between two operands of like sign is 0, the result is +0, except for the round toward $-\infty$ mode, in which case the result is $-0$. This instruction also guarantees that $+0 − (-0) = +0$, and that $-0 − (+0) = -0$. When the source operand is an integer 0, it is treated as a +0.

When one operand is $\infty$, the result is $\infty$ of the expected sign. If both operands are $\infty$ of the same sign, an invalid-operation exception is generated.

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Compartment</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>D8 /4</td>
<td>FSUB m32fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Subtract m32fp from ST(0) and store result in ST(0).</td>
</tr>
<tr>
<td>DC /4</td>
<td>FSUB m64fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Subtract m64fp from ST(0) and store result in ST(0).</td>
</tr>
<tr>
<td>D8 E0+i</td>
<td>FSUB ST(0), ST(i)</td>
<td>Valid</td>
<td>Valid</td>
<td>Subtract ST(i) from ST(0) and store result in ST(0).</td>
</tr>
<tr>
<td>DC E8+i</td>
<td>FSUB ST(i), ST(0)</td>
<td>Valid</td>
<td>Valid</td>
<td>Subtract ST(0) from ST(i) and store result in ST(i).</td>
</tr>
<tr>
<td>DE E8+i</td>
<td>FSUBP ST(i), ST(0)</td>
<td>Valid</td>
<td>Valid</td>
<td>Subtract ST(0) from ST(i), store result in ST(i), and pop register stack.</td>
</tr>
<tr>
<td>DE E9</td>
<td>FSUBP</td>
<td>Valid</td>
<td>Valid</td>
<td>Subtract ST(0) from ST(1), store result in ST(1), and pop register stack.</td>
</tr>
<tr>
<td>DA /4</td>
<td>FISUB m32int</td>
<td>Valid</td>
<td>Valid</td>
<td>Subtract m32int from ST(0) and store result in ST(0).</td>
</tr>
<tr>
<td>DE /4</td>
<td>FISUB m16int</td>
<td>Valid</td>
<td>Valid</td>
<td>Subtract m16int from ST(0) and store result in ST(0).</td>
</tr>
</tbody>
</table>
This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**Operation**

IF Instruction = FISUB
THEN
DEST ← DEST − ConvertToDoubleExtendedPrecisionFP(SRC);
ELSE (* Source operand is floating-point value *)
DEST ← DEST − SRC;
FI;

IF Instruction = FSUBP
THEN
PopRegisterStack;
FI;

**FPU Flags Affected**

<table>
<thead>
<tr>
<th>C1</th>
<th>Set to 0 if stack underflow occurred.</th>
</tr>
</thead>
<tbody>
<tr>
<td>C0, C2, C3</td>
<td>Undefined.</td>
</tr>
</tbody>
</table>

**Floating-Point Exceptions**

<table>
<thead>
<tr>
<th>#IS</th>
<th>Stack underflow occurred.</th>
</tr>
</thead>
<tbody>
<tr>
<td>#IA</td>
<td>Operand is an SNaN value or unsupported format.</td>
</tr>
<tr>
<td></td>
<td>Operands are infinities of like sign.</td>
</tr>
<tr>
<td>#D</td>
<td>Source operand is a denormal value.</td>
</tr>
<tr>
<td>#U</td>
<td>Result is too small for destination format.</td>
</tr>
<tr>
<td>#O</td>
<td>Result is too large for destination format.</td>
</tr>
<tr>
<td>#P</td>
<td>Value cannot be represented exactly in destination format.</td>
</tr>
</tbody>
</table>

**Protected Mode Exceptions**

<table>
<thead>
<tr>
<th>#GP(0)</th>
<th>If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.</td>
</tr>
</tbody>
</table>
#SS(0) If a memory operand effective address is outside the SS segment limit.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.

Real-Address Mode Exceptions
#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#UD If the LOCK prefix is used.

Virtual-8086 Mode Exceptions
#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#MF If there is a pending x87 FPU exception.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.
FSUBR/FSUBRP/FISUBR—Reverse Subtract

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>D8 /5</td>
<td>FSUBR m32fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Subtract ST(0) from m32fp and store result in ST(0).</td>
</tr>
<tr>
<td>DC /5</td>
<td>FSUBR m64fp</td>
<td>Valid</td>
<td>Valid</td>
<td>Subtract ST(0) from m64fp and store result in ST(0).</td>
</tr>
<tr>
<td>D8 E8+i</td>
<td>FSUBR ST(0), ST(i)</td>
<td>Valid</td>
<td>Valid</td>
<td>Subtract ST(i) from ST(0) and store result in ST(i).</td>
</tr>
<tr>
<td>DC E0+i</td>
<td>FSUBR ST(i), ST(0)</td>
<td>Valid</td>
<td>Valid</td>
<td>Subtract ST(i) from ST(0), store result in ST(i), and pop register stack.</td>
</tr>
<tr>
<td>DE E0+i</td>
<td>FSUBRP ST(i), ST(0)</td>
<td>Valid</td>
<td>Valid</td>
<td>Subtract ST(1) from ST(0), store result in ST(1), and pop register stack.</td>
</tr>
<tr>
<td>DE E1</td>
<td>FSUBRP</td>
<td>Valid</td>
<td>Valid</td>
<td>Subtract ST(1) from ST(0), store result in ST(1), and pop register stack.</td>
</tr>
<tr>
<td>DA /5</td>
<td>FISUBR m32int</td>
<td>Valid</td>
<td>Valid</td>
<td>Subtract ST(0) from m32int and store result in ST(0).</td>
</tr>
<tr>
<td>DE /5</td>
<td>FISUBR m16int</td>
<td>Valid</td>
<td>Valid</td>
<td>Subtract ST(0) from m16int and store result in ST(0).</td>
</tr>
</tbody>
</table>

Description

Subtracts the destination operand from the source operand and stores the difference in the destination location. The destination operand is always an FPU register; the source operand can be a register or a memory location. Source operands in memory can be in single-precision or double-precision floating-point format or in word or doubleword integer format.

These instructions perform the reverse operations of the FSUB, FSUBP, and FISUB instructions. They are provided to support more efficient coding.

The no-operand version of the instruction subtracts the contents of the ST(1) register from the ST(0) register and stores the result in ST(1). The one-operand version subtracts the contents of the ST(0) register from the contents of a memory location (either a floating-point or an integer value) and stores the result in ST(0). The two-operand version, subtracts the contents of the ST(i) register from the ST(0) register or vice versa.

The FSUBRP instructions perform the additional operation of popping the FPU register stack following the subtraction. To pop the register stack, the processor marks the ST(0) register as empty and increments the stack pointer (TOP) by 1. The no-operand version of the floating-point reverse subtract instructions always results in the register stack being popped. In some assemblers, the mnemonic for this instruction is FSUBR rather than FSUBRP.

The FISUBR instructions convert an integer source operand to double extended-precision floating-point format before performing the subtraction.

The following table shows the results obtained when subtracting various classes of numbers from one another, assuming that neither overflow nor underflow occurs. Here, the DEST value is subtracted from the SRC value (SRC – DEST = result).

When the difference between two operands of like sign is 0, the result is +0, except for the round toward −∞ mode, in which case the result is −0. This instruction also guarantees that +0 – (−0) = +0, and that −0 – (+0) = −0. When the source operand is an integer 0, it is treated as a +0.

When one operand is −∞, the result is −∞ of the expected sign. If both operands are −∞ of the same sign, an invalid-operation exception is generated.
This instruction's operation is the same in non-64-bit modes and 64-bit mode.

**Operation**

If Instruction = FISUBR

Then

\[ \text{DEST} \leftarrow \text{ConvertToDoubleExtendedPrecisionFP} \left( \text{SRC} \right) - \text{DEST}; \]

Else (* Source operand is floating-point value *)

\[ \text{DEST} \leftarrow \text{SRC} - \text{DEST}; \]

If Instruction = FSUBRP

Then

PopRegisterStack; FI;

**FPU Flags Affected**

\[ C1 \text{ Set to 0 if stack underflow occurred.} \]
\[ C1, C2, C3 \text{ Undefined.} \]

**Floating-Point Exceptions**

\[ \#IS \text{ Stack underflow occurred.} \]
\[ \#IA \text{ Operand is an SNaN value or unsupported format.} \]
\[ \text{Operands are infinities of like sign.} \]
\[ \#D \text{ Source operand is a denormal value.} \]
\[ \#U \text{ Result is too small for destination format.} \]
\[ \#O \text{ Result is too large for destination format.} \]
\[ \#P \text{ Value cannot be represented exactly in destination format.} \]

**Protected Mode Exceptions**

\[ \#GP(0) \text{ If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.} \]
\[ \text{If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.} \]
\[ \#SS(0) \text{ If a memory operand effective address is outside the SS segment limit.} \]
\[ \#NM \text{ CR0.EM[bit 2] or CR0.TS[bit 3] = 1.} \]
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.

**Real-Address Mode Exceptions**

#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#UD If the LOCK prefix is used.

**Virtual-8086 Mode Exceptions**

#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#MF If there is a pending x87 FPU exception.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.
**FTST—TEST**

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>D9 E4</td>
<td>FTST</td>
<td>Valid</td>
<td>Valid</td>
<td>Compare ST(0) with 0.0.</td>
</tr>
</tbody>
</table>

**Description**

Compares the value in the ST(0) register with 0.0 and sets the condition code flags C0, C2, and C3 in the FPU status word according to the results (see table below).

**Table 3-50. FTST Results**

<table>
<thead>
<tr>
<th>Condition</th>
<th>C3</th>
<th>C2</th>
<th>C0</th>
</tr>
</thead>
<tbody>
<tr>
<td>ST(0) &gt; 0.0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>ST(0) &lt; 0.0</td>
<td>0</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>ST(0) = 0.0</td>
<td>1</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Unordered</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

This instruction performs an “unordered comparison.” An unordered comparison also checks the class of the numbers being compared (see “FXAM—Examine ModR/M” in this chapter). If the value in register ST(0) is a NaN or is in an undefined format, the condition flags are set to “unordered” and the invalid operation exception is generated.

The sign of zero is ignored, so that (– 0.0 ← +0.0).

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**Operation**

CASE (relation of operands) OF
- Not comparable: C3, C2, C0 ← 111;
- ST(0) > 0.0: C3, C2, C0 ← 000;
- ST(0) < 0.0: C3, C2, C0 ← 001;
- ST(0) = 0.0: C3, C2, C0 ← 100;
ESAC;

**FPU Flags Affected**

C1 Set to 0.
C0, C2, C3 See Table 3-50.

**Floating-Point Exceptions**

#IS Stack underflow occurred.
#IA The source operand is a NaN value or is in an unsupported format.
#D The source operand is a denormal value.

**Protected Mode Exceptions**

#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#MF If there is a pending x87 FPU exception.
#UD If the LOCK prefix is used.

**Real-Address Mode Exceptions**

Same exceptions as in protected mode.
**Virtual-8086 Mode Exceptions**  
Same exceptions as in protected mode.

**Compatibility Mode Exceptions**  
Same exceptions as in protected mode.

**64-Bit Mode Exceptions**  
Same exceptions as in protected mode.
**FUCOM/FUCOMP/FUCOMPP—Unordered Compare Floating Point Values**

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>DD E0+i</td>
<td>FUCOM ST(i)</td>
<td>Valid</td>
<td>Valid</td>
<td>Compare ST(0) with ST(i).</td>
</tr>
<tr>
<td>DD E1</td>
<td>FUCOM</td>
<td>Valid</td>
<td>Valid</td>
<td>Compare ST(0) with ST(1).</td>
</tr>
<tr>
<td>DD E8+i</td>
<td>FUCOMP ST(i)</td>
<td>Valid</td>
<td>Valid</td>
<td>Compare ST(0) with ST(i) and pop register stack.</td>
</tr>
<tr>
<td>DD E9</td>
<td>FUCOMP</td>
<td>Valid</td>
<td>Valid</td>
<td>Compare ST(0) with ST(1) and pop register stack.</td>
</tr>
<tr>
<td>DA E9</td>
<td>FUCOMPP</td>
<td>Valid</td>
<td>Valid</td>
<td>Compare ST(0) with ST(1) and pop register stack twice.</td>
</tr>
</tbody>
</table>

**Description**

Performs an unordered comparison of the contents of register ST(0) and ST(i) and sets condition code flags C0, C2, and C3 in the FPU status word according to the results (see the table below). If no operand is specified, the contents of registers ST(0) and ST(1) are compared. The sign of zero is ignored, so that –0.0 is equal to +0.0.

<table>
<thead>
<tr>
<th>Comparison Results*</th>
<th>C3</th>
<th>C2</th>
<th>C0</th>
</tr>
</thead>
<tbody>
<tr>
<td>ST0 &gt; ST(i)</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>ST0 &lt; ST(i)</td>
<td>0</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>ST0 = ST(i)</td>
<td>1</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Unordered</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

**NOTES:**
* Flags not set if unmasked invalid-arithmetic-operand (#IA) exception is generated.

An unordered comparison checks the class of the numbers being compared (see “FXAM—Examine ModR/M” in this chapter). The FUCOM/FUCOMP/FUCOMPP instructions perform the same operations as the FCOM/FCOMP/FCOMPP instructions. The only difference is that the FUCOM/FUCOMP/FUCOMPP instructions raise the invalid-arithmetic-operand exception (#IA) only when either or both operands are an SNaN or are in an unsupported format; QNaNs cause the condition code flags to be set to unordered, but do not cause an exception to be generated. The FCOM/FCOMP/FCOMPP instructions raise an invalid-operation exception when either or both of the operands are a NaN value of any kind or are in an unsupported format.

As with the FCOM/FCOMP/FCOMPP instructions, if the operation results in an invalid-arithmetic-operand exception being raised, the condition code flags are set only if the exception is masked.

The FUCOMP instruction pops the register stack following the comparison operation and the FUCOMPP instruction pops the register stack twice following the comparison operation. To pop the register stack, the processor marks the ST(0) register as empty and increments the stack pointer (TOP) by 1.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**Operation**

```
CASE (relation of operands) OF
   ST > SRC:   C3, C2, C0 ← 000;
   ST < SRC:   C3, C2, C0 ← 001;
   ST = SRC:   C3, C2, C0 ← 100;
   ESAC;

IF ST(0) or SRC = QNaN, but not SNaN or unsupported format
   THEN
      C3, C2, C0 ← 111;
   ELSE (* ST(0) or SRC is SNaN or unsupported format *)
      #IA;
```

---

* Table 3-51. FUCOM/FUCOMP/FUCOMPP Results

---

3-354 Vol. 2A
IF FPUControlWord.IM = 1
    THEN
        C3, C2, C0 ← 111;
    FI;
FI;
IF Instruction = FUCOMP
    THEN
        PopRegisterStack;
FI;
IF Instruction = FUCOMPP
    THEN
        PopRegisterStack;
FI;

**FPU Flags Affected**

C1 Set to 0 if stack underflow occurred.
C0, C2, C3 See Table 3-51.

**Floating-Point Exceptions**

#IS Stack underflow occurred.
#IA One or both operands are SNaN values or have unsupported formats. Detection of a QNaN value in and of itself does not raise an invalid-operand exception.
#D One or both operands are denormal values.

**Protected Mode Exceptions**

#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#MF If there is a pending x87 FPU exception.
#UD If the LOCK prefix is used.

**Real-Address Mode Exceptions**

Same exceptions as in protected mode.

**Virtual-8086 Mode Exceptions**

Same exceptions as in protected mode.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

Same exceptions as in protected mode.
**Description**

Examines the contents of the ST(0) register and sets the condition code flags C0, C2, and C3 in the FPU status word to indicate the class of value or number in the register (see the table below).

<table>
<thead>
<tr>
<th>Class</th>
<th>C3</th>
<th>C2</th>
<th>C0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Unsupported</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>NaN</td>
<td>0</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Normal finite number</td>
<td>0</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>Infinity</td>
<td>0</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Zero</td>
<td>1</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Empty</td>
<td>1</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>Denormal number</td>
<td>1</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

The C1 flag is set to the sign of the value in ST(0), regardless of whether the register is empty or full.

This instruction's operation is the same in non-64-bit modes and 64-bit mode.

**Operation**

\[ C1 \leftarrow \text{sign bit of ST}; \text{ (* 0 for positive, 1 for negative *)} \]

CASE (class of value or number in ST(0)) OF

- Unsupported: C3, C2, C0 ← 000;
- NaN: C3, C2, C0 ← 001;
- Normal: C3, C2, C0 ← 010;
- Infinity: C3, C2, C0 ← 011;
- Zero: C3, C2, C0 ← 100;
- Empty: C3, C2, C0 ← 101;
- Denormal number: C3, C2, C0 ← 110;

ESAC;

**FPU Flags Affected**

- C1: Sign of value in ST(0).
- C0, C2, C3: See Table 3-52.

**Floating-Point Exceptions**

None.

**Protected Mode Exceptions**

- #NM: CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- #MF: If there is a pending x87 FPU exception.
- #UD: If the LOCK prefix is used.
Real-Address Mode Exceptions
Same exceptions as in protected mode.

Virtual-8086 Mode Exceptions
Same exceptions as in protected mode.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
Same exceptions as in protected mode.
FXCH—Exchange Register Contents

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>D9 C8+i</td>
<td>FXCH ST(i)</td>
<td>Valid</td>
<td>Valid</td>
<td>Exchange the contents of ST(0) and ST(i).</td>
</tr>
<tr>
<td>D9 C9</td>
<td>FXCH</td>
<td>Valid</td>
<td>Valid</td>
<td>Exchange the contents of ST(0) and ST(1).</td>
</tr>
</tbody>
</table>

Description

Exchanges the contents of registers ST(0) and ST(i). If no source operand is specified, the contents of ST(0) and ST(1) are exchanged.

This instruction provides a simple means of moving values in the FPU register stack to the top of the stack [ST(0)], so that they can be operated on by those floating-point instructions that can only operate on values in ST(0). For example, the following instruction sequence takes the square root of the third register from the top of the register stack:

```
FXCH ST(3);
FSQRT;
FXCH ST(3);
```

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

Operation

IF (Number-of-operands) is 1
THEN
    temp ← ST(0);
    ST(0) ← SRC;
    SRC ← temp;
ELSE
    temp ← ST(0);
    ST(0) ← ST(1);
    ST(1) ← temp;
FI;

FPU Flags Affected

C1 Set to 0.
C0, C2, C3 Undefined.

Floating-Point Exceptions

#IS Stack underflow occurred.

Protected Mode Exceptions

#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#MF If there is a pending x87 FPU exception.
#UD If the LOCK prefix is used.

Real-Address Mode Exceptions

Same exceptions as in protected mode.

Virtual-8086 Mode Exceptions

Same exceptions as in protected mode.
Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
Same exceptions as in protected mode.
FXRSTOR—Restore x87 FPU, MMX, XMM, and MXCSR State

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F AE /1</td>
<td>M</td>
<td>Valid</td>
<td>Valid</td>
<td>Restore the x87 FPU, MMX, XMM, and MXCSR register state from m512byte.</td>
</tr>
<tr>
<td>FXRSTOR m512byte</td>
<td>M</td>
<td>Valid</td>
<td>N.E.</td>
<td>Restore the x87 FPU, MMX, XMM, and MXCSR register state from m512byte.</td>
</tr>
<tr>
<td>REX.W+ 0F AE /1</td>
<td>M</td>
<td>Valid</td>
<td>N.E.</td>
<td>Restore the x87 FPU, MMX, XMM, and MXCSR register state from m512byte.</td>
</tr>
</tbody>
</table>

**Description**

Reloads the x87 FPU, MMX technology, XMM, and MXCSR registers from the 512-byte memory image specified in the source operand. This data should have been written to memory previously using the FXSAVE instruction, and in the same format as required by the operating modes. The first byte of the data should be located on a 16-byte boundary. There are three distinct layouts of the FXSAVE state map: one for legacy and compatibility mode, a second format for 64-bit mode FXSAVE/FXRSTOR with REX.W=0, and the third format is for 64-bit mode with FXSAVE64/FXRSTOR64. Table 3-53 shows the layout of the legacy/compatibility mode state information in memory and describes the fields in the memory image for the FXRSTOR and FXSAVE instructions. Table 3-56 shows the layout of the 64-bit mode state information when REX.W is set (FXSAVE64/FXRSTOR64). Table 3-57 shows the layout of the 64-bit mode state information when REX.W is clear (FXSAVE/FXRSTOR).

The state image referenced with an FXRSTOR instruction must have been saved using an FXSAVE instruction or be in the same format as required by Table 3-53, Table 3-56, or Table 3-57. Referencing a state image saved with an FSAVE, FNSAVE instruction or incompatible field layout will result in an incorrect state restoration.

The FXRSTOR instruction does not flush pending x87 FPU exceptions. To check and raise exceptions when loading x87 FPU state information with the FXRSTOR instruction, use an FWAIT instruction after the FXRSTOR instruction.

If the OSFXSR bit in control register CR4 is not set, the FXRSTOR instruction may not restore the states of the XMM and MXCSR registers. This behavior is implementation dependent.

If the MXCSR state contains an unmasked exception with a corresponding status flag also set, loading the register with the FXRSTOR instruction will not result in a SIMD floating-point error condition being generated. Only the next occurrence of this unmasked exception will result in the exception being generated.

Bits 16 through 32 of the MXCSR register are defined as reserved and should be set to 0. Attempting to write a 1 in any of these bits from the saved state image will result in a general protection exception (#GP) being generated.

Bytes 464:511 of an FXSAVE image are available for software use. FXRSTOR ignores the content of bytes 464:511 in an FXSAVE state image.

**Operation**

(x87 FPU, MMX, XMM7-XMM0, MXCSR) ← Load(SRC);

**x87 FPU and SIMD Floating-Point Exceptions**

None.

**Protected Mode Exceptions**

- #GP(0) For an illegal memory operand effective address in the CS, DS, ES, FS or GS segments.
- If a memory operand is not aligned on a 16-byte boundary, regardless of segment. (See alignment check exception [#AC] below.)
- For an attempt to set reserved bits in MXCSR.
#SS(0) For an illegal address in the SS segment.

#PF(fault-code) For a page fault.

#NM If CR0.TS[bit 3] = 1.
If CR0.EM[bit 2] = 1.

#UD If CPUID.01H:EDX.FXSR[bit 24] = 0.
If instruction is preceded by a LOCK prefix.

#AC If this exception is disabled a general protection exception (#GP) is signaled if the memory operand is not aligned on a 16-byte boundary, as described above. If the alignment check exception (#AC) is enabled (and the CPL is 3), signaling of #AC is not guaranteed and may vary with implementation, as follows. In all implementations where #AC is not signaled, a general protection exception is signaled in its place. In addition, the width of the alignment check may also vary with implementation. For instance, for a given implementation, an alignment check exception might be signaled for a 2-byte misalignment, whereas a general protection exception might be signaled for all other misalignments (4-, 8-, or 16-byte misalignments).

#UD If the LOCK prefix is used.

Real-Address Mode Exceptions

#GP If a memory operand is not aligned on a 16-byte boundary, regardless of segment. For any part of the operand lies outside the effective address space from 0 to FFFFH.
For an attempt to set reserved bits in MXCSR.

#NM If CR0.TS[bit 3] = 1.
If CR0.EM[bit 2] = 1.

#UD If CPUID.01H:EDX.FXSR[bit 24] = 0.
If the LOCK prefix is used.

Virtual-8086 Mode Exceptions

Same exceptions as in real address mode.

#PF(fault-code) For a page fault.

#AC For unaligned memory reference.

#UD If the LOCK prefix is used.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#SS(0) If a memory address referencing the SS segment is in a non-canonical form.

#GP(0) If the memory address is in a non-canonical form.
If memory operand is not aligned on a 16-byte boundary, regardless of segment.
For an attempt to set reserved bits in MXCSR.

#PF(fault-code) For a page fault.

#NM If CR0.TS[bit 3] = 1.
If CR0.EM[bit 2] = 1.

#UD If CPUID.01H:EDX.FXSR[bit 24] = 0.
If instruction is preceded by a LOCK prefix.

#AC If this exception is disabled a general protection exception (#GP) is signaled if the memory operand is not aligned on a 16-byte boundary, as described above. If the alignment check exception (#AC) is enabled (and the CPL is 3), signaling of #AC is not guaranteed and may vary with implementation, as follows. In all implementations where #AC is not signaled, a
general protection exception is signaled in its place. In addition, the width of the alignment check may also vary with implementation. For instance, for a given implementation, an alignment check exception might be signaled for a 2-byte misalignment, whereas a general protection exception might be signaled for all other misalignments (4-, 8-, or 16-byte misalignments).
**FXSAVE—Save x87 FPU, MMX Technology, and SSE State**

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F AE /O</td>
<td>M</td>
<td>Valid</td>
<td>Valid</td>
<td>Save the x87 FPU, MMX, XMM, and MXCSR register state to m512byte.</td>
</tr>
<tr>
<td>FXSAVE m512byte</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>REX.W+ 0F AE /O</td>
<td>M</td>
<td>Valid</td>
<td>N.E.</td>
<td>Save the x87 FPU, MMX, XMM, and MXCSR register state to m512byte.</td>
</tr>
<tr>
<td>FXSAVE64 m512byte</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>M</td>
<td>ModRM:r/m (w)</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Saves the current state of the x87 FPU, MMX technology, XMM, and MXCSR registers to a 512-byte memory location specified in the destination operand. The content layout of the 512 byte region depends on whether the processor is operating in non-64-bit operating modes or 64-bit sub-mode of IA-32e mode.

Bytes 464:511 are available to software use. The processor does not write to bytes 464:511 of an FXSAVE area.

The operation of FXSAVE in non-64-bit modes is described first.

**Non-64-Bit Mode Operation**

Table 3-53 shows the layout of the state information in memory when the processor is operating in legacy modes.

**Table 3-53. Non-64-bit-Mode Layout of FXSAVE and FXRSTOR Memory Region**

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rsrvd</td>
<td>FPU CS</td>
<td>FPU IP</td>
<td>FOP</td>
<td>Rsrvd</td>
<td>FTW</td>
<td>FSW</td>
<td>FCW</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>MXCSR_MASK</td>
<td>MXCSR</td>
<td>Rsrvd</td>
<td>FPU DS</td>
<td>FPU DP</td>
<td>16</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>ST0/MM0</td>
<td>32</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>ST1/MM1</td>
<td>48</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>ST2/MM2</td>
<td>64</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>ST3/MM3</td>
<td>80</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>ST4/MM4</td>
<td>96</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>ST5/MM5</td>
<td>112</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>ST6/MM6</td>
<td>128</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>ST7/MM7</td>
<td>144</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM0</td>
<td>160</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM1</td>
<td>176</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM2</td>
<td>192</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM3</td>
<td>208</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM4</td>
<td>224</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM5</td>
<td>240</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM6</td>
<td>256</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM7</td>
<td>272</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
The destination operand contains the first byte of the memory image, and it must be aligned on a 16-byte boundary. A misaligned destination operand will result in a general-protection (#GP) exception being generated (or in some cases, an alignment check exception [#AC]).

The FXSAVE instruction is used when an operating system needs to perform a context switch or when an exception handler needs to save and examine the current state of the x87 FPU, MMX technology, and/or XMM and MXCSR registers.

The fields in Table 3-53 are defined in Table 3-54.

### Table 3-54. Field Definitions

<table>
<thead>
<tr>
<th>Field</th>
<th>Definition</th>
</tr>
</thead>
<tbody>
<tr>
<td>FCW</td>
<td>x87 FPU Control Word (16 bits). See Figure 8-6 in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1, for the layout of the x87 FPU control word.</td>
</tr>
<tr>
<td>FSW</td>
<td>x87 FPU Status Word (16 bits). See Figure 8-4 in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1, for the layout of the x87 FPU status word.</td>
</tr>
<tr>
<td>Abridged FTW</td>
<td>x87 FPU Tag Word (8 bits). The tag information saved here is abridged, as described in the following paragraphs.</td>
</tr>
<tr>
<td>FOP</td>
<td>x87 FPU Opcode (16 bits). The lower 11 bits of this field contain the opcode, upper 5 bits are reserved. See Figure 8-8 in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1, for the layout of the x87 FPU opcode field.</td>
</tr>
<tr>
<td>FPU IP</td>
<td>x87 FPU Instruction Pointer Offset (32 bits). The contents of this field differ depending on the current addressing mode (32-bit or 16-bit) of the processor when the FXSAVE instruction was executed: 32-bit mode — 32-bit IP offset. 16-bit mode — low 16 bits are IP offset; high 16 bits are reserved. See “x87 FPU Instruction and Operand (Data) Pointers” in Chapter 8 of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1, for a description of the x87 FPU instruction pointer.</td>
</tr>
<tr>
<td>FPU CS</td>
<td>x87 FPU Instruction Pointer Selector (16 bits). If CPUID.(EAX=07H,ECX=0H):EBX[bit 13] = 1, the processor deprecates the FPU CS and FPU DS values, and this field is saved as 0000H.</td>
</tr>
</tbody>
</table>
The FXSAVE instruction saves an abridged version of the x87 FPU tag word in the FTW field (unlike the FSAVE instruction, which saves the complete tag word). The tag information is saved in physical register order (R0 through R7), rather than in top-of-stack (TOS) order. With the FXSAVE instruction, however, only a single bit (1 for valid or 0 for empty) is saved for each tag. For example, assume that the tag word is currently set as follows:

```
R7 R6 R5 R4 R3 R2 R1 R0
11 xx xx xx 11 11 11 11
```

Here, 11B indicates empty stack elements and “xx” indicates valid (00B), zero (01B), or special (10B).

For this example, the FXSAVE instruction saves only the following 8 bits of information:

```
R7 R6 R5 R4 R3 R2 R1 R0
0 1 1 1 0 0 0 0
```

Here, a 1 is saved for any valid, zero, or special tag, and a 0 is saved for any empty tag.

The operation of the FXSAVE instruction differs from that of the FSAVE instruction, the as follows:

- **FXSAVE instruction does not check for pending unmasked floating-point exceptions.** (The FXSAVE operation in this regard is similar to the operation of the FNSAVE instruction).

- After the FXSAVE instruction has saved the state of the x87 FPU, MMX technology, XMM, and MXCSR registers, the processor retains the contents of the registers. Because of this behavior, the FXSAVE instruction cannot be used by an application program to pass a “clean” x87 FPU state to a procedure, since it retains the current state. To clean the x87 FPU state, an application must explicitly execute an FINIT instruction after an FXSAVE instruction to reinitialize the x87 FPU state.

- The format of the memory image saved with the FXSAVE instruction is the same regardless of the current addressing mode (32-bit or 16-bit) and operating mode (protected, real address, or system management).
This behavior differs from the FSAVE instructions, where the memory image format is different depending on the addressing mode and operating mode. Because of the different image formats, the memory image saved with the FXSAVE instruction cannot be restored correctly with the FRSTOR instruction, and likewise the state saved with the FSAVE instruction cannot be restored correctly with the FXRSTOR instruction.

The FSAVE format for FTW can be recreated from the FTW valid bits and the stored 80-bit FP data (assuming the stored data was not the contents of MMX technology registers) using Table 3-55.

### Table 3-55. Recreating FSAVE Format

<table>
<thead>
<tr>
<th>Exponent all 1’s</th>
<th>Exponent all 0’s</th>
<th>Fraction all 0’s</th>
<th>J and M bits</th>
<th>FTW valid bit</th>
<th>x87 FTW</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0x</td>
<td>1</td>
<td>Special</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1x</td>
<td>1</td>
<td>Valid</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>1</td>
<td>00</td>
<td>1</td>
<td>Special</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>1</td>
<td>10</td>
<td>1</td>
<td>Valid</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0x</td>
<td>1</td>
<td>Special</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1x</td>
<td>1</td>
<td>Special</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>1</td>
<td>00</td>
<td>1</td>
<td>Zero</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>1</td>
<td>10</td>
<td>1</td>
<td>Special</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1x</td>
<td>1</td>
<td>Special</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1x</td>
<td>1</td>
<td>Special</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
<td>00</td>
<td>1</td>
<td>Special</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
<td>10</td>
<td>1</td>
<td>Special</td>
</tr>
<tr>
<td>For all legal combinations above.</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The J-bit is defined to be the 1-bit binary integer to the left of the decimal place in the significand. The M-bit is defined to be the most significant bit of the fractional portion of the significand (i.e., the bit immediately to the right of the decimal place).

When the M-bit is the most significant bit of the fractional portion of the significand, it must be 0 if the fraction is all 0’s.

### IA-32e Mode Operation

In compatibility sub-mode of IA-32e mode, legacy SSE registers, XMM0 through XMM7, are saved according to the legacy FXSAVE map. In 64-bit mode, all of the SSE registers, XMM0 through XMM15, are saved. Additionally, there are two different layouts of the FXSAVE map in 64-bit mode, corresponding to FXSAVE64 (which requires REX.W=1) and FXSAVE (REX.W=0). In the FXSAVE64 map (Table 3-56), the FPU IP and FPU DP pointers are 64-bit wide. In the FXSAVE map for 64-bit mode (Table 3-57), the FPU IP and FPU DP pointers are 32-bits.

### Table 3-56. Layout of the 64-bit-mode FXSAVE64 Map (requires REX.W = 1)

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
<th>FPU IP</th>
<th>FOP</th>
<th>Reserved</th>
<th>FTW</th>
<th>FSW</th>
<th>FCW</th>
<th>FPU DP</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>MXCSR_MASK</td>
<td>MXCSR</td>
<td>FPU DP</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>ST0/MM0</td>
<td>32</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>ST1/MM1</td>
<td>48</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>ST2/MM2</td>
<td>64</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>ST3/MM3</td>
<td>80</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>ST4/MM4</td>
<td>96</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>ST5/MM5</td>
<td>112</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
### Table 3-56. Layout of the 64-bit-mode FXSAVE64 Map (requires REX.W = 1) (Contd.)

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Reserved</td>
<td>ST6/MM6</td>
<td>128</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>ST7/MM7</td>
<td>144</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM0</td>
<td>160</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM1</td>
<td>176</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM2</td>
<td>192</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM3</td>
<td>208</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM4</td>
<td>224</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM5</td>
<td>240</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM6</td>
<td>256</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM7</td>
<td>272</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM8</td>
<td>288</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM9</td>
<td>304</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM10</td>
<td>320</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM11</td>
<td>336</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM12</td>
<td>352</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM13</td>
<td>368</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM14</td>
<td>384</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM15</td>
<td>400</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>416</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>432</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>448</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Available</td>
<td>464</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Available</td>
<td>480</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Available</td>
<td>496</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Table 3-57. Layout of the 64-bit-mode FXSAVE Map (REX.W = 0)

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>Reserved</td>
<td>FPU CS</td>
<td>FPU IP</td>
<td>FOP</td>
<td>Reserved</td>
<td>FTW</td>
<td>FSW</td>
<td>FCW</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>MXCSR_MASK</td>
<td>MXCSR</td>
<td>Reserved</td>
<td>FPU DS</td>
<td>FPU DP</td>
<td>16</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>ST0/MM0</td>
<td>32</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>ST1/MM1</td>
<td>48</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>ST2/MM2</td>
<td>64</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>ST3/MM3</td>
<td>80</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>ST4/MM4</td>
<td>96</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>ST5/MM5</td>
<td>112</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>ST6/MM6</td>
<td>128</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>ST7/MM7</td>
<td>144</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM0</td>
<td>160</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Table 3-57. Layout of the 64-bit-mode FXSAVE Map (REX.W = 0) (Contd.) (Contd.)

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM1</td>
<td>176</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM2</td>
<td>192</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM3</td>
<td>208</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM4</td>
<td>224</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM5</td>
<td>240</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM6</td>
<td>256</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM7</td>
<td>272</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM8</td>
<td>288</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM9</td>
<td>304</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM10</td>
<td>320</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM11</td>
<td>336</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM12</td>
<td>352</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM13</td>
<td>368</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM14</td>
<td>384</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>XMM15</td>
<td>400</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>416</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>432</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Reserved</td>
<td>448</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Available</td>
<td>464</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Available</td>
<td>480</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Available</td>
<td>496</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Operation

IF 64-Bit Mode
    THEN
        IF REX.W = 1
            THEN
                DEST ← Save64BitPromotedFxsave(x87 FPU, MMX, XMM7-XMM0, MXCSR);
            ELSE
                DEST ← Save64BitDefaultFxsave(x87 FPU, MMX, XMM7-XMM0, MXCSR);
        FI;
        ELSE
            DEST ← SaveLegacyFxsave(x87 FPU, MMX, XMM7-XMM0, MXCSR);
FI;

Protected Mode Exceptions

#GP(0) For an illegal memory operand effective address in the CS, DS, ES, FS or GS segments.
If a memory operand is not aligned on a 16-byte boundary, regardless of segment. (See the description of the alignment check exception [#AC] below.)
#SS(0) For an illegal address in the SS segment.
#PF(fault-code) For a page fault.

FXSAVE—Save x87 FPU, MMX Technology, and SSE State
#NM      If CR0.TS[bit 3] = 1.
         If CR0.EM[bit 2] = 1.
#UD      If CPUID.01H:EDX.FXSR[bit 24] = 0.
#UD      If the LOCK prefix is used.
#AC      If this exception is disabled a general protection exception (#GP) is signaled if the memory operand is not aligned on a 16-byte boundary, as described above. If the alignment check exception (#AC) is enabled (and the CPL is 3), signaling of #AC is not guaranteed and may vary with implementation, as follows. In all implementations where #AC is not signaled, a general protection exception is signaled in its place. In addition, the width of the alignment check may also vary with implementation. For instance, for a given implementation, an alignment check exception might be signaled for a 2-byte misalignment, whereas a general protection exception might be signaled for all other misalignments (4-, 8-, or 16-byte misalignments).

Real-Address Mode Exceptions

#GP      If a memory operand is not aligned on a 16-byte boundary, regardless of segment.
         If any part of the operand lies outside the effective address space from 0 to FFFFH.
#NM      If CR0.TS[bit 3] = 1.
         If CR0.EM[bit 2] = 1.
#UD      If CPUID.01H:EDX.FXSR[bit 24] = 0.
         If the LOCK prefix is used.

Virtual-8086 Mode Exceptions

Same exceptions as in real address mode.

#PF(fault-code)  For a page fault.
#AC            For unaligned memory reference.
#UD            If the LOCK prefix is used.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#SS(0)     If a memory address referencing the SS segment is in a non-canonical form.
#GP(0)      If the memory address is in a non-canonical form.
            If memory operand is not aligned on a 16-byte boundary, regardless of segment.
#PF(fault-code)  For a page fault.
#NM      If CR0.TS[bit 3] = 1.
         If CR0.EM[bit 2] = 1.
#UD      If CPUID.01H:EDX.FXSR[bit 24] = 0.
         If the LOCK prefix is used.
#AC      If this exception is disabled a general protection exception (#GP) is signaled if the memory operand is not aligned on a 16-byte boundary, as described above. If the alignment check exception (#AC) is enabled (and the CPL is 3), signaling of #AC is not guaranteed and may vary with implementation, as follows. In all implementations where #AC is not signaled, a general protection exception is signaled in its place. In addition, the width of the alignment check may also vary with implementation. For instance, for a given implementation, an alignment check exception might be signaled for a 2-byte misalignment, whereas a general protection exception might be signaled for all other misalignments (4-, 8-, or 16-byte misalignments).
Implementation Note

The order in which the processor signals general-protection (#GP) and page-fault (#PF) exceptions when they both occur on an instruction boundary is given in Table 5-2 in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3B. This order vary for FXSAVE for different processor implementations.
**FXTRACT—Extract Exponent and Significand**

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>D9 F4</td>
<td>Valid</td>
<td>Valid</td>
<td>Separate value in ST(0) into exponent and significand, store exponent in ST(0), and push the significand onto the register stack.</td>
</tr>
<tr>
<td>FXTRACT</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Description**

Separates the source value in the ST(0) register into its exponent and significand, stores the exponent in ST(0), and pushes the significand onto the register stack. Following this operation, the new top-of-stack register ST(0) contains the value of the original significand expressed as a floating-point value. The sign and significand of this value are the same as those found in the source operand, and the exponent is 3FFFH (biased value for a true exponent of zero). The ST(1) register contains the value of the original operand’s true (unbiased) exponent expressed as a floating-point value. (The operation performed by this instruction is a superset of the IEEE-recommended \( \log_b(x) \) function.)

This instruction and the F2XM1 instruction are useful for performing power and range scaling operations. The FXTRACT instruction is also useful for converting numbers in double extended-precision floating-point format to decimal representations (e.g., for printing or displaying).

If the floating-point zero-divide exception (#Z) is masked and the source operand is zero, an exponent value of \(-\infty\) is stored in register ST(1) and 0 with the sign of the source operand is stored in register ST(0).

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**Operation**

\[
\text{TEMP} \leftarrow \text{Significand(ST(0))}; \\
\text{ST(0)} \leftarrow \text{Exponent(ST(0))}; \\
\text{TOP} \leftarrow \text{TOP} - 1; \\
\text{ST(0)} \leftarrow \text{TEMP};
\]

**FPU Flags Affected**

- C1: Set to 0 if stack underflow occurred; set to 1 if stack overflow occurred.
- C0, C2, C3: Undefined.

**Floating-Point Exceptions**

- #IS: Stack underflow or overflow occurred.
- #IA: Source operand is an SNaN value or unsupported format.
- #Z: ST(0) operand is \( \pm 0 \).
- #D: Source operand is a denormal value.

**Protected Mode Exceptions**

- #NM: CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- #MF: If there is a pending x87 FPU exception.
- #UD: If the LOCK prefix is used.

**Real-Address Mode Exceptions**

Same exceptions as in protected mode.

**Virtual-8086 Mode Exceptions**

Same exceptions as in protected mode.
Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
Same exceptions as in protected mode.
FYL2X—Compute \( y \times \log_2 x \)

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>D9 F1</td>
<td>FYL2X</td>
<td>Valid</td>
<td>Valid</td>
<td>Replace ST(1) with ((ST(1) \times \log_2 ST(0))) and pop the register stack.</td>
</tr>
</tbody>
</table>

**Description**

Computes \((ST(1) \times \log_2 (ST(0)))\), stores the result in register ST(1), and pops the FPU register stack. The source operand in ST(0) must be a non-zero positive number.

The following table shows the results obtained when taking the log of various classes of numbers, assuming that neither overflow nor underflow occurs.

<table>
<thead>
<tr>
<th>ST(0)</th>
<th>− ∞</th>
<th>−F</th>
<th>±0</th>
<th>+0&lt;+F&lt;+1</th>
<th>+1</th>
<th>+F&gt;+1</th>
<th>+∞</th>
<th>NaN</th>
</tr>
</thead>
<tbody>
<tr>
<td>− ∞</td>
<td>*</td>
<td>*</td>
<td>+∞</td>
<td>+∞</td>
<td>*</td>
<td>− ∞</td>
<td>− ∞</td>
<td>NaN</td>
</tr>
<tr>
<td>−F</td>
<td>*</td>
<td>*</td>
<td>**</td>
<td>+ F</td>
<td>− 0</td>
<td>− F</td>
<td>− ∞</td>
<td>NaN</td>
</tr>
<tr>
<td>−0</td>
<td>*</td>
<td>*</td>
<td>**</td>
<td>+0</td>
<td>− 0</td>
<td>− 0</td>
<td>*</td>
<td>NaN</td>
</tr>
<tr>
<td>+0</td>
<td>*</td>
<td>*</td>
<td>*</td>
<td>−0</td>
<td>+0</td>
<td>+ 0</td>
<td>*</td>
<td>NaN</td>
</tr>
<tr>
<td>+F</td>
<td>*</td>
<td>*</td>
<td>**</td>
<td>− F</td>
<td>+ 0</td>
<td>+ F</td>
<td>+ ∞</td>
<td>NaN</td>
</tr>
<tr>
<td>+∞</td>
<td>*</td>
<td>*</td>
<td>− ∞</td>
<td>− ∞</td>
<td>*</td>
<td>+ ∞</td>
<td>+ ∞</td>
<td>NaN</td>
</tr>
<tr>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
</tr>
</tbody>
</table>

**NOTES:**

* Means finite floating-point value.

** Indicates floating-point invalid-operation (#IA) exception.

*** Indicates floating-point zero-divide (#Z) exception.

If the divide-by-zero exception is masked and register ST(0) contains ±0, the instruction returns \(-∞\) with a sign that is the opposite of the sign of the source operand in register ST(1).

The FYL2X instruction is designed with a built-in multiplication to optimize the calculation of logarithms with an arbitrary positive base \((b)\):

\[
\log_b x \leftarrow (\log_2 b)^{-1} \times \log_2 x
\]

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**Operation**

\[
ST(1) \leftarrow ST(1) \times \log_2 ST(0);
\]

PopRegisterStack;

**FPU Flags Affected**

C1

Set to 0 if stack underflow occurred.

Set if result was rounded up; cleared otherwise.

C0, C2, C3

Undefined.

**Floating-Point Exceptions**

#IS

Stack underflow occurred.
**#IA** Either operand is an SNaN or unsupported format.  
Source operand in register ST(0) is a negative finite value (not -0).

**#Z** Source operand in register ST(0) is ±0.

**#D** Source operand is a denormal value.

**#U** Result is too small for destination format.

**#O** Result is too large for destination format.

**#P** Value cannot be represented exactly in destination format.

**Protected Mode Exceptions**

- **#NM** CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
- **#MF** If there is a pending x87 FPU exception.
- **#UD** If the LOCK prefix is used.

**Real-Address Mode Exceptions**
Same exceptions as in protected mode.

**Virtual-8086 Mode Exceptions**
Same exceptions as in protected mode.

**Compatibility Mode Exceptions**
Same exceptions as in protected mode.

**64-Bit Mode Exceptions**
Same exceptions as in protected mode.
**FYL2XP1—Compute y * \log_2(x + 1)**

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>D9 F9</td>
<td>FYL2XP1</td>
<td>Valid</td>
<td>Valid</td>
<td>Replace ST(1) with ST(1) * \log_2(ST(0) + 1.0) and pop the register stack.</td>
</tr>
</tbody>
</table>

**Description**

Computes (ST(1) * \log_2(ST(0) + 1.0)), stores the result in register ST(1), and pops the FPU register stack. The source operand in ST(0) must be in the range:

\[-(1 - \sqrt{2}/2) \text{ to } (1 - \sqrt{2}/2)\]

The source operand in ST(1) can range from \(-∞\) to \(+∞\). If the ST(0) operand is outside of its acceptable range, the result is undefined and software should not rely on an exception being generated. Under some circumstances exceptions may be generated when ST(0) is out of range, but this behavior is implementation specific and not guaranteed.

The following table shows the results obtained when taking the log epsilon of various classes of numbers, assuming that underflow does not occur.

**Table 3-59. FYL2XP1 Results**

<table>
<thead>
<tr>
<th>ST(0)</th>
<th>[-∞) to (-0)</th>
<th>(-0)</th>
<th>(+0)</th>
<th>(+0) to (+∞)</th>
<th>NaN</th>
</tr>
</thead>
<tbody>
<tr>
<td>ST(1)</td>
<td>[-(1 - \sqrt{2}/2))</td>
<td>(+∞)</td>
<td>(*)</td>
<td>(*)</td>
<td>(-∞)</td>
</tr>
<tr>
<td>(-F)</td>
<td>(+F)</td>
<td>(+0)</td>
<td>(-0)</td>
<td>(-F)</td>
<td>NaN</td>
</tr>
<tr>
<td>(-0)</td>
<td>(+0)</td>
<td>(+0)</td>
<td>(-0)</td>
<td>(-0)</td>
<td>NaN</td>
</tr>
<tr>
<td>(+0)</td>
<td>(-0)</td>
<td>(-0)</td>
<td>(+0)</td>
<td>(+0)</td>
<td>NaN</td>
</tr>
<tr>
<td>(+F)</td>
<td>(-F)</td>
<td>(-0)</td>
<td>(+0)</td>
<td>(+F)</td>
<td>NaN</td>
</tr>
<tr>
<td>(+∞)</td>
<td>(-∞)</td>
<td>(*)</td>
<td>(*)</td>
<td>(+∞)</td>
<td>NaN</td>
</tr>
<tr>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
<td>NaN</td>
</tr>
</tbody>
</table>

**NOTES:**

F Means finite floating-point value.

* Indicates floating-point invalid-operation (#IA) exception.

This instruction provides optimal accuracy for values of epsilon [the value in register ST(0)] that are close to 0. For small epsilon (\(ε\)) values, more significant digits can be retained by using the FYL2XP1 instruction than by using (\(e+1\)) as an argument to the FYL2X instruction. The (\(e+1\)) expression is commonly found in compound interest and annuity calculations. The result can be simply converted into a value in another logarithm base by including a scale factor in the ST(1) source operand. The following equation is used to calculate the scale factor for a particular logarithm base, where \(n\) is the logarithm base desired for the result of the FYL2XP1 instruction:

\[
\text{scale factor} \leftarrow \log_n 2
\]

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**Operation**

\[
\text{ST}(1) \leftarrow \text{ST}(1) \times \log_2(\text{ST}(0) + 1.0);
\]

PopRegisterStack;

**FPU Flags Affected**

C1 Set to 0 if stack underflow occurred.

Set if result was rounded up; cleared otherwise.
C0, C2, C3 Undefined.

**Floating-Point Exceptions**
#IS Stack underflow occurred.
#IA Either operand is an SNaN value or unsupported format.
#D Source operand is a denormal value.
#U Result is too small for destination format.
#O Result is too large for destination format.
#P Value cannot be represented exactly in destination format.

**Protected Mode Exceptions**
#NM CR0.EM[bit 2] or CR0.TS[bit 3] = 1.
#MF If there is a pending x87 FPU exception.
#UD If the LOCK prefix is used.

**Real-Address Mode Exceptions**
Same exceptions as in protected mode.

**Virtual-8086 Mode Exceptions**
Same exceptions as in protected mode.

**Compatibility Mode Exceptions**
Same exceptions as in protected mode.

**64-Bit Mode Exceptions**
Same exceptions as in protected mode.
HADDPD—Packed Double-FP Horizontal Add

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 7C /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE3</td>
<td>Horizontal add packed double-precision floating-point values from xmm2/m128 to xmm1.</td>
</tr>
<tr>
<td>HADDPD xmm1, xmm2/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.128.66.0F.WIG 7C /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Horizontal add packed double-precision floating-point values from xmm2 and xmm3/mem.</td>
</tr>
<tr>
<td>VHADDPD xmm1,xmm2, xmm3/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.256.66.0F.WIG 7C /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Horizontal add packed double-precision floating-point values from ymm2 and ymm3/mem.</td>
</tr>
<tr>
<td>VHADDPD ymm1, ymm2, ymm3/m256</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Adds the double-precision floating-point values in the high and low quadwords of the destination operand and stores the result in the low quadword of the destination operand.

Adds the double-precision floating-point values in the high and low quadwords of the source operand and stores the result in the high quadword of the destination operand.

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

See Figure 3-15 for HADDPD; see Figure 3-16 for VHADDPD.
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

### HADDPD (128-bit Legacy SSE version)

\[
\begin{align*}
\text{DEST}[63:0] & \leftarrow \text{SRC1}[127:64] + \text{SRC1}[63:0] \\
\text{DEST}[127:64] & \leftarrow \text{SRC2}[127:64] + \text{SRC2}[63:0] \\
\text{DEST}[\text{VLMAX}-1:128] & \leftarrow \text{Unmodified}
\end{align*}
\]

### VHADDPD (VEX.128 encoded version)

\[
\begin{align*}
\text{DEST}[63:0] & \leftarrow \text{SRC1}[127:64] + \text{SRC1}[63:0] \\
\text{DEST}[\text{VLMAX}-1:128] & \leftarrow \text{Unmodified}
\end{align*}
\]

### VHADDPD (VEX.256 encoded version)

\[
\begin{align*}
\text{DEST}[63:0] & \leftarrow \text{SRC1}[127:64] + \text{SRC1}[63:0] \\
\text{DEST}[127:64] & \leftarrow \text{SRC2}[127:64] + \text{SRC2}[63:0] \\
\text{DEST}[\text{VLMAX}-1:128] & \leftarrow 0 \\
\text{DEST}[\text{VLMAX}-1:128] & \leftarrow \text{SRC1}[255:192] + \text{SRC1}[191:128] \\
\text{DEST}[\text{VLMAX}-1:128] & \leftarrow \text{SRC2}[255:192] + \text{SRC2}[191:128]
\end{align*}
\]

### Intel C/C++ Compiler Intrinsic Equivalent

- VHADDPD: `__m256d_mm256_hadd_pd(__m256d a, __m256d b);`
- HADDPD: `__m128d_mm_hadd_pd(__m128d a, __m128d b);`

### Exceptions

When the source operand is a memory operand, the operand must be aligned on a 16-byte boundary or a general-protection exception (#GP) will be generated.
**Numeric Exceptions**
Overflow, Underflow, Invalid, Precision, Denormal.

**Other Exceptions**
See Exceptions Type 2.
HADDPS—Packed Single-FP Horizontal Add

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F2 0F 7C /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE3</td>
<td>Horizontal add packed single-precision floating-point values from xmm2/m128 to xmm1.</td>
</tr>
<tr>
<td>HADDPS xmm1, xmm2/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.128.F2.0F:WIG 7C /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Horizontal add packed single-precision floating-point values from xmm2 and xmm3/mem.</td>
</tr>
<tr>
<td>VHADDPS xmm1, xmm2, xmm3/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.256.F2.0F:WIG 7C /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Horizontal add packed single-precision floating-point values from ymm2 and ymm3/mem.</td>
</tr>
<tr>
<td>VHADDPS ymm1, ymm2, ymm3/m256</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**InstructionOperand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg(w)</td>
<td>VEX:vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Adds the single-precision floating-point values in the first and second dwords of the destination operand and stores the result in the first dword of the destination operand.

Adds single-precision floating-point values in the third and fourth dword of the destination operand and stores the result in the second dword of the destination operand.

Adds single-precision floating-point values in the first and second dword of the source operand and stores the result in the third dword of the destination operand.

Adds single-precision floating-point values in the third and fourth dword of the source operand and stores the result in the fourth dword of the destination operand.

In 64-bit mode, use of the REX.R prefix permits this instruction to access additional registers (XMM8-XMM15).
See Figure 3-17 for HADDPS; see Figure 3-18 for VHADDPS.

### Figure 3-17. HADDPS—Packed Single-FP Horizontal Add

#### 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.

### Figure 3-18. VHADDPS operation
Operation

**HADDPS (128-bit Legacy SSE version)**
DEST[31:0] ← SRC1[63:32] + SRC1[31:0]
DEST[95:64] ← SRC2[63:32] + SRC2[31:0]
DEST[VLMAX-1:128] (Unmodified)

**VHADDPS (VEX.128 encoded version)**
DEST[31:0] ← SRC1[63:32] + SRC1[31:0]
DEST[95:64] ← SRC2[63:32] + SRC2[31:0]
DEST[VLMAX-1:128] ← 0

**VHADDPS (VEX.256 encoded version)**
DEST[31:0] ← SRC1[63:32] + SRC1[31:0]
DEST[95:64] ← SRC2[63:32] + SRC2[31:0]

**Intel C/C++ Compiler Intrinsic Equivalent**

HADDPS: `__m128 _mm_hadd_ps (__m128 a, __m128 b);
VHADDPS: `__m256 _mm256_hadd_ps (__m256 a, __m256 b);

**Exceptions**

When the source operand is a memory operand, the operand must be aligned on a 16-byte boundary or a general-protection exception (#GP) will be generated.

**Numeric Exceptions**

Overflow, Underflow, Invalid, Precision, Denormal.

**Other Exceptions**

See Exceptions Type 2.
HLT—Halt

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F4</td>
<td>HLT</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Halt</td>
</tr>
</tbody>
</table>

## Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

## Description

Stops instruction execution and places the processor in a HALT state. An enabled interrupt (including NMI and SMI), a debug exception, the BINIT# signal, the INIT# signal, or the RESET# signal will resume execution. If an interrupt (including NMI) is used to resume execution after a HLT instruction, the saved instruction pointer (CS:EIP) points to the instruction following the HLT instruction.

When a HLT instruction is executed on an Intel 64 or IA-32 processor supporting Intel Hyper-Threading Technology, only the logical processor that executes the instruction is halted. The other logical processors in the physical processor remain active, unless they are each individually halted by executing a HLT instruction.

The HLT instruction is a privileged instruction. When the processor is running in protected or virtual-8086 mode, the privilege level of a program or procedure must be 0 to execute the HLT instruction.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

## Operation

Enter Halt state;

## Flags Affected

None.

## Protected Mode Exceptions

- **#GP(0)** If the current privilege level is not 0.
- **#UD** If the LOCK prefix is used.

## Real-Address Mode Exceptions

None.

## Virtual-8086 Mode Exceptions

Same exceptions as in protected mode.

## Compatibility Mode Exceptions

Same exceptions as in protected mode.

## 64-Bit Mode Exceptions

Same exceptions as in protected mode.
HSUBPD—Packed Double-FP Horizontal Subtract

**Opcode/Instruction**

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/ En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 7D /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE3</td>
<td>Horizontal subtract packed double-precision floating-point values from xmm2/m128 to xmm1.</td>
</tr>
<tr>
<td>VEX.NDS.128.66.0F.WIG 7D /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Horizontal subtract packed double-precision floating-point values from xmm2 and xmm3/mem.</td>
</tr>
<tr>
<td>VEX.NDS.256.66.0F.WIG 7D /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Horizontal subtract packed double-precision floating-point values from ymm2 and ymm3/mem.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX:vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

The HSUBPD instruction subtracts horizontally the packed DP FP numbers of both operands.

Subtracts the double-precision floating-point value in the high quadword of the destination operand from the low quadword of the destination operand and stores the result in the low quadword of the destination operand.

Subtracts the double-precision floating-point value in the high quadword of the source operand from the low quadword of the source operand and stores the result in the high quadword of the destination operand.

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

See Figure 3-19 for HSUBPD; see Figure 3-20 for VHSUBPD.

![Figure 3-19. HSUBPD—Packed Double-FP Horizontal Subtract](OM15995)
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**

**HSUBPD (128-bit Legacy SSE version)**

\[
\begin{align*}
\text{DEST}[63:0] & \leftarrow \text{SRC1}[63:0] - \text{SRC1}[127:64] \\
\text{DEST}[127:64] & \leftarrow \text{SRC2}[63:0] - \text{SRC2}[127:64] \\
\text{DEST}[\text{VLMAX}-1:128] & \leftarrow 0
\end{align*}
\]

**VHSUBPD (VEX.128 encoded version)**

\[
\begin{align*}
\text{DEST}[63:0] & \leftarrow \text{SRC1}[63:0] - \text{SRC1}[127:64] \\
\text{DEST}[127:64] & \leftarrow \text{SRC2}[63:0] - \text{SRC2}[127:64] \\
\text{DEST}[\text{VLMAX}-1:128] & \leftarrow 0
\end{align*}
\]

**VHSUBPD (VEX.256 encoded version)**

\[
\begin{align*}
\text{DEST}[63:0] & \leftarrow \text{SRC1}[63:0] - \text{SRC1}[127:64] \\
\text{DEST}[127:64] & \leftarrow \text{SRC2}[63:0] - \text{SRC2}[127:64] \\
\text{DEST}[191:128] & \leftarrow \text{SRC1}[191:128] - \text{SRC1}[255:192] \\
\text{DEST}[255:192] & \leftarrow \text{SRC2}[191:128] - \text{SRC2}[255:192]
\end{align*}
\]

**Intel C/C++ Compiler Intrinsic Equivalent**

- HSUBPD: `__m128d _mm_hsub_pd(__m128d a, __m128d b)`
- VHSUBPD: `__m256d _mm256_hsub_pd (__m256d a, __m256d b)`;

**Exceptions**

When the source operand is a memory operand, the operand must be aligned on a 16-byte boundary or a general-protection exception (#GP) will be generated.
Numeric Exceptions
Overflow, Underflow, Invalid, Precision, Denormal.

Other Exceptions
See Exceptions Type 2.
HSUBPS—Packed Single-FP Horizontal Subtract

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/ En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F2 0F 7D /r HSUBPS xmm1, xmm2/m128</td>
<td>RM V/V</td>
<td>SSE3</td>
<td>Horizontal subtract packed single-precision floating-point values from xmm2/m128 to xmm1.</td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.128.F2.0F.WIG 7D /r VHSUBPS xmm1, xmm2, xmm3/m128</td>
<td>RVM V/V</td>
<td>AVX</td>
<td>Horizontal subtract packed single-precision floating-point values from xmm2 and xmm3/mem.</td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.256.F2.0F.WIG 7D /r VHSUBPS ymm1, ymm2, ymm3/m256</td>
<td>RVM V/V</td>
<td>AVX</td>
<td>Horizontal subtract packed single-precision floating-point values from ymm2 and ymm3/mem.</td>
<td></td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvv (r)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Subtracts the single-precision floating-point value in the second dword of the destination operand from the first dword of the destination operand and stores the result in the first dword of the destination operand.

Subtracts the single-precision floating-point value in the fourth dword of the destination operand from the third dword of the destination operand and stores the result in the second dword of the destination operand.

Subtracts the single-precision floating-point value in the second dword of the source operand from the first dword of the source operand and stores the result in the third dword of the destination operand.

Subtracts the single-precision floating-point value in the fourth dword of the source operand from the third dword of the source operand and stores the result in the fourth dword of the destination operand.

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

See Figure 3-21 for HSUBPS; see Figure 3-22 for VHSUBPS.
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

HSUBPS (128-bit Legacy SSE version)
DEST[31:0] ← SRC1[31:0] - SRC1[63:32]
DEST[VLMAX-1:128] (Unmodified)

VHSUBPS (VEX.128 encoded version)
DEST[31:0] ← SRC1[31:0] - SRC1[63:32]
DEST[VLMAX-1:128] ← 0

VHSUBPS (VEX.256 encoded version)
DEST[31:0] ← SRC1[31:0] - SRC1[63:32]

Intel C/C++ Compiler Intrinsic Equivalent
HSUBPS: __m128 _mm_hsub_ps(__m128 a, __m128 b);
VHSUBPS: __m256 _mm256_hsub_ps (__m256 a, __m256 b);

Exceptions

When the source operand is a memory operand, the operand must be aligned on a 16-byte boundary or a general-protection exception (#GP) will be generated.

Numeric Exceptions

Overflow, Underflow, Invalid, Precision, Denormal.

Other Exceptions

See Exceptions Type 2.
IDIV—Signed Divide

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F6 /7</td>
<td>IDIV r/m8</td>
<td>M</td>
<td>Valid</td>
<td>Valid</td>
<td>Signed divide AX by r/m8, with result stored in: AL ← Quotient, AH ← Remainder.</td>
</tr>
<tr>
<td>REX + F6 /7</td>
<td>IDIV r/m8*</td>
<td>M</td>
<td>Valid</td>
<td>N.E.</td>
<td>Signed divide AX by r/m8, with result stored in AL ← Quotient, AH ← Remainder.</td>
</tr>
<tr>
<td>F7 /7</td>
<td>IDIV r/m16</td>
<td>M</td>
<td>Valid</td>
<td>Valid</td>
<td>Signed divide DX:AX by r/m16, with result stored in AX ← Quotient, DX ← Remainder.</td>
</tr>
<tr>
<td>F7 /7</td>
<td>IDIV r/m32</td>
<td>M</td>
<td>Valid</td>
<td>Valid</td>
<td>Signed divide EDX:EAX by r/m32, with result stored in EAX ← Quotient, EDX ← Remainder.</td>
</tr>
<tr>
<td>REX.W + F7 /7</td>
<td>IDIV r/m64</td>
<td>M</td>
<td>Valid</td>
<td>N.E.</td>
<td>Signed divide RDX:RAX by r/m64, with result stored in RAX ← Quotient, RDX ← Remainder.</td>
</tr>
</tbody>
</table>

NOTES:
* In 64-bit mode, r/m8 can not be encoded to access the following byte registers if a REX prefix is used: AH, BH, CH, DH.

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>M</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Divides the (signed) value in the AX, DX:AX, or EDX:EAX (dividend) by the source operand (divisor) and stores the result in the AX (AH:AL), DX:AX, or EDX:EAX registers. The source operand can be a general-purpose register or a memory location. The action of this instruction depends on the operand size (dividend/divisor).

Non-integral results are truncated (chopped) towards 0. The remainder is always less than the divisor in magnitude. Overflow is indicated with the #DE (divide error) exception rather than with the CF flag.

In 64-bit mode, the instruction’s default operation size is 32 bits. Use of the REX.R prefix permits access to additional registers (R8-R15). Use of the REX.W prefix promotes operation to 64 bits. In 64-bit mode when REX.W is applied, the instruction divides the signed value in RDX:RAX by the source operand. RAX contains a 64-bit quotient; RDX contains a 64-bit remainder.

See the summary chart at the beginning of this section for encoding data and limits. See Table 3-60.

Table 3-60. IDIV Results

<table>
<thead>
<tr>
<th>Operand Size</th>
<th>Dividend</th>
<th>Divisor</th>
<th>Quotient</th>
<th>Remainder</th>
<th>Quotient Range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Word/byte</td>
<td>AX</td>
<td>r/m8</td>
<td>AL</td>
<td>AH</td>
<td>−128 to +127</td>
</tr>
<tr>
<td>Doubleword/word</td>
<td>DX:AX</td>
<td>r/m16</td>
<td>AX</td>
<td>DX</td>
<td>−32,768 to +32,767</td>
</tr>
<tr>
<td>Quadword/doubleword</td>
<td>EDX:EAX</td>
<td>r/m32</td>
<td>EAX</td>
<td>EDX</td>
<td>−2^{31} to 2^{31} − 1</td>
</tr>
<tr>
<td>Doublequadword/quadword</td>
<td>RDX:RAX</td>
<td>r/m64</td>
<td>RAX</td>
<td>RDX</td>
<td>−2^{63} to 2^{63} − 1</td>
</tr>
</tbody>
</table>
Operation

IF SRC = 0
    THEN #DE; (* Divide error *)
FI;

IF OperandSize = 8 (* Word/byte operation *)
    THEN
        temp ← AX / SRC; (* Signed division *)
        IF (temp > 7FH) or (temp < 80H)
            (* If a positive result is greater than 7FH or a negative result is less than 80H *)
            THEN #DE; (* Divide error *)
        ELSE
            AL ← temp;
            AH ← AX SignedModulus SRC;
        FI;
    FI;
ELSE IF OperandSize = 16 (* Doubleword/word operation *)
    THEN
        temp ← DX:AX / SRC; (* Signed division *)
        IF (temp > 7FFFH) or (temp < 8000H)
            (* If a positive result is greater than 7FFFH or a negative result is less than 8000H *)
            THEN #DE; (* Divide error *)
        ELSE
            AX ← temp;
            DX ← DX:AX SignedModulus SRC;
        FI;
    FI;
ELSE IF OperandSize = 32 (* Quadword/doubleword operation *)
    THEN
        temp ← EDX:EAX / SRC; (* Signed division *)
        IF (temp > 7FFFFFFFFH) or (temp < 80000000H)
            (* If a positive result is greater than 7FFFFFFFFH or a negative result is less than 80000000H *)
            THEN #DE; (* Divide error *)
        ELSE
            EAX ← temp;
            EDX ← EDX:EAX SignedModulus SRC;
        FI;
    FI;
ELSE IF OperandSize = 64 (* Doublequadword/quadword operation *)
    THEN
        temp ← RDX:RAX / SRC; (* Signed division *)
        IF (temp > 7FFFFFFFFFFFFFFH) or (temp < 8000000000000000H)
            (* If a positive result is greater than 7FFFFFFFFFFFFFFH or a negative result is less than 8000000000000000H *)
            THEN #DE; (* Divide error *)
        ELSE
            RAX ← temp;
            RDX ← RDX:RAX SignedModulus SRC;
        FI;
    FI;
FI;
Flags Affected
The CF, OF, SF, ZF, AF, and PF flags are undefined.

Protected Mode Exceptions

- **#DE** If the source operand (divisor) is 0.
  The signed result (quotient) is too large for the destination.
- **#GP(0)** If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
  If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.
- **#SS(0)** If a memory operand effective address is outside the SS segment limit.
- **#PF(fault-code)** If a page fault occurs.
- **#AC(0)** If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
- **#UD** If the LOCK prefix is used.

Real-Address Mode Exceptions

- **#DE** If the source operand (divisor) is 0.
  The signed result (quotient) is too large for the destination.
- **#GP** If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS** If a memory operand effective address is outside the SS segment limit.
- **#UD** If the LOCK prefix is used.

Virtual-8086 Mode Exceptions

- **#DE** If the source operand (divisor) is 0.
  The signed result (quotient) is too large for the destination.
- **#GP(0)** If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS(0)** If a memory operand effective address is outside the SS segment limit.
- **#PF(fault-code)** If a page fault occurs.
- **#AC(0)** If alignment checking is enabled and an unaligned memory reference is made.
- **#UD** If the LOCK prefix is used.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions

- **#SS(0)** If a memory address referencing the SS segment is in a non-canonical form.
- **#GP(0)** If the memory address is in a non-canonical form.
- **#DE** If the source operand (divisor) is 0
  If the quotient is too large for the designated register.
- **#PF(fault-code)** If a page fault occurs.
- **#AC(0)** If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
- **#UD** If the LOCK prefix is used.
IMUL—Signed Multiply

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compabit/</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F6 /5</td>
<td>IMUL r/m8*</td>
<td>M</td>
<td>Valid</td>
<td>Valid</td>
<td>AX ← AL ∗ r/m byte.</td>
</tr>
<tr>
<td>F7 /5</td>
<td>IMUL r/m16</td>
<td>M</td>
<td>Valid</td>
<td>Valid</td>
<td>DX:AX ← AX ∗ r/m word.</td>
</tr>
<tr>
<td>F7 /5</td>
<td>IMUL r/m32</td>
<td>M</td>
<td>Valid</td>
<td>Valid</td>
<td>EDX:EAX ← EAX ∗ r/m32.</td>
</tr>
<tr>
<td>REX.W + F7 /5</td>
<td>IMUL r/m64</td>
<td>M</td>
<td>Valid</td>
<td>N.E.</td>
<td>RDX:RAX ← RAX ∗ r/m64.</td>
</tr>
<tr>
<td>0F AF /r</td>
<td>IMUL r16, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>word register ← word register ∗ r/m16.</td>
</tr>
<tr>
<td>0F AF /r</td>
<td>IMUL r32, r/m32</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>doubleword register ← doubleword register ∗ r/m32.</td>
</tr>
<tr>
<td>REX.W + 0F AF /r</td>
<td>IMUL r64, r/m64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Quadword register ← Quadword register ∗ r/m64.</td>
</tr>
<tr>
<td>6B /r ib</td>
<td>IMUL r16, r/m16, imm8</td>
<td>RMI</td>
<td>Valid</td>
<td>Valid</td>
<td>word register ← r/m16 ∗ sign-extended immediate byte.</td>
</tr>
<tr>
<td>6B /r ib</td>
<td>IMUL r32, r/m32, imm8</td>
<td>RMI</td>
<td>Valid</td>
<td>Valid</td>
<td>doubleword register ← r/m32 ∗ sign-extended immediate byte.</td>
</tr>
<tr>
<td>REX.W + 6B /r ib</td>
<td>IMUL r64, r/m64, imm8</td>
<td>RMI</td>
<td>Valid</td>
<td>N.E.</td>
<td>Quadword register ← r/m64 ∗ sign-extended immediate byte.</td>
</tr>
<tr>
<td>69 /r iw</td>
<td>IMUL r16, r/m16, imm16</td>
<td>RMI</td>
<td>Valid</td>
<td>Valid</td>
<td>word register ← r/m16 ∗ immediate word.</td>
</tr>
<tr>
<td>69 /r id</td>
<td>IMUL r32, r/m32, imm32</td>
<td>RMI</td>
<td>Valid</td>
<td>Valid</td>
<td>doubleword register ← r/m32 ∗ immediate doubleword.</td>
</tr>
<tr>
<td>REX.W + 69 /r id</td>
<td>IMUL r64, r/m64, imm32</td>
<td>RMI</td>
<td>Valid</td>
<td>N.E.</td>
<td>Quadword register ← r/m64 ∗ immediate doubleword.</td>
</tr>
</tbody>
</table>

NOTES:
* In 64-bit mode, r/m8 can not be encoded to access the following byte registers if a REX prefix is used: AH, BH, CH, DH.

InstructionOperand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>M</td>
<td>ModRMr/m (r, w)</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRMr/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RMI</td>
<td>ModRM:reg (r, w)</td>
<td>ModRMr/m (r)</td>
<td>imm8/16/32</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Performs a signed multiplication of two operands. This instruction has three forms, depending on the number of operands.

- **One-operand form** — This form is identical to that used by the MUL instruction. Here, the source operand (in a general-purpose register or memory location) is multiplied by the value in the AL, AX, EAX, or RAX register (depending on the operand size) and the product (twice the size of the input operand) is stored in the AX, DX:AX, EDX:EAX, or RDX:RAX registers, respectively.

- **Two-operand form** — With this form the destination operand (the first operand) is multiplied by the source operand (second operand). The destination operand is a general-purpose register and the source operand is an immediate value, a general-purpose register, or a memory location. The intermediate product (twice the size of the input operand) is truncated and stored in the destination operand location.

- **Three-operand form** — This form requires a destination operand (the first operand) and two source operands (the second and the third operands). Here, the first source operand (which can be a general-purpose register or a memory location) is multiplied by the second source operand (an immediate value). The intermediate product (twice the size of the first source operand) is truncated and stored in the destination operand (a general-purpose register).
When an immediate value is used as an operand, it is sign-extended to the length of the destination operand format.

The CF and OF flags are set when the signed integer value of the intermediate product differs from the sign extended operand-size-truncated product, otherwise the CF and OF flags are cleared.

The three forms of the IMUL instruction are similar in that the length of the product is calculated to twice the length of the operands. With the one-operand form, the product is stored exactly in the destination. With the two- and three-operand forms, however, the result is truncated to the length of the destination before it is stored in the destination register. Because of this truncation, the CF or OF flag should be tested to ensure that no significant bits are lost.

The two- and three-operand forms may also be used with unsigned operands because the lower half of the product is the same regardless if the operands are signed or unsigned. The CF and OF flags, however, cannot be used to determine if the upper half of the result is non-zero.

In 64-bit mode, the instruction’s default operation size is 32 bits. Use of the REX.R prefix permits access to additional registers (R8-R15). Use of the REX.W prefix promotes operation to 64 bits. Use of REX.W modifies the three forms of the instruction as follows.

• **One-operand form** — The source operand (in a 64-bit general-purpose register or memory location) is multiplied by the value in the RAX register and the product is stored in the RDX:RAX registers.

• **Two-operand form** — The source operand is promoted to 64 bits if it is a register or a memory location. The destination operand is promoted to 64 bits.

• **Three-operand form** — The first source operand (either a register or a memory location) and destination operand are promoted to 64 bits. If the source operand is an immediate, it is sign extended to 64 bits.

**Operation**

IF (NumberOfOperands = 1)
THEN IF (OperandSize = 8)
   THEN
      TMP_XP ← AL * SRC (* Signed multiplication; TMP_XP is a signed integer at twice the width of the SRC *) ;
      AX ← TMP_XP[15:0];
      SF ← TMP_XP[7];
      IF SignExtend(TMP_XP[7:0]) = TMP_XP
         THEN CF ← 0; OF ← 0;
         ELSE CF ← 1; OF ← 1; Fi;
   ELSE IF OperandSize = 16
      THEN
         TMP_XP ← AX * SRC (* Signed multiplication; TMP_XP is a signed integer at twice the width of the SRC *)
         DX:AX ← TMP_XP[31:0];
         SF ← TMP_XP[15];
         IF SignExtend(TMP_XP[15:0]) = TMP_XP
            THEN CF ← 0; OF ← 0;
            ELSE CF ← 1; OF ← 1; Fi;
      ELSE IF OperandSize = 32
         THEN
            TMP_XP ← EAX * SRC (* Signed multiplication; TMP_XP is a signed integer at twice the width of the SRC*)
            EDX:EAX ← TMP_XP[63:0];
            SF ← TMP_XP[32];
            IF SignExtend(TMP_XP[31:0]) = TMP_XP
               THEN CF ← 0; OF ← 0;
               ELSE CF ← 1; OF ← 1; Fi;
         ELSE (* OperandSize = 64 *)
            TMP_XP ← RAX * SRC (* Signed multiplication; TMP_XP is a signed integer at twice the width of the SRC *)
            EDX:EAX ← TMP_XP[127:0];
            SF ← TMP_XP[63];
IF SignExtend(TMP_XP[63:0]) = TMP_XP
THEN CF ← 0; OF ← 0;
ELSE CF ← 1; OF ← 1; FI;
FI;
ELSE IF (NumberOfOperands = 2)
THEN
TMP_XP ← DEST ∗ SRC (* Signed multiplication; TMP_XP is a signed integer at twice the width of the SRC *)
DEST ← TruncateToOperandSize(TMP_XP);
SF ← MSB(DEST);
IF SignExtend(DEST) ≠ TMP_XP
THEN CF ← 1; OF ← 1;
ELSE CF ← 0; OF ← 0; FI;
ELSE (* NumberOfOperands = 3 *)
THEN
TMP_XP ← SRC1 ∗ SRC2 (* Signed multiplication; TMP_XP is a signed integer at twice the width of the SRC1 *)
DEST ← TruncateToOperandSize(TMP_XP);
SF ← MSB(DEST);
IF SignExtend(DEST) ≠ TMP_XP
THEN CF ← 1; OF ← 1;
ELSE CF ← 0; OF ← 0; FI;
FI;
FI;

**Flags Affected**
SF is updated according to the most significant bit of the operand-size-truncated result in the destination. For the one operand form of the instruction, the CF and OF flags are set when significant bits are carried into the upper half of the result and cleared when the result fits exactly in the lower half of the result. For the two- and three-operand forms of the instruction, the CF and OF flags are set when the result must be truncated to fit in the destination operand size and cleared when the result fits exactly in the destination operand size. The ZF, AF, and PF flags are undefined.

**Protected Mode Exceptions**
- #GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- If the DS, ES, FS, or GS register is used to access memory and it contains a NULL NULL segment selector.
- #SS(0) If a memory operand effective address is outside the SS segment limit.
- #PF(fault-code) If a page fault occurs.
- #AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
- #UD If the LOCK prefix is used.

**Real-Address Mode Exceptions**
- #GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- #SS If a memory operand effective address is outside the SS segment limit.
- #UD If the LOCK prefix is used.

**Virtual-8086 Mode Exceptions**
- #GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- #SS(0) If a memory operand effective address is outside the SS segment limit.
- #PF(fault-code) If a page fault occurs.
- #AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used.

**Compatibility Mode Exceptions**
Same exceptions as in protected mode.
64-Bit Mode Exceptions

#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.
IN—Input from Port

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Comp/Log Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>E4</td>
<td>IN AL, imm8</td>
<td>I</td>
<td>Valid</td>
<td>Valid</td>
<td>Input byte from imm8 I/O port address into AL.</td>
</tr>
<tr>
<td>E5</td>
<td>IN AX, imm8</td>
<td>I</td>
<td>Valid</td>
<td>Valid</td>
<td>Input word from imm8 I/O port address into AX.</td>
</tr>
<tr>
<td>E5</td>
<td>IN EAX, imm8</td>
<td>I</td>
<td>Valid</td>
<td>Valid</td>
<td>Input dword from imm8 I/O port address into EAX.</td>
</tr>
<tr>
<td>EC</td>
<td>IN AL,DX</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Input byte from I/O port in DX into AL.</td>
</tr>
<tr>
<td>ED</td>
<td>IN AX,DX</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Input word from I/O port in DX into AX.</td>
</tr>
<tr>
<td>ED</td>
<td>IN EAX,DX</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Input doubleword from I/O port in DX into EAX.</td>
</tr>
</tbody>
</table>

**Operation**

IF ((PE = 1) and ((CPL > IOPL) or (VM = 1)))
   THEN (* Protected mode with CPL > IOPL or virtual-8086 mode *)
      IF (Any I/O Permission Bit for I/O port being accessed = 1)
         THEN (* I/O operation is not allowed *)
            #GP(0);
         ELSE (* I/O operation is allowed *)
            DEST ← SRC; (* Read from selected I/O port *)
            FI;
   ELSE (Real Mode or Protected Mode with CPL ≤ IOPL *)
      DEST ← SRC; (* Read from selected I/O port *)
      FI;

**Flags Affected**
None.
Protected Mode Exceptions

#GP(0) If the CPL is greater than (has less privilege) the I/O privilege level (IOPL) and any of the corresponding I/O permission bits in TSS for the I/O port being accessed is 1.

#UD If the LOCK prefix is used.

Real-Address Mode Exceptions

#UD If the LOCK prefix is used.

Virtual-8086 Mode Exceptions

#GP(0) If any of the I/O permission bits in the TSS for the I/O port being accessed is 1.

#PF(fault-code) If a page fault occurs.

#UD If the LOCK prefix is used.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#GP(0) If the CPL is greater than (has less privilege) the I/O privilege level (IOPL) and any of the corresponding I/O permission bits in TSS for the I/O port being accessed is 1.

#UD If the LOCK prefix is used.
INC—Increment by 1

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>FE /0</td>
<td>INC r/m8</td>
<td>M</td>
<td>Valid</td>
<td>Valid</td>
<td>Increment r/m byte by 1.</td>
</tr>
<tr>
<td>REX + FE /0</td>
<td>INC r/m8</td>
<td>M</td>
<td>N.E.</td>
<td></td>
<td>Increment r/m byte by 1.</td>
</tr>
<tr>
<td>FF /0</td>
<td>INC r/m16</td>
<td>M</td>
<td>Valid</td>
<td>Valid</td>
<td>Increment r/m word by 1.</td>
</tr>
<tr>
<td>FF /0</td>
<td>INC r/m32</td>
<td>M</td>
<td>Valid</td>
<td></td>
<td>Increment r/m doubleword by 1.</td>
</tr>
<tr>
<td>REX.W + FF /0</td>
<td>INC r/m64</td>
<td>M</td>
<td>N.E.</td>
<td></td>
<td>Increment r/m quadword by 1.</td>
</tr>
<tr>
<td>40+ rW**</td>
<td>INC r16</td>
<td>O</td>
<td>N.E.</td>
<td>Valid</td>
<td>Increment word register by 1.</td>
</tr>
<tr>
<td>40+ r32</td>
<td>INC r32</td>
<td>O</td>
<td>N.E.</td>
<td>Valid</td>
<td>Increment doubleword register by 1.</td>
</tr>
</tbody>
</table>

NOTES:
* In 64-bit mode, r/m8 can not be encoded to access the following byte registers if a REX prefix is used: AH, BH, CH, DH.
** 40H through 47H are REX prefixes in 64-bit mode.

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>M</td>
<td>ModRMs:r/m (r, w)</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>0</td>
<td>opcode + rd (r, w)</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

Adds 1 to the destination operand, while preserving the state of the CF flag. The destination operand can be a register or a memory location. This instruction allows a loop counter to be updated without disturbing the CF flag. (Use a ADD instruction with an immediate operand of 1 to perform an increment operation that does updates the CF flag.)

This instruction can be used with a LOCK prefix to allow the instruction to be executed atomically.

In 64-bit mode, INC r16 and INC r32 are not encodable (because opcodes 40H through 47H are REX prefixes). Otherwise, the instruction’s 64-bit mode default operation size is 32 bits. Use of the REX.R prefix permits access to additional registers (R8-R15). Use of the REX.W prefix promotes operation to 64 bits.

### Operation

DEST ← DEST + 1;

### AFlags Affected

The CF flag is not affected. The OF, SF, ZF, AF, and PF flags are set according to the result.

### Protected Mode Exceptions

- **#GP(0)**  
  If the destination operand is located in a non-writable segment.
  If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
  If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.

- **#SS(0)**  
  If a memory operand effective address is outside the SS segment limit.

- **#PF(fault-code)**  
  If a page fault occurs.

- **#AC(0)**  
  If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.

- **#UD**  
  If the LOCK prefix is used but the destination is not a memory operand.
Real-Address Mode Exceptions
#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#UD If the LOCK prefix is used but the destination is not a memory operand.

Virtual-8086 Mode Exceptions
#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used but the destination is not a memory operand.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used but the destination is not a memory operand.
INS/INSB/INSW/INSD—Input from Port to String

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>6C</td>
<td>INS m8, DX</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Input byte from I/O port specified in DX into memory location specified in ES:(E)DI or RDI.*</td>
</tr>
<tr>
<td>6D</td>
<td>INS m16, DX</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Input word from I/O port specified in DX into memory location specified in ES:(E)DI or RDI.¹</td>
</tr>
<tr>
<td>6D</td>
<td>INS m32, DX</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Input doubleword from I/O port specified in DX into memory location specified in ES:(E)DI or RDI.¹</td>
</tr>
<tr>
<td>6C</td>
<td>INSB</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Input byte from I/O port specified in DX into memory location specified with ES:(E)DI or RDI.¹</td>
</tr>
<tr>
<td>6D</td>
<td>INSW</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Input word from I/O port specified in DX into memory location specified in ES:(E)DI or RDI.¹</td>
</tr>
<tr>
<td>6D</td>
<td>INSD</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Input doubleword from I/O port specified in DX into memory location specified in ES:(E)DI or RDI.¹</td>
</tr>
</tbody>
</table>

NOTES:
* In 64-bit mode, only 64-bit (RDI) and 32-bit (EDI) address sizes are supported. In non-64-bit mode, only 32-bit (EDI) and 16-bit (DI) address sizes are supported.

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Copies the data from the I/O port specified with the source operand (second operand) to the destination operand (first operand). The source operand is an I/O port address (from 0 to 65,535) that is read from the DX register. The destination operand is a memory location, the address of which is read from either the ES:DI, ES:EDI or the RDI registers (depending on the address-size attribute of the instruction, 16, 32 or 64, respectively). (The ES segment cannot be overridden with a segment override prefix.) The size of the I/O port being accessed (that is, the size of the source and destination operands) is determined by the opcode for an 8-bit I/O port or by the operand-size attribute of the instruction for a 16- or 32-bit I/O port.

At the assembly-code level, two forms of this instruction are allowed: the “explicit-operands” form and the “no-operands” form. The explicit-operands form (specified with the INS mnemonic) allows the source and destination operands to be specified explicitly. Here, the source operand must be “DX,” and the destination operand should be a symbol that indicates the size of the I/O port and the destination address. This explicit-operands form is provided to allow documentation; however, note that the documentation provided by this form can be misleading. That is, the destination operand symbol must specify the correct type (size) of the operand (byte, word, or doubleword), but it does not have to specify the correct location. The location is always specified by the ES:(E)DI registers, which must be loaded correctly before the INS instruction is executed.

The no-operands form provides “short forms” of the byte, word, and doubleword versions of the INS instructions. Here also DX is assumed by the processor to be the source operand and ES:(E)DI is assumed to be the destination operand. The size of the I/O port is specified with the choice of mnemonic: INSB (byte), INSW (word), or INSD (doubleword).

After the byte, word, or doubleword is transfer from the I/O port to the memory location, the DI/EDI/RDI register is incremented or decremented automatically according to the setting of the DF flag in the EFLAGS register. (If the DF flag is 0, the (E)DI register is incremented; if the DF flag is 1, the (E)DI register is decremented.) The (E)DI register is incremented or decremented by 1 for byte operations, by 2 for word operations, or by 4 for doubleword operations.
The INS, INSB, INSW, and INSD instructions can be preceded by the REP prefix for block input of ECX bytes, words, or doublewords. See "REP/REPE/REPZ/REPNZ—Repeat String Operation Prefix" in Chapter 4 of the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2B*, for a description of the REP prefix.

These instructions are only useful for accessing I/O ports located in the processor’s I/O address space. See Chapter 16, "Input/Output," in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1*, for more information on accessing I/O ports in the I/O address space.

In 64-bit mode, default address size is 64 bits, 32 bit address size is supported using the prefix 67H. The address of the memory destination is specified by RDI or EDI. 16-bit address size is not supported in 64-bit mode. The operand size is not promoted.

**Operation**

IF ((PE = 1) and ((CPL > IOPL) or (VM = 1)))
   THEN (* Protected mode with CPL > IOPL or virtual-8086 mode *)
      IF (Any I/O Permission Bit for I/O port being accessed = 1)
        THEN (* I/O operation is not allowed *)
          #GP(0);
          ELSE (* I/O operation is allowed *)
            DEST ← SRC; (* Read from I/O port *)
        Fi;
      ELSE (Real Mode or Protected Mode with CPL IOPL *)
        DEST ← SRC; (* Read from I/O port *)
    Fi;
  Fi;
Non-64-bit Mode:

IF (Byte transfer)
   THEN IF DF = 0
      THEN (E)DI ← (E)DI + 1;
      ELSE (E)DI ← (E)DI - 1; Fi;
   ELSE IF (Word transfer)
      THEN IF DF = 0
         THEN (E)DI ← (E)DI + 2;
         ELSE (E)DI ← (E)DI - 2; Fi;
      ELSE (* Doubleword transfer *)
         THEN IF DF = 0
            THEN (E)DI ← (E)DI + 4;
            ELSE (E)DI ← (E)DI - 4; Fi;
         Fi;
   Fi;
FI64-bit Mode:

IF (Byte transfer)
   THEN IF DF = 0
      THEN (E|R)DI ← (E|R)DI + 1;
      ELSE (E|R)DI ← (E|R)DI - 1; Fi;
   ELSE IF (Word transfer)
      THEN IF DF = 0
         THEN (E)DI ← (E)DI + 2;
         ELSE (E)DI ← (E)DI - 2; Fi;
      ELSE (* Doubleword transfer *)
         THEN IF DF = 0
            THEN (E)DI ← (E)DI + 4;
            ELSE (E)DI ← (E)DI - 4; Fi;
Flags Affected
None.

Protected Mode Exceptions
#GP(0) If the CPL is greater than (has less privilege) the I/O privilege level (IOPL) and any of the corresponding I/O permission bits in TSS for the I/O port being accessed is 1.
If the destination is located in a non-writable segment.
If an illegal memory operand effective address in the ES segments is given.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.

Real-Address Mode Exceptions
#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#UD If the LOCK prefix is used.

Virtual-8086 Mode Exceptions
#GP(0) If any of the I/O permission bits in the TSS for the I/O port being accessed is 1.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the CPL is greater than (has less privilege) the I/O privilege level (IOPL) and any of the corresponding I/O permission bits in TSS for the I/O port being accessed is 1.
If the memory address is in a non-canonical form.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.
**INSERTPS — Insert Packed Single Precision Floating-Point Value**

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 3A 21 /r ib</td>
<td>RMI</td>
<td>V/V</td>
<td>SSE4_1</td>
<td>Insert a single precision floating-point value selected by imm8 from xmm2/m32 into xmm1 at the specified destination element specified by imm8 and zero out destination elements in xmm1 as indicated in imm8.</td>
</tr>
<tr>
<td>INSERTPS xmm1, xmm2/m32, imm8</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.128.66.0F3A.WIG 21 /r ib</td>
<td>RVMI</td>
<td>V/V</td>
<td>AVX</td>
<td>Insert a single precision floating point value selected by imm8 from xmm3/m32 and merge into xmm2 at the specified destination element specified by imm8 and zero out destination elements in xmm1 as indicated in imm8.</td>
</tr>
<tr>
<td>VINSERTPS xmm1, xmm2, xmm3/m32, imm8</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RMI</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>imm8</td>
<td>NA</td>
</tr>
<tr>
<td>RVMI</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>imm8</td>
</tr>
</tbody>
</table>

**Description**

(register source form)

Select a single precision floating-point element from second source as indicated by Count_S bits of the immediate operand and insert it into the first source at the location indicated by the Count_D bits of the immediate operand. Store in the destination and zero out destination elements based on the ZMask bits of the immediate operand.

(memory source form)

Load a floating-point element from a 32-bit memory location and insert it into the first source at the location indicated by the Count_D bits of the immediate operand. Store in the destination and zero out destination elements based on the ZMask bits of the immediate operand.

128-bit Legacy SSE version: The first source register is an XMM register. The second source operand is either an XMM register or a 32-bit memory location. The destination is not distinct from the first source XMM register and the upper bits (VMAX-1:128) of the corresponding YMM register destination are unmodified.

VEX.128 encoded version. The destination and first source register is an XMM register. The second source operand is either an XMM register or a 32-bit memory location. The upper bits (VMAX-1:128) of the corresponding YMM register destination are zeroed.

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

**INSERTPS (128-bit Legacy SSE version)**

IF (SRC = REG) THEN COUNT_S ← imm8[7:6]
  ELSE COUNT_S ← 0
COUNT_D ← imm8[5:4]
ZMASK ← imm8[3:0]
CASE (COUNT_S) OF
  0: TMP ← SRC[31:0]
  1: TMP ← SRC[63:32]
  2: TMP ← SRC[95:64]
  3: TMP ← SRC[127:96]
ESAC;
CASE (COUNT_D) OF
  0: TMP2[31:0] ← TMP
  1: TMP2[63:32] ← TMP
    TMP2[31:0] ← DEST[31:0]
    TMP2[127:64] ← DEST[127:64]
  2: TMP2[95:64] ← TMP
    TMP2[63:0] ← DEST[63:0]
    TMP2[127:96] ← DEST[127:96]
  3: TMP2[127:96] ← TMP
    TMP2[95:0] ← DEST[95:0]
ESAC;
IF (ZMASK[0] = 1) THEN DEST[31:0] ← 00000000H
  ELSE DEST[31:0] ← TMP2[31:0]
IF (ZMASK[2] = 1) THEN DEST[95:64] ← 00000000H
  ELSE DEST[95:64] ← TMP2[95:64]
  ELSE DEST[127:96] ← TMP2[127:96]
DEST[VLMAX-1:128] (Unmodified)

**VINSERTPS (VEX.128 encoded version)**

IF (SRC = REG) THEN COUNT_S ← imm8[7:6]
  ELSE COUNT_S ← 0
COUNT_D ← imm8[5:4]
ZMASK ← imm8[3:0]
CASE (COUNT_S) OF
  0: TMP ← SRC[31:0]
  1: TMP ← SRC[63:32]
  2: TMP ← SRC[95:64]
  3: TMP ← SRC[127:96]
ESAC;
CASE (COUNT_D) OF
  0: TMP2[31:0] ← TMP
  1: TMP2[63:32] ← TMP
    TMP2[31:0] ← SRC1[31:0]
    TMP2[127:64] ← SRC1[127:64]
2: TMP2[95:64] ← TMP
   TMP2[63:0] ← SRC1[63:0]
   TMP2[127:96] ← SRC1[127:96]
3: TMP2[127:96] ← TMP
   TMP2[95:0] ← SRC1[95:0]
ESAC;

IF (ZMASK[0] = 1) THEN DEST[31:0] ← 00000000H
   ELSE DEST[31:0] ← TMP2[31:0]
IF (ZMASK[2] = 1) THEN DEST[95:64] ← 00000000H
   ELSE DEST[95:64] ← TMP2[95:64]
   ELSE DEST[127:96] ← TMP2[127:96]
DEST[VLMAX-1:128] ← 0

Intel C/C++ Compiler Intrinsic Equivalent

INSERTPS:  __m128 _mm_insert_ps(__m128  dst, __m128 src, const int ndx);

SIMD Floating-Point Exceptions

None

Other Exceptions

See Exceptions Type 5.
INT n/INTO/INT 3—Call to Interrupt Procedure

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CC</td>
<td>INT 3</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Interrupt 3—trap to debugger.</td>
</tr>
<tr>
<td>CD ib</td>
<td>INT imm8</td>
<td>I</td>
<td>Valid</td>
<td>Valid</td>
<td>Interrupt vector specified by immediate byte.</td>
</tr>
<tr>
<td>CE</td>
<td>INTO</td>
<td>NP</td>
<td>Invalid</td>
<td>Valid</td>
<td>Interrupt 4—if overflow flag is 1.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>I</td>
<td>imm8</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

The INT n instruction generates a call to the interrupt or exception handler specified with the destination operand (see the section titled “Interrupts and Exceptions” in Chapter 6 of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1). The destination operand specifies a vector from 0 to 255, encoded as an 8-bit unsigned intermediate value. Each vector provides an index to a gate descriptor in the IDT. The first 32 vectors are reserved by Intel for system use. Some of these vectors are used for internally generated exceptions.

The INT n instruction is the general mnemonic for executing a software-generated call to an interrupt handler. The INTO instruction is a special mnemonic for calling overflow exception (#OF), exception 4. The overflow interrupt checks the OF flag in the EFLAGS register and calls the overflow interrupt handler if the OF flag is set to 1. (The INTO instruction cannot be used in 64-bit mode.)

The INT 3 instruction generates a special one byte opcode (CC) that is intended for calling the debug exception handler. (This one byte form is valuable because it can be used to replace the first byte of any instruction with a breakpoint, including other one byte instructions, without over-writing other code). To further support its function as a debug breakpoint, the interrupt generated with the CC opcode also differs from the regular software interrupts as follows:

- Interrupt redirection does not happen when in VME mode; the interrupt is handled by a protected-mode handler.
- The virtual-8086 mode IOPL checks do not occur. The interrupt is taken without faulting at any IOPL level.

Note that the “normal” 2-byte opcode for INT 3 (CD03) does not have these special features. Intel and Microsoft assemblers will not generate the CD03 opcode from any mnemonic, but this opcode can be created by direct numeric code definition or by self-modifying code.

The action of the INT n instruction (including the INTO and INT 3 instructions) is similar to that of a far call made with the CALL instruction. The primary difference is that with the INT n instruction, the EFLAGS register is pushed onto the stack before the return address. (The return address is a far address consisting of the current values of the CS and EIP registers.) Returns from interrupt procedures are handled with the IRET instruction, which pops the EFLAGS information and return address from the stack.

The vector specifies an interrupt descriptor in the interrupt descriptor table (IDT); that is, it provides index into the IDT. The selected interrupt descriptor in turn contains a pointer to an interrupt or exception handler procedure. In protected mode, the IDT contains an array of 8-byte descriptors, each of which is an interrupt gate, trap gate, or task gate. In real-address mode, the IDT is an array of 4-byte far pointers (2-byte code segment selector and a 2-byte instruction pointer), each of which point directly to a procedure in the selected segment. (Note that in real-address mode, the IDT is called the interrupt vector table, and its pointers are called interrupt vectors.)

The following decision table indicates which action in the lower portion of the table is taken given the conditions in the upper portion of the table. Each Y in the lower section of the decision table represents a procedure defined in the “Operation” section for this instruction (except #GP).

| PE | 0 | 1 | 1 | 1 | 1 | 1 | 1 |

Table 3-61. Decision Table
When the processor is executing in virtual-8086 mode, the IOPL determines the action of the INT n instruction. If the IOPL is less than 3, the processor generates a #GP(selector) exception; if the IOPL is 3, the processor executes a protected mode interrupt to privilege level 0. The interrupt gate's DPL must be set to 3 and the target CPL of the interrupt handler procedure must be 0 to execute the protected mode interrupt to privilege level 0.

The interrupt descriptor table register (IDTR) specifies the base linear address and limit of the IDT. The initial base address value of the IDTR after the processor is powered up or reset is 0.

**Operation**

The following operational description applies not only to the INT n and INTO instructions, but also to external interrupts, nonmaskable interrupts (NMIs), and exceptions. Some of these events push onto the stack an error code. The operational description specifies numerous checks whose failure may result in delivery of a nested exception. In these cases, the original event is not delivered.

The operational description specifies the error code delivered by any nested exception. In some cases, the error code is specified with a pseudofunction error_code(num,idt,ext), where idt and ext are bit values. The pseudofunction produces an error code as follows: (1) if idt is 0, the error code is (num & FCH) | ext; (2) if idt is 1, the error code is (num << 3) | 2 | ext.

In many cases, the pseudofunction error_code is invoked with a pseudovariable EXT. The value of EXT depends on the nature of the event whose delivery encountered a nested exception: if that event is a software interrupt, EXT is 0; otherwise, EXT is 1.
IF PE = 0
THEN
GOTO REAL-ADDRESS-MODE;
ELSE (* PE = 1 *)
IF (VM = 1 and IOPL < 3 AND INT n)
THEN
    #GP(0); (* Bit 0 of error code is 0 because INT n *)
ELSE (* Protected mode, IA-32e mode, or virtual-8086 mode interrupt *)
    IF (IA32_EFER.LMA = 0)
        THEN (* Protected mode, or virtual-8086 mode interrupt *)
            GOTO PROTECTED-MODE;
    ELSE (* IA-32e mode interrupt *)
        GOTO IA-32e-MODE;
    FI;
FI;
FI;
REAL-ADDRESS-MODE:
IF ((vector_number « 2) + 3) is not within IDT limit
THEN #GP; FI;
IF stack not large enough for a 6-byte return information
THEN #SS; FI;
Push (EFLAGS[15:0]);
IF ← 0; (* Clear interrupt flag *)
TF ← 0; (* Clear trap flag *)
AC ← 0; (* Clear AC flag *)
Push(CS);
Push(IP);
(* No error codes are pushed in real-address mode*)
CS ← IDT(Descriptor (vector_number « 2), selector));
EIP ← IDT(Descriptor (vector_number « 2), offset)); (* 16 bit offset AND 0000FFFFH *)
END;
PROTECTED-MODE:
IF ((vector_number « 3) + 7) is not within IDT limits
or selected IDT descriptor is not an interrupt-, trap-, or task-gate type
    THEN #GP(error_code(vector_number,1,EXT)); FI;
(* idt operand to error_code set because vector is used *)
IF software interrupt (* Generated by INT n, INT3, or INTO *)
THEN
    IF gate DPL < CPL (* PE = 1, DPL < CPL, software interrupt *)
        THEN #GP(error_code(vector_number,1,0)); FI;
        (* idt operand to error_code set because vector is used *)
        (* ext operand to error_code is 0 because INT n, INT3, or INTO*)
    FI;
IF gate not present
    THEN #NP(error_code(vector_number,1,EXT)); FI;
    (* idt operand to error_code set because vector is used *)
IF task gate (* Specified in the selected interrupt table descriptor *)
    THEN GOTO TASK-GATE;
ELSE GOTO TRAP-OR-INTERRUPT-GATE; (* PE = 1, trap/interrupt gate *)
FI;
END;
IA-32e-MODE:
IF INTO and CS.L = 1 (64-bit mode)
THEN #UD;
IF ((vector_number << 4) + 15) is not in IDT limits
or selected IDT descriptor is not an interrupt-, or trap-gate type
THEN #GP(error_code(vector_number,1,EXT));
(* idt operand to error_code set because vector is used *)
FI;
IF software interrupt (* Generated by INT n, INT 3, or INTO *)
THEN
  IF gate DPL < CPL (* PE = 1, DPL < CPL, software interrupt *)
  THEN #GP(error_code(vector_number,1,0));
  (* idt operand to error_code is 0 because vector is used *)
  (* ext operand to error_code is 0 because INT n, INT3, or INTO*)
  FI;
FI;
IF gate not present
THEN #NP(error_code(vector_number,1,EXT));
(* idt operand to error_code set because vector is used *)
FI;
GOTO TRAP-OR-INTERRUPT-GATE; (* Trap/interrupt gate *)
END;
TASK-GATE: (* PE = 1, task gate *)
Read TSS selector in task gate (IDT descriptor);
  IF local/global bit is set to local or index not within GDT limits
  THEN #GP(error_code(TSS selector,0,EXT)); FI:
  (* idt operand to error_code is 0 because selector is used *)
Access TSS descriptor in GDT;
  IF TSS descriptor specifies that the TSS is busy (low-order 5 bits set to 00001)
  THEN #GP(TSS selector,0,EXT)); FI;
  (* idt operand to error_code is 0 because selector is used *)
  IF TSS not present
  THEN #NP(TSS selector,0,EXT)); FI;
  (* idt operand to error_code is 0 because selector is used *)
SWITCH-TASKS (with nesting) to TSS;
IF interrupt caused by fault with error code
THEN
  IF stack limit does not allow push of error code
  THEN #SS(EXT); FI;
  Push(error code);
FI;
IF EIP not within code segment limit
THEN #GP(EXT); FI;
END;
TRAP-OR-INTERRUPT-GATE:
Read new code-segment selector for trap or interrupt gate (IDT descriptor);
  IF new code-segment selector is NULL
  THEN #GP(EXT); FI; (* Error code contains NULL selector *)
  IF new code-segment selector is not within its descriptor table limits
  THEN #GP(error_code(new code-segment selector,0,EXT)); FI;
  (* idt operand to error_code is 0 because selector is used *)
Read descriptor referenced by new code-segment selector;
  IF descriptor does not indicate a code segment or new code-segment DPL > CPL
  THEN #GP(error_code(new code-segment selector,0,EXT)); FI;
  (* idt operand to error_code is 0 because selector is used *)
IF new code-segment descriptor is not present,
THEN #NP(error_code(new code-segment selector,0,EXT)); FI;
(* idt operand to error_code is 0 because selector is used *)
IF new code segment is non-conforming with DPL < CPL
THEN
  IF VM = 0
  THEN
    GOTO INTER-PRIVILEGE-LEVEL-INTERRUPT;
    (* PE = 1, VM = 0, interrupt or trap gate, nonconforming code segment,
    DPL < CPL *)
  ELSE (* VM = 1 *)
    IF new code-segment DPL ≠ 0
      THEN #GP(error_code(new code-segment selector,0,EXT));
      (* idt operand to error_code is 0 because selector is used *)
      GOTO INTERRUPT-FROM-VIRTUAL-8086-MODE; FI;
      (* PE = 1, interrupt or trap gate, DPL < CPL, VM = 1 *)
  FI;
ELSE (* PE = 1, interrupt or trap gate, DPL ≥ CPL *)
  IF VM = 1
    THEN #GP(error_code(new code-segment selector,0,EXT));
    (* idt operand to error_code is 0 because selector is used *)
    IF new code segment is conforming or new code-segment DPL = CPL
      THEN
        GOTO INTRA-PRIVILEGE-LEVEL-INTERRUPT;
      ELSE (* PE = 1, interrupt or trap gate, nonconforming code segment, DPL > CPL *)
        #GP(error_code(new code-segment selector,0,EXT));
        (* idt operand to error_code is 0 because selector is used *)
    FI;
  FI;
END;

INTER-PRIVILEGE-LEVEL-INTERRUPT:
(* PE = 1, interrupt or trap gate, non-conforming code segment, DPL < CPL *)
IF (IA32_EFER.LMA = 0) (* Not IA-32e mode *)
THEN
  (* Identify stack-segment selector for new privilege level in current TSS *)
  IF current TSS is 32-bit
    THEN
      TSSstackAddress ← (new code-segment DPL « 3) + 4;
      IF (TSSstackAddress + 5) > current TSS limit
        THEN #TS(error_code(current TSS selector,0,EXT)); FI;
        (* idt operand to error_code is 0 because selector is used *)
      NewSS ← 2 bytes loaded from (TSS base + TSSstackAddress + 4);
      NewESP ← 4 bytes loaded from (TSS base + TSSstackAddress);
    ELSE (* current TSS is 16-bit *)
      TSSstackAddress ← (new code-segment DPL « 2) + 2
      IF (TSSstackAddress + 3) > current TSS limit
        THEN #TS(error_code(current TSS selector,0,EXT)); FI;
        (* idt operand to error_code is 0 because selector is used *)
      NewSS ← 2 bytes loaded from (TSS base + TSSstackAddress + 2);
      NewESP ← 2 bytes loaded from (TSS base + TSSstackAddress);
      FI;
  IF NewSS is NULL
    THEN #TS(EXT); FI;
  IF NewSS index is not within its descriptor-table limits
  or NewSS RPL ≠ new code-segment DPL
THEN #TS(error_code(NewSS,0,EXT)); Fi;
(* idt operand to error_code is 0 because selector is used *)
Read new stack-segment descriptor for NewSS in GDT or LDT;
IF new stack-segment DPL ≠ new code-segment DPL
or new stack-segment Type does not indicate writable data segment
THEN #TS(error_code(NewSS,0,EXT)); Fi;
(* idt operand to error_code is 0 because selector is used *)
IF NewSS is not present
THEN #SS(error_code(NewSS,0,EXT)); Fi;
(* idt operand to error_code is 0 because selector is used *)
ELSE (* IA-32e mode *)
IF IDT-gate IST = 0
THEN TSSstackAddress ← (new code-segment DPL << 3) + 4;
ELSE TSSstackAddress ← (IDT gate IST << 3) + 28;
Fi;
IF (TSSstackAddress + 7) > current TSS limit
THEN #TS(error_code(current TSS selector,0,EXT)); Fi;
(* idt operand to error_code is 0 because selector is used *)
NewRSP ← 8 bytes loaded from (current TSS base + TSSstackAddress);
NewSS ← new code-segment DPL; (* NULL selector with RPL = new CPL *)
Fi;
IF IDT gate is 32-bit
THEN
IF new stack does not have room for 24 bytes (error code pushed)
or 20 bytes (no error code pushed)
THEN #SS(error_code(NewSS,0,EXT)); Fi;
(* idt operand to error_code is 0 because selector is used *)
Fi
ELSE
IF IDT gate is 16-bit
THEN
IF new stack does not have room for 12 bytes (error code pushed)
or 10 bytes (no error code pushed);
THEN #SS(error_code(NewSS,0,EXT)); Fi;
(* idt operand to error_code is 0 because selector is used *)
ELSE (* 64-bit IDT gate*)
IF StackAddress is non-canonical
THEN #SS(EXT); Fi; (* Error code contains NULL selector *)
Fi;
ELSE
IF (IA32_EFER.LMA = 0) (* Not IA-32e mode *)
THEN
IF instruction pointer from IDT gate is not within new code-segment limits
THEN #GP(EXT); Fi; (* Error contains NULL selector *)
ESP ← NewESP;
SS ← NewSS; (* Segment descriptor information also loaded *)
ELSE (* IA-32e mode *)
IF instruction pointer from IDT gate contains a non-canonical address
THEN #GP(EXT); Fi; (* Error code contains NULL selector *)
RSP ← NewRSP & FFFFFFFFFFFFFFF0H;
SS ← NewSS;
Fi;
IF IDT gate is 32-bit
THEN
CS:EIP ← Gate(CS:EIP); (* Segment descriptor information also loaded *)
ELSE
  IF IDT gate 16-bit
    THEN
      CS:IP ← Gate(CS:IP);
      (* Segment descriptor information also loaded *)
      ELSE (* 64-bit IDT gate *)
        CS:RIP ← Gate(CS:RIP);
        (* Segment descriptor information also loaded *)
  FI;
FI;
IF IDT gate is 32-bit
THEN
  Push(far pointer to old stack);
  (* Old SS and ESP, 3 words padded to 4 *)
  Push(EFLAGS);
  Push(far pointer to return instruction);
  (* Old CS and EIP, 3 words padded to 4 *)
  Push(ErrorCode); (* If needed, 4 bytes *)
ELSE
  IF IDT gate 16-bit
    THEN
      Push(far pointer to old stack);
      (* Old SS and SP, 2 words *)
      Push(EFLAGS(15-0));
      Push(far pointer to return instruction);
      (* Old CS and IP, 2 words *)
      Push(ErrorCode); (* If needed, 2 bytes *)
    ELSE (* 64-bit IDT gate *)
      Push(far pointer to old stack);
      (* Old SS and SP, each an 8-byte push *)
      Push(RFLAGS); (* 8-byte push *)
      Push(far pointer to return instruction);
      (* Old CS and RIP, each an 8-byte push *)
      Push(ErrorCode); (* If needed, 8-bytes *)
  ELSE
    FI;
  FI;
CPL ← new code-segment DPL;
CS(RPL) ← CPL;
IF IDT gate is interrupt gate
  THEN IF ← 0 (* Interrupt flag set to 0, interrupts disabled *); FI;
TF ← 0;
VM ← 0;
RF ← 0;
NT ← 0;
END;
INTERRUPT-FROM-VIRTUAL-8086-MODE:
  (* Identify stack-segment selector for privilege level 0 in current TSS *)
IF current TSS is 32-bit
  THEN
    IF TSS limit < 9
      THEN #TS(error_code(current TSS selector,0,EXT)); FI;
      (* idt operand to error_code is 0 because selector is used * )
      NewSS ← 2 bytes loaded from (current TSS base + 8);
NewESP ← 4 bytes loaded from (current TSS base + 4);
ELSE (* current TSS is 16-bit *)
    IF TSS limit < 5
        THEN #TS(error_code(current TSS selector,0,EXT)); FI;
        (* idt operand to error_code is 0 because selector is used *)
    NewSS ← 2 bytes loaded from (current TSS base + 4);
    NewESP ← 2 bytes loaded from (current TSS base + 2);
FI;
IF NewSS is NULL
    THEN #TS(EXT); FI; (* Error code contains NULL selector *)
IF NewSS index is not within its descriptor table limits
or NewSS RPL ≠ 0
    THEN #TS(error_code(NewSS,0,EXT)); FI;
    (* idt operand to error_code is 0 because selector is used *)
Read new stack-segment descriptor for NewSS in GDT or LDT;
IF new stack-segment DPL ≠ 0 or stack segment does not indicate writable data segment
    THEN #TS(error_code(NewSS,0,EXT)); FI;
    (* idt operand to error_code is 0 because selector is used *)
IF new stack segment not present
    THEN #SS(error_code(NewSS,0,EXT)); FI;
    (* idt operand to error_code is 0 because selector is used *)
IF IDT gate is 32-bit
    THEN
        IF new stack does not have room for 40 bytes (error code pushed)
            or 36 bytes (no error code pushed)
            THEN #SS(error_code(NewSS,0,EXT)); FI;
            (* idt operand to error_code is 0 because selector is used *)
        ELSE (* IDT gate is 16-bit)
            IF new stack does not have room for 20 bytes (error code pushed)
                or 18 bytes (no error code pushed)
                THEN #SS(error_code(NewSS,0,EXT)); FI;
                (* idt operand to error_code is 0 because selector is used *)
        FI;
    FI;
IF instruction pointer from IDT gate is not within new code-segment limits
    THEN #GP(EXT); FI; (* Error code contains NULL selector *)
tempEFLAGS ← EFLAGS;
VM ← 0;
TF ← 0;
RF ← 0;
NT ← 0;
IF service through interrupt gate
    THEN IF = 0; FI;
TempSS ← SS;
TempESP ← ESP;
SS ← NewSS;
ESP ← NewESP;
(* Following pushes are 16 bits for 16-bit IDT gates and 32 bits for 32-bit IDT gates;
Segment selector pushes in 32-bit mode are padded to two words *)
Push(GS);
Push(FS);
Push(DS);
Push(ES);
Push(TempSS);
Push(TempESP);
Push(TempEFlags);
PUSH(CS);
PUSH(EIP);
GS ← 0; (* Segment registers made NULL, invalid for use in protected mode *)
FS ← 0;
DS ← 0;
ES ← 0;
CS:IP ← Gate(CS); (* Segment descriptor information also loaded *)
IF OperandSize = 32
    THEN
        EIP ← Gate(instruction pointer);
        ELSE (* OperandSize is 16 *)
            EIP ← Gate(instruction pointer) AND 0000FFFFH;
    FI;
(* Start execution of new routine in Protected Mode *)
END;
INTRA-PRIVILEGE-LEVEL-INTERRUPT:
(* PE = 1, DPL = CPL or conforming segment *)
IF IA32_EFER.LMA = 1 (* IA-32e mode *)
    IF IDT-descriptor IST ≠ 0
        THEN
            TSSstackAddress ← (IDT-descriptor IST « 3) + 28;
            IF (TSSstackAddress + 7) > TSS limit
                THEN #TS(error_code(current TSS selector,0,EXT)); FI;
                (* idt operand to error_code is 0 because selector is used *)
            NewRSP ← 8 bytes loaded from (current TSS base + TSSstackAddress);
        FI;
    IF 32-bit gate (* implies IA32_EFER.LMA = 0 *)
        THEN
            IF current stack does not have room for 16 bytes (error code pushed)
                or 12 bytes (no error code pushed)
                THEN #SS(EXT); FI; (* Error code contains NULL selector *)
        ELSE IF 16-bit gate (* implies IA32_EFER.LMA = 0 *)
            IF current stack does not have room for 8 bytes (error code pushed)
                or 6 bytes (no error code pushed)
                THEN #SS(EXT); FI; (* Error code contains NULL selector *)
        ELSE (* IA32_EFER.LMA = 1, 64-bit gate*)
            IF NewRSP contains a non-canonical address
                THEN #SS(EXT); (* Error code contains NULL selector *)
            FI;
        FI;
    FI;
IF (IA32_EFER.LMA = 0) (* Not IA-32e mode *)
    THEN
        IF instruction pointer from IDT gate is not within new code-segment limit
            THEN #GP(EXT); FI; (* Error code contains NULL selector *)
    ELSE
        IF instruction pointer from IDT gate contains a non-canonical address
            THEN #GP(EXT); FI; (* Error code contains NULL selector *)
            RSP ← NewRSP & FFFFFFFFE00H;
    FI;
IF IDT gate is 32-bit (* implies IA32_EFER.LMA = 0 *)
    THEN
        Push (EFLAGS);
        Push (far pointer to return instruction); (* 3 words padded to 4 *)
CS:EIP ← Gate(CS:EIP); (* Segment descriptor information also loaded *)
Push (ErrorCode); (* If any *)
ELSE
    IF IDT gate is 16-bit (* implies IA32_EFER.LMA = 0 *)
        THEN
            Push (FLAGS);
            Push (far pointer to return location); (* 2 words *)
            CS:IP ← Gate(CS:IP);
            (* Segment descriptor information also loaded *)
            Push (ErrorCode); (* If any *)
        ELSE (* IA32_EFER.LMA = 1, 64-bit gate *)
            Push (far pointer to old stack);
            (* Old SS and SP, each an 8-byte push *)
            Push (FLAGS); (* 8-byte push *)
            Push (far pointer to return instruction);
            (* Old CS and RIP, each an 8-byte push *)
            Push (ErrorCode); (* If needed, 8 bytes *)
            CS:RIP ← GATE(CS:RIP);
            (* Segment descriptor information also loaded *)
    END;FI;
FI;
CS(RPL) ← CPL;
IF IDT gate is interrupt gate
    THEN IF ← 0; FI; (* Interrupt flag set to 0; interrupts disabled *)
TF ← 0;
NT ← 0;
VM ← 0;
RF ← 0;
END;

Flags Affected
The EFLAGS register is pushed onto the stack. The IF, TF, NT, AC, RF, and VM flags may be cleared, depending on
the mode of operation of the processor when the INT instruction is executed (see the “Operation” section). If the
interrupt uses a task gate, any flags may be set or cleared, controlled by the EFLAGS image in the new task’s TSS.

Protected Mode Exceptions
#GP(error_code) If the instruction pointer in the IDT or in the interrupt-, trap-, or task gate is beyond the code
segment limits.
    If the segment selector in the interrupt-, trap-, or task gate is NULL.
    If an interrupt-, trap-, or task gate, code segment, or TSS segment selector index is outside
its descriptor table limits.
    If the vector selects a descriptor outside the IDT limits.
    If an IDT descriptor is not an interrupt-, trap-, or task-descriptor.
    If an interrupt is generated by the INT n, INT 3, or INTO instruction and the DPL of an inter-
rupt-, trap-, or task-descriptor is less than the CPL.
    If the segment selector in an interrupt- or trap-gate does not point to a segment descriptor for
a code segment.
    If the segment selector for a TSS has its local/global bit set for local.
    If a TSS segment descriptor specifies that the TSS is busy or not available.
#SS(error_code) If pushing the return address, flags, or error code onto the stack exceeds the bounds of the
stack segment and no stack switch occurs.
    If the SS register is being loaded and the segment pointed to is marked not present.
If pushing the return address, flags, error code, or stack segment pointer exceeds the bounds of the new stack segment when a stack switch occurs.

#NP(error_code) If code segment, interrupt-, trap-, or task gate, or TSS is not present.
#TS(error_code) If the RPL of the stack segment selector in the TSS is not equal to the DPL of the code segment being accessed by the interrupt or trap gate.
If DPL of the stack segment descriptor pointed to by the stack segment selector in the TSS is not equal to the DPL of the code segment descriptor for the interrupt or trap gate.
If the stack segment selector in the TSS is NULL.
If the stack segment for the TSS is not a writable data segment.
If segment-selector index for stack segment is outside descriptor table limits.

#PF(fault-code) If a page fault occurs.
#UD If the LOCK prefix is used.
#AC(EXT) If alignment checking is enabled, the gate DPL is 3, and a stack push is unaligned.

**Real-Address Mode Exceptions**

#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
If the interrupt vector number is outside the IDT limits.
#SS If stack limit violation on push.
If pushing the return address, flags, or error code onto the stack exceeds the bounds of the stack segment.
#UD If the LOCK prefix is used.

**Virtual-8086 Mode Exceptions**

#GP(error_code) (For INT n, INTO, or BOUND instruction) If the IOPL is less than 3 or the DPL of the interrupt-, trap-, or task-gate descriptor is not equal to 3.
If the instruction pointer in the IDT or in the interrupt-, trap-, or task gate is beyond the code segment limits.
If the segment selector in the interrupt-, trap-, or task gate is NULL.
If a interrupt-, trap-, or task gate, code segment, or TSS segment selector index is outside its descriptor table limits.
If the vector selects a descriptor outside the IDT limits.
If an IDT descriptor is not an interrupt-, trap-, or task-descriptor.
If an interrupt is generated by the INT n instruction and the DPL of an interrupt-, trap-, or task-descriptor is less than the CPL.
If the segment selector in an interrupt- or trap-gate does not point to a segment descriptor for a code segment.
If the segment selector for a TSS has its local/global bit set for local.

#SS(error_code) If the SS register is being loaded and the segment pointed to is marked not present.
If pushing the return address, flags, error code, stack segment pointer, or data segments exceeds the bounds of the stack segment.

#NP(error_code) If code segment, interrupt-, trap-, or task gate, or TSS is not present.
#TS(error_code) If the RPL of the stack segment selector in the TSS is not equal to the DPL of the code segment being accessed by the interrupt or trap gate.
If DPL of the stack segment descriptor for the TSS’s stack segment is not equal to the DPL of the code segment descriptor for the interrupt or trap gate.
If the stack segment selector in the TSS is NULL.
If the stack segment for the TSS is not a writable data segment.
If segment-selector index for stack segment is outside descriptor table limits.

#PF(fault-code) If a page fault occurs.
INT n/INTO/INT 3—Call to Interrupt Procedure

INSTRUCTION SET REFERENCE, A-M

Vol. 2A 3-419

#BP If the INT 3 instruction is executed.
#OF If the INTO instruction is executed and the OF flag is set.
#UD If the LOCK prefix is used.
#AC(EXT) If alignment checking is enabled, the gate DPL is 3, and a stack push is unaligned.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions

#GP(error_code) If the instruction pointer in the 64-bit interrupt gate or 64-bit trap gate is non-canonical.
  If the segment selector in the 64-bit interrupt or trap gate is NULL.
  If the vector selects a descriptor outside the IDT limits.
  If the vector points to a gate which is in non-canonical space.
  If the vector points to a descriptor which is not a 64-bit interrupt gate or 64-bit trap gate.
  If the descriptor pointed to by the gate selector is outside the descriptor table limit.
  If the descriptor pointed to by the gate selector is in non-canonical space.
  If the descriptor pointed to by the gate selector is not a code segment.
  If the descriptor pointed to by the gate selector doesn’t have the L-bit set, or has both the L-bit and D-bit set.
  If the descriptor pointed to by the gate selector has DPL > CPL.

#SS(error_code) If a push of the old EFLAGS, CS selector, EIP, or error code is in non-canonical space with no stack switch.
  If a push of the old SS selector, ESP, EFLAGS, CS selector, EIP, or error code is in non-canonical space on a stack switch (either CPL change or no-CPL with IST).

#NP(error_code) If the 64-bit interrupt-gate, 64-bit trap-gate, or code segment is not present.

#TS(error_code) If an attempt to load RSP from the TSS causes an access to non-canonical space.
  If the RSP from the TSS is outside descriptor table limits.

#PF(fault-code) If a page fault occurs.
#UD If the LOCK prefix is used.
#AC(EXT) If alignment checking is enabled, the gate DPL is 3, and a stack push is unaligned.
INVD—Invalidate Internal Caches

**Description**

Invalidates (flushes) the processor’s internal caches and issues a special-function bus cycle that directs external caches to also flush themselves. Data held in internal caches is not written back to main memory.

After executing this instruction, the processor does not wait for the external caches to complete their flushing operation before proceeding with instruction execution. It is the responsibility of hardware to respond to the cache flush signal.

The INVD instruction is a privileged instruction. When the processor is running in protected mode, the CPL of a program or procedure must be 0 to execute this instruction.

The INVD instruction may be used when the cache is used as temporary memory and the cache contents need to be invalidated rather than written back to memory. When the cache is used as temporary memory, no external device should be actively writing data to main memory.

Use this instruction with care. Data cached internally and not written back to main memory will be lost. Note that any data from an external device to main memory (for example, via a PCIWrite) can be temporarily stored in the caches; these data can be lost when an INVD instruction is executed. Unless there is a specific requirement or benefit to flushing caches without writing back modified cache lines (for example, temporary memory, testing, or fault recovery where cache coherency with main memory is not a concern), software should instead use the WBINVD instruction.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**IA-32 Architecture Compatibility**

The INVD instruction is implementation dependent; it may be implemented differently on different families of Intel 64 or IA-32 processors. This instruction is not supported on IA-32 processors earlier than the Intel486 processor.

**Operation**

- Flush(InternalCaches):
- SignalFlush(ExternalCaches):
- Continue (* Continue execution * )

**Flags Affected**

None.

**Protected Mode Exceptions**

- #GP(0) If the current privilege level is not 0.
- #UD If the LOCK prefix is used.
Real-Address Mode Exceptions
#UD If the LOCK prefix is used.

Virtual-8086 Mode Exceptions
#GP(0) The INVD instruction cannot be executed in virtual-8086 mode.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
Same exceptions as in protected mode.
INVLPG—Invalidate TLB Entries

Description
Invalidates any translation lookaside buffer (TLB) entries specified with the source operand. The source operand is a memory address. The processor determines the page that contains that address and flushes all TLB entries for that page.¹

The INVLPG instruction is a privileged instruction. When the processor is running in protected mode, the CPL must be 0 to execute this instruction.

The INVLPG instruction normally flushes TLB entries only for the specified page; however, in some cases, it may flush more entries, even the entire TLB. The instruction is guaranteed to invalidates only TLB entries associated with the current PCID. (If PCIDs are disabled — CR4.PCIDE = 0 — the current PCID is 000H.) The instruction also invalidates any global TLB entries for the specified page, regardless of PCID.

For more details on operations that flush the TLB, see "MOV—Move to/from Control Registers" and Section 4.10.4.1, "Operations that Invalidate TLBs and Paging-Structure Caches," of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A.

This instruction’s operation is the same in all non-64-bit modes. It also operates the same in 64-bit mode, except if the memory address is in non-canonical form. In this case, INVLPG is the same as a NOP.

IA-32 Architecture Compatibility
The INVLPG instruction is implementation dependent, and its function may be implemented differently on different families of Intel 64 or IA-32 processors. This instruction is not supported on IA-32 processors earlier than the Intel486 processor.

Operation
Invalidate(RelevantTLBEntries);
Continue; (* Continue execution *)

Flags Affected
None.

Protected Mode Exceptions
#GP(0) If the current privilege level is not 0.
#UD Operand is a register.
If the LOCK prefix is used.

¹. If the paging structures map the linear address using a page larger than 4 KBytes and there are multiple TLB entries for that page (see Section 4.10.2.3, “Details of TLB Use,” in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A), the instruction invalidates all of them.
Real-Address Mode Exceptions

#UD
Operand is a register.
If the LOCK prefix is used.

Virtual-8086 Mode Exceptions

#GP(0) The INVLPG instruction cannot be executed at the virtual-8086 mode.

64-Bit Mode Exceptions

#GP(0) If the current privilege level is not 0.
#UD
Operand is a register.
If the LOCK prefix is used.
INVPCID—Invalidate Process-Context Identifier

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 38 82 /r</td>
<td>RM</td>
<td>NE/V INVPCID</td>
<td></td>
<td>Invalidates entries in the TLBs and paging-structure caches based on invalidation type in r32 and descriptor in m128.</td>
</tr>
<tr>
<td>INVPCID r32, m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>66 0F 38 82 /r</td>
<td>RM</td>
<td>V/NE INVPCID</td>
<td></td>
<td>Invalidates entries in the TLBs and paging-structure caches based on invalidation type in r64 and descriptor in m128.</td>
</tr>
<tr>
<td>INVPCID r64, m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (R)</td>
<td>ModRM:r/m (R)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Invalidates mappings in the translation lookaside buffers (TLBs) and paging-structure caches based on process-context identifier (PCID). (See Section 4.10, "Caching Translation Information," in *Intel 64 and IA-32 Architecture Software Developer’s Manual, Volume 3A.*) Invalidation is based on the INVPCID type specified in the register operand and the INVPCID descriptor specified in the memory operand.

Outside 64-bit mode, the register operand is always 32 bits, regardless of the value of CS.D. In 64-bit mode the register operand has 64 bits.

There are four INVPCID types currently defined:

- Individual-address invalidation: If the INVPCID type is 0, the logical processor invalidates mappings—except global translations—for the linear address and PCID specified in the INVPCID descriptor.¹ In some cases, the instruction may invalidate global translations or mappings for other linear addresses (or other PCIDs) as well.

- Single-context invalidation: If the INVPCID type is 1, the logical processor invalidates all mappings—except global translations—associated with the PCID specified in the INVPCID descriptor. In some cases, the instruction may invalidate global translations or mappings for other PCIDs as well.

- All-context invalidation, including global translations: If the INVPCID type is 2, the logical processor invalidates all mappings—including global translations—associated with any PCID.

- All-context invalidation: If the INVPCID type is 3, the logical processor invalidates all mappings—except global translations—associated with any PCID. In some case, the instruction may invalidate global translations as well.

The INVPCID descriptor comprises 128 bits and consists of a PCID and a linear address as shown in Figure 3-23. For INVPCID type 0, the processor uses the full 64 bits of the linear address even outside 64-bit mode; the linear address is not used for other INVPCID types.

---

¹. If the paging structures map the linear address using a page larger than 4 KBytes and there are multiple TLB entries for that page (see Section 4.10.2.3, "Details of TLB Use," in *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*), the instruction invalidates all of them.
If CR4.PCIDE = 0, a logical processor does not cache information for any PCID other than 000H. In this case, executions with INVPCID types 0 and 1 are allowed only if the PCID specified in the INVPCID descriptor is 000H; executions with INVPCID types 2 and 3 invalidate mappings only for PCID 000H. Note that CR4.PCIDE must be 0 outside 64-bit mode (see Chapter 4.10.1, “Process-Context Identifiers (PCIDs),” of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A).

Operation

\[
\begin{align*}
\text{INVPCID} \_ \text{TYPE} & \leftarrow \text{value of register operand}; \quad \text{must be in the range of } 0-3 \\
\text{INVPCID} \_ \text{DESC} & \leftarrow \text{value of memory operand}; \\
\text{CASE INVPCID} \_ \text{TYPE} \text{ OF } \\
0: & \quad \text{// individual-address invalidation} \\
& \quad \text{PCID} \leftarrow \text{INVPCID} \_ \text{DESC}[11:0]; \\
& \quad \text{L\_ADDR} \leftarrow \text{INVPCID} \_ \text{DESC}[127:64]; \\
& \quad \text{Invalidate mappings for L\_ADDR associated with PCID except global translations; } \\
& \quad \text{BREAK;} \\
1: & \quad \text{// single PCID invalidation} \\
& \quad \text{PCID} \leftarrow \text{INVPCID} \_ \text{DESC}[11:0]; \\
& \quad \text{Invalidate all mappings associated with PCID except global translations; } \\
& \quad \text{BREAK;} \\
2: & \quad \text{// all PCID invalidation including global translations} \\
& \quad \text{Invalidate all mappings for all PCIDs, including global translations; } \\
& \quad \text{BREAK;} \\
3: & \quad \text{// all PCID invalidation retaining global translations} \\
& \quad \text{Invalidate all mappings for all PCIDs except global translations; } \\
& \quad \text{BREAK;} \\
\text{ESAC;}
\end{align*}
\]

**Intel C/C++ Compiler Intrinsic Equivalent**

\[
\text{INVPCID: } \text{void} \_ \text{invpcid(unsigned } \_ \text{int32 type, void * descriptor);}\]

**SIMD Floating-Point Exceptions**

None

**Protected Mode Exceptions**

\#GP(0)  
If the current privilege level is not 0.  
If the memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.  
If the DS, ES, FS, or GS register contains an unusable segment.  
If the source operand is located in an execute-only code segment.  
If an invalid type is specified in the register operand, i.e., INVPCID\_TYPE > 3.  
If bits 63:12 of INVPCID\_DESC are not all zero.
If INVPCID_TYPE is either 0 or 1 and INVPCID_DESC[11:0] is not zero.
If INVPCID_TYPE is 0 and the linear address in INVPCID_DESC[127:64] is not canonical.

#PF(fault-code) If a page fault occurs in accessing the memory operand.
#SS(0) If the memory operand effective address is outside the SS segment limit.
#UD If the SS register contains an unusable segment.

Real-Address Mode Exceptions
#GP If an invalid type is specified in the register operand, i.e., INVPCID_TYPE > 3.
If bits 63:12 of INVPCID_DESC are not all zero.
If INVPCID_TYPE is either 0 or 1 and INVPCID_DESC[11:0] is not zero.
If INVPCID_TYPE is 0 and the linear address in INVPCID_DESC[127:64] is not canonical.

Virtual-8086 Mode Exceptions
#GP(0) The INVPCID instruction is not recognized in virtual-8086 mode.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
#GP(0) If the current privilege level is not 0.
If the memory operand is in the CS, DS, ES, FS, or GS segments and the memory address is in a non-canonical form.
If an invalid type is specified in the register operand, i.e., INVPCID_TYPE > 3.
If bits 63:12 of INVPCID_DESC are not all zero.
If CR4.PCIDE=0, INVPCID_TYPE is either 0 or 1, and INVPCID_DESC[11:0] is not zero.
If INVPCID_TYPE is 0 and the linear address in INVPCID_DESC[127:64] is not canonical.

#PF(fault-code) If a page fault occurs in accessing the memory operand.
#SS(0) If the memory destination operand is in the SS segment and the memory address is in a non-canonical form.
#UD If the LOCK prefix is used.
If CPUID.(EAX=07H, ECX=0H):EBX.INVPCID (bit 10) = 0.
IRET/IRETD—Interrupt Return

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CF</td>
<td>IRET</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Interrupt return (16-bit operand size).</td>
</tr>
<tr>
<td>CF</td>
<td>IRETD</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Interrupt return (32-bit operand size).</td>
</tr>
<tr>
<td>REX.W + CF</td>
<td>IRETQ</td>
<td>NP</td>
<td>Valid</td>
<td>N.E.</td>
<td>Interrupt return (64-bit operand size).</td>
</tr>
</tbody>
</table>

Description

Returns program control from an exception or interrupt handler to a program or procedure that was interrupted by an exception, an external interrupt, or a software-generated interrupt. These instructions are also used to perform a return from a nested task. (A nested task is created when a CALL instruction is used to initiate a task switch or when an interrupt or exception causes a task switch to an interrupt or exception handler.) See the section titled “Task Linking” in Chapter 7 of the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

IRET and IRETD are mnemonics for the same opcode. The IRETD mnemonic (interrupt return double) is intended for use when returning from an interrupt when using the 32-bit operand size; however, most assemblers use the IRET mnemonic interchangeably for both operand sizes.

In Real-Address Mode, the IRET instruction preforms a far return to the interrupted program or procedure. During this operation, the processor pops the return instruction pointer, return code segment selector, and EFLAGS image from the stack to the EIP, CS, and EFLAGS registers, respectively, and then resumes execution of the interrupted program or procedure.

In Protected Mode, the action of the IRET instruction depends on the settings of the NT (nested task) and VM flags in the EFLAGS register and the VM flag in the EFLAGS image stored on the current stack. Depending on the setting of these flags, the processor performs the following types of interrupt returns:

• Return from virtual-8086 mode.
• Return to virtual-8086 mode.
• Intra-privilege level return.
• Inter-privilege level return.
• Return from nested task (task switch).

If the NT flag (EFLAGS register) is cleared, the IRET instruction performs a far return from the interrupt procedure, without a task switch. The code segment being returned to must be equally or less privileged than the interrupt handler routine (as indicated by the RPL field of the code segment selector popped from the stack).

As with a real-address mode interrupt return, the IRET instruction pops the return instruction pointer, return code segment selector, and EFLAGS image from the stack to the EIP, CS, and EFLAGS registers, respectively, and then resumes execution of the interrupted program or procedure. If the return is to another privilege level, the IRET instruction also pops the stack pointer and SS from the stack, before resuming program execution. If the return is to virtual-8086 mode, the processor also pops the data segment registers from the stack.

If the NT flag is set, the IRET instruction performs a task switch (return) from a nested task (a task called with a CALL instruction, an interrupt, or an exception) back to the calling or interrupted task. The updated state of the task executing the IRET instruction is saved in its TSS. If the task is re-entered later, the code that follows the IRET instruction is executed.

If the NT flag is set and the processor is in IA-32e mode, the IRET instruction causes a general protection exception.

If nonmaskable interrupts (NMIs) are blocked (see Section 6.7.1, “Handling Multiple NMIs” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*), execution of the IRET instruction unblocks NMIs.
This unblocking occurs even if the instruction causes a fault. In such a case, NMIs are unmasked before the exception handler is invoked.

In 64-bit mode, the instruction’s default operation size is 32 bits. Use of the REX.W prefix promotes operation to 64 bits (IRETQ). See the summary chart at the beginning of this section for encoding data and limits.

See “Changes to Instruction Behavior in VMX Non-Root Operation” in Chapter 25 of the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3C*, for more information about the behavior of this instruction in VMX non-root operation.

### Operation

IF PE = 0  
THEN
   GOTO REAL-ADDRESS-MODE;
ELSE
   IF (IA32_EFER.LMA = 0)  
      THEN (* Protected mode *)
         GOTO PROTECTED-MODE;
   ELSE (* IA-32e mode *)
      GOTO IA-32e-MODE;
   FI;
FI;

REAL-ADDRESS-MODE:
IF OperandSize = 32
THEN
   IF top 12 bytes of stack not within stack limits
      THEN #SS; FI;
   tempEIP ← 4 bytes at end of stack
   IF tempEIP[31:16] is not zero THEN #GP(0); FI;
   EIP ← Pop();
   CS ← Pop(); (* 32-bit pop, high-order 16 bits discarded *)
   tempEFLAGS ← Pop();
   EFLAGS ← (tempEFLAGS AND 257FD5H) OR (EFLAGS AND 1A0000H);
ELSE (* OperandSize = 16 *)
   IF top 6 bytes of stack are not within stack limits
      THEN #SS; FI;
   EIP ← Pop(); (* 16-bit pop; clear upper 16 bits *)
   CS ← Pop(); (* 16-bit pop *)
   EFLAGS[15:0] ← Pop();
FI;

PROTECTED-MODE:
IF VM = 1 (* Virtual-8086 mode: PE = 1, VM = 1 *)
THEN
   GOTO RETURN-FROM-VIRTUAL-8086-MODE; (* PE = 1, VM = 1 *)
FI;
IF NT = 1
THEN
   GOTO TASK-RETURN; (* PE = 1, VM = 0, NT = 1 *)
FI;
IF OperandSize = 32
THEN
   IF top 12 bytes of stack not within stack limits
      THEN #SS(0); FI;
   tempEIP ← Pop();
IRET/IRETD—Interrupt Return

tempCS ← Pop();
tempEFLAGS ← Pop();
ELSE (* OperandSize = 16 *)
 IF top 6 bytes of stack are not within stack limits
 THEN #SS(0); FI;
tempEIP ← Pop();
tempCS ← Pop();
tempEFLAGS ← Pop();
tempEIP ← tempEIP AND FFFFH;
tempEFLAGS ← tempEFLAGS AND FFFFH;
FI;
IF tempEFLAGS(VM) = 1 and CPL = 0
 THEN
 GOTO RETURN-TO-VIRTUAL-8086-MODE;
 ELSE
 GOTO PROTECTED-MODE-RETURN;
 FI;
IA-32e-MODE:
 IF NT = 1
 THEN #GP(0);
 ELSE IF OperandSize = 32
 THEN
 IF top 12 bytes of stack not within stack limits
 THEN #SS(0); FI;
tempEIP ← Pop();
tempCS ← Pop();
tempEFLAGS ← Pop();
ELSE IF OperandSize = 16
 THEN
 IF top 6 bytes of stack are not within stack limits
 THEN #SS(0); FI;
tempEIP ← Pop();
tempCS ← Pop();
tempEFLAGS ← Pop();
tempEIP ← tempEIP AND FFFFH;
tempEFLAGS ← tempEFLAGS AND FFFFH;
FI;
ELSE (* OperandSize = 64 *)
 THEN
 tempRIP ← Pop();
tempCS ← Pop();
tempEFLAGS ← Pop();
tempRSP ← Pop();
tempSS ← Pop();
FI;
GOTO IA-32e-MODE-RETURN;
RETURN-FROM-VIRTUAL-8086-MODE:
(* Processor is in virtual-8086 mode when IRET is executed and stays in virtual-8086 mode *)
 IF IOPL = 3 (* Virtual mode: PE = 1, VM = 1, IOPL = 3 *)
 THEN IF OperandSize = 32
 THEN
 IF top 12 bytes of stack not within stack limits
 THEN #SS(0); FI;
IF instruction pointer not within code segment limits
   THEN #GP(0); FI;
   EIP ← Pop();
   CS ← Pop(); (* 32-bit pop, high-order 16 bits discarded *)
   EFLAGS ← Pop();
   (* VM, IOPL, VIP and VIF EFLAG bits not modified by pop *)
ELSE (* OperandSize = 16 *)
   IF top 6 bytes of stack are not within stack limits
      THEN #SS(0); FI;
   IF instruction pointer not within code segment limits
      THEN #GP(0); FI;
   EIP ← Pop();
   EIP ← EIP AND 0000FFFFH;
   CS ← Pop(); (* 16-bit pop *)
   EFLAGS[15:0] ← Pop(); (* IOPL in EFLAGS not modified by pop *)
   FI;
ELSE
   #GP(0); (* Trap to virtual-8086 monitor: PE = 1, VM = 1, IOPL < 3 *)
FI;
END;

RETURN-TO-VIRTUAL-8086-MODE:
(* Interrupted procedure was in virtual-8086 mode: PE = 1, CPL=0, VM = 1 in flag image *)
IF top 24 bytes of stack are not within stack segment limits
   THEN #SS(0); FI;
IF instruction pointer not within code segment limits
   THEN #GP(0); FI;
   CS ← tempCS;
   EIP ← tempEIP & FFFFH;
   EFLAGS ← tempEFLAGS;
   TempESP ← Pop();
   TempSS ← Pop();
   ES ← Pop(); (* Pop 2 words; throw away high-order word *)
   DS ← Pop(); (* Pop 2 words; throw away high-order word *)
   FS ← Pop(); (* Pop 2 words; throw away high-order word *)
   GS ← Pop(); (* Pop 2 words; throw away high-order word *)
   SS:ESP ← TempSS:TempESP;
   CPL ← 3;
   (* Resume execution in Virtual-8086 mode *)
END;

TASK-RETURN: (* PE = 1, VM = 0, NT = 1 *)
   Read segment selector in link field of current TSS;
   IF local/global bit is set to local
   or index not within GDT limits
      THEN #TS (TSS selector); FI;
   Access TSS for task specified in link field of current TSS;
   IF TSS descriptor type is not TSS or if the TSS is marked not busy
      THEN #TS (TSS selector); FI;
   IF TSS not present
      THEN #NP(TSS selector); FI;
   SWITCH-TASKS (without nesting) to TSS specified in link field of current TSS;
   Mark the task just abandoned as NOT BUSY;
   IF EIP is not within code segment limit
IRET/IRETD—Interrupt Return

THEN #GP(0); Fl;
END;

PROTECTED-MODE-RETURN: (* PE = 1 *)
  IF return code segment selector is NULL
    THEN GP(0); Fl;
  IF return code segment selector addresses descriptor beyond descriptor table limit
    THEN GP(selector); Fl;
  Read segment descriptor pointed to by the return code segment selector;
  IF return code segment descriptor is not a code segment
    THEN #GP(selector); Fl;
  IF return code segment selector RPL < CPL
    THEN #GP(selector); Fl;
  IF return code segment descriptor is conforming
    and return code segment DPL > return code segment selector RPL
    THEN #GP(selector); Fl;
  IF return code segment descriptor is not present
    THEN #NP(selector); Fl;
  IF return code segment selector RPL > CPL
    THEN GOTO RETURN-OUTER-PRIVILEGE-LEVEL;
    ELSE GOTO RETURN-TO-SAME-PRIVILEGE-LEVEL; Fl;
END;

RETURN-TO-SAME-PRIVILEGE-LEVEL: (* PE = 1, RPL = CPL *)
  IF new mode ≠ 64-Bit Mode
    THEN
      IF tempEIP is not within code segment limits
        THEN #GP(0); Fl;
        EIP ← tempEIP;
      ELSE (* new mode = 64-bit mode *)
        IF tempRIP is non-canonical
          THEN #GP(0); Fl;
          RIP ← tempRIP;
      FI;
    FI;
  CS ← tempCS; (* Segment descriptor information also loaded *)
  EFLAGS (CF, PF, AF, ZF, SF, TF, DF, OF, NT) ← tempEFLAGS;
  IF OperandSize = 32 or OperandSize = 64
    THEN EFLAGS(RF, AC, ID) ← tempEFLAGS; Fl;
  IF CPL ≤ IOPL
    THEN EFLAGS(IF) ← tempEFLAGS; Fl;
  IF CPL = 0
    THEN (* VM = 0 in flags image *)
    EFLAGS(IOPL) ← tempEFLAGS;
    IF OperandSize = 32 or OperandSize = 64
      THEN EFLAGS(VIF, VIP) ← tempEFLAGS; Fl;
    FI;
  FI;
END;

RETURN-TO-OUTER-PRIVILEGE-LEVEL:
  IF OperandSize = 32
    THEN
      IF top 8 bytes on stack are not within limits
        THEN #SS(0); Fl;
      ELSE (* OperandSize = 16 *)
IF top 4 bytes on stack are not within limits
    THEN #SS(0); FI;
FI;
Read return segment selector;
IF stack segment selector is NULL
    THEN #GP(0); FI;
IF return stack segment selector index is not within its descriptor table limits
    THEN #GP(SSselector); FI;
Read segment descriptor pointed to by return segment selector;
IF stack segment selector RPL ≠ RPL of the return code segment selector
or the stack segment descriptor does not indicate a writable data segment;
or the stack segment DPL ≠ RPL of the return code segment selector
    THEN #GP(SS selector); FI;
IF stack segment is not present
    THEN #SS(SS selector); FI;
IF new mode ≠ 64-Bit Mode
    THEN
        IF tempEIP is not within code segment limits
            THEN #GP(0); FI;
            EIP ← tempEIP;
        ELSE (* new mode = 64-bit mode *)
            IF tempRIP is non-canonical
                THEN #GP(0); FI;
                RIP ← tempRIP;
        FI;
    CS ← tempCS;
    EFLAGS (CF, PF, AF, ZF, SF, TF, DF, OF, NT) ← tempEFLAGS;
IF OperandSize = 32
    THEN EFLAGS(RF, AC, ID) ← tempEFLAGS; FI;
IF CPL ≤ IOPL
    THEN EFLAGS(IF) ← tempEFLAGS; FI;
IF CPL = 0
    THEN
        EFLAGS(IOPL) ← tempEFLAGS;
        IF OperandSize = 32
            THEN EFLAGS(VM, VIF, VIP) ← tempEFLAGS; FI;
        IF OperandSize = 64
            THEN EFLAGS(VIF, VIP) ← tempEFLAGS; FI;
    FI;
CPL ← RPL of the return code segment selector;
FOR each of segment register (ES, FS, GS, and DS)
    DO
        IF segment register points to data or non-conforming code segment
        and CPL > segment descriptor DPL (* Stored in hidden part of segment register *)
            THEN (* Segment register invalid *)
                SegmentSelector ← 0; (* NULL segment selector *)
        FI;
    OD;
END;

IA-32e-MODE-RETURN: (* IA32_EFER.lMA = 1, PE = 1 *)
IF ( (return code segment selector is NULL) or (return RIP is non-canonical) or
    (SS selector is NULL going back to compatibility mode) or
    (SS selector is NULL going back to CPL3 64-bit mode) or
IRET/IRETD—Interrupt Return

THEN GP(0); FI;
IF return code segment selector addresses descriptor beyond descriptor table limit
THEN GP(selector); FI;
Read segment descriptor pointed to by the return code segment selector;
IF return code segment descriptor is not a code segment
THEN #GP(selector); FI;
IF return code segment selector RPL < CPL
THEN #GP(selector); FI;
IF return code segment descriptor is conforming
and return code segment DPL > return code segment selector RPL
THEN #GP(selector); FI;
IF return code segment descriptor is not present
THEN #NP(selector); FI;
IF return code segment selector RPL > CPL
THEN GOTO RETURN-OUTER-PRIVILEGE-LEVEL;
ELSE GOTO RETURN-TO-SAME-PRIVILEGE-LEVEL; FI;
END;

Flags Affected
All the flags and fields in the EFLAGS register are potentially modified, depending on the mode of operation of the processor. If performing a return from a nested task to a previous task, the EFLAGS register will be modified according to the EFLAGS image stored in the previous task’s TSS.

Protected Mode Exceptions
#GP(0) If the return code or stack segment selector is NULL.
If the return instruction pointer is not within the return code segment limit.

#GP(selector) If a segment selector index is outside its descriptor table limits.
If the return code segment selector RPL is less than the CPL.
If the DPL of a conforming-code segment is greater than the return code segment selector RPL.
If the DPL for a nonconforming-code segment is not equal to the RPL of the code segment selector.
If the stack segment descriptor DPL is not equal to the RPL of the return code segment selector.
If the stack segment is not a writable data segment.
If the stack segment selector RPL is not equal to the RPL of the return code segment selector.
If the segment descriptor for a code segment does not indicate it is a code segment.
If the segment selector for a TSS has its local/global bit set for local.
If a TSS segment descriptor specifies that the TSS is not busy.
If a TSS segment descriptor specifies that the TSS is not available.

#SS(0) If the top bytes of stack are not within stack limits.

#NP(selector) If the return code or stack segment is not present.

#PF(fault-code) If a page fault occurs.

#AC(0) If an unaligned memory reference occurs when the CPL is 3 and alignment checking is enabled.

#UD If the LOCK prefix is used.

Real-Address Mode Exceptions
#GP If the return instruction pointer is not within the return code segment limit.
INSTRUCTION SET REFERENCE, A-M

#SS If the top bytes of stack are not within stack limits.

**Virtual-8086 Mode Exceptions**

#GP(0) If the return instruction pointer is not within the return code segment limit.
   IF IOPL not equal to 3.
#PF(fault-code) If a page fault occurs.
#SS(0) If the top bytes of stack are not within stack limits.
#AC(0) If an unaligned memory reference occurs and alignment checking is enabled.
#UD If the LOCK prefix is used.

**Compatibility Mode Exceptions**

#GP(0) If EFLAGS.NT[bit 14] = 1.
Other exceptions same as in Protected Mode.

**64-Bit Mode Exceptions**

#GP(0) If EFLAGS.NT[bit 14] = 1.
   If the return code segment selector is NULL.
   If the stack segment selector is NULL going back to compatibility mode.
   If the stack segment selector is NULL going back to CPL3 64-bit mode.
   If a NULL stack segment selector RPL is not equal to CPL going back to non-CPL3 64-bit mode.
   If the return instruction pointer is not within the return code segment limit.
   If the return instruction pointer is non-canonical.

#GP(Selector) If a segment selector index is outside its descriptor table limits.
   If a segment descriptor memory address is non-canonical.
   If the segment descriptor for a code segment does not indicate it is a code segment.
   If the proposed new code segment descriptor has both the D-bit and L-bit set.
   If the DPL for a nonconforming-code segment is not equal to the RPL of the code segment selector.
   If CPL is greater than the RPL of the code segment selector.
   If the DPL of a conforming-code segment is greater than the return code segment selector RPL.
   If the stack segment is not a writable data segment.
   If the stack segment descriptor DPL is not equal to the RPL of the return code segment selector.
   If the stack segment selector DPL is not equal to the RPL of the return code segment selector.
   If the stack segment selector RPL is not equal to the RPL of the return code segment selector.

#SS(0) If an attempt to pop a value off the stack violates the SS limit.
   If an attempt to pop a value off the stack causes a non-canonical address to be referenced.
#NP(selector) If the return code or stack segment is not present.
#PF(fault-code) If a page fault occurs.
#AC(0) If an unaligned memory reference occurs when the CPL is 3 and alignment checking is enabled.
#UD If the LOCK prefix is used.
## Jcc—Jump if Condition Is Met

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>77 cb</td>
<td>JA rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if above (CF=0 and ZF=0).</td>
</tr>
<tr>
<td>73 cb</td>
<td>JAE rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if above or equal (CF=0).</td>
</tr>
<tr>
<td>72 cb</td>
<td>JB rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if below (CF=1).</td>
</tr>
<tr>
<td>76 cb</td>
<td>JBE rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if below or equal (CF=1 or ZF=1).</td>
</tr>
<tr>
<td>72 cb</td>
<td>JC rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if carry (CF=1).</td>
</tr>
<tr>
<td>E3 cb</td>
<td>JCXZ rel8</td>
<td>D</td>
<td>N.E.</td>
<td>Valid</td>
<td>Jump short if CX register is 0.</td>
</tr>
<tr>
<td>E3 cb</td>
<td>JCXZ rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if ECX register is 0.</td>
</tr>
<tr>
<td>74 cb</td>
<td>JE rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if equal (ZF=1).</td>
</tr>
<tr>
<td>7F cb</td>
<td>JG rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if greater (ZF=0 and SF=OF).</td>
</tr>
<tr>
<td>7D cb</td>
<td>JGE rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if greater or equal (SF=OF).</td>
</tr>
<tr>
<td>7C cb</td>
<td>JL rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if less (SF≠OF).</td>
</tr>
<tr>
<td>7E cb</td>
<td>JLE rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if less or equal (ZF=1 or SF≠OF).</td>
</tr>
<tr>
<td>76 cb</td>
<td>JNA rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if not above (CF=1 or ZF=1).</td>
</tr>
<tr>
<td>72 cb</td>
<td>JNAE rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if not above or equal (CF=1).</td>
</tr>
<tr>
<td>73 cb</td>
<td>JNB rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if not below (CF=0).</td>
</tr>
<tr>
<td>77 cb</td>
<td>JNBE rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if not below or equal (CF=0 and ZF=0).</td>
</tr>
<tr>
<td>73 cb</td>
<td>JNC rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if not carry (CF=0).</td>
</tr>
<tr>
<td>75 cb</td>
<td>JNE rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if not equal (ZF=0).</td>
</tr>
<tr>
<td>7E cb</td>
<td>JNG rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if not greater (ZF=1 or SF≠OF).</td>
</tr>
<tr>
<td>7C cb</td>
<td>JNGE rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if not greater or equal (SF≠OF).</td>
</tr>
<tr>
<td>7D cb</td>
<td>JNL rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if not less (SF=OF).</td>
</tr>
<tr>
<td>7F cb</td>
<td>JNLE rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if not less or equal (ZF=0 and SF=OF).</td>
</tr>
<tr>
<td>71 cb</td>
<td>JNO rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if not overflow (OF=0).</td>
</tr>
<tr>
<td>7B cb</td>
<td>JNP rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if not parity (PF=0).</td>
</tr>
<tr>
<td>79 cb</td>
<td>JNS rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if not sign (SF=0).</td>
</tr>
<tr>
<td>75 cb</td>
<td>JNZ rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if not zero (ZF=0).</td>
</tr>
<tr>
<td>70 cb</td>
<td>JO rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if overflow (OF=1).</td>
</tr>
<tr>
<td>7A cb</td>
<td>JP rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if parity (PF=1).</td>
</tr>
<tr>
<td>7A cb</td>
<td>JPE rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if parity even (PF=1).</td>
</tr>
<tr>
<td>7B cb</td>
<td>JPO rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if parity odd (PF=0).</td>
</tr>
<tr>
<td>78 cb</td>
<td>JS rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if sign (SF=1).</td>
</tr>
<tr>
<td>74 cb</td>
<td>JZ rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short if zero (ZF ← 1).</td>
</tr>
<tr>
<td>0F 87 cw</td>
<td>JA rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if above (CF=0 and ZF=0). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>0F 87 cd</td>
<td>JA rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if above (CF=0 and ZF=0).</td>
</tr>
<tr>
<td>0F 83 cw</td>
<td>JAE rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if above or equal (CF=0). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>Opcode</td>
<td>Instruction</td>
<td>Op/En</td>
<td>64-Bit Mode</td>
<td>Comp/Leg Mode</td>
<td>Description</td>
</tr>
<tr>
<td>--------</td>
<td>-------------</td>
<td>-------</td>
<td>-------------</td>
<td>--------------</td>
<td>-------------</td>
</tr>
<tr>
<td>OF 83 cd</td>
<td>JAE rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if above or equal (CF=0).</td>
</tr>
<tr>
<td>OF 82 cw</td>
<td>JB rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if below (CF=1). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>OF 82 cd</td>
<td>JB rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if below (CF=1).</td>
</tr>
<tr>
<td>OF 86 cw</td>
<td>JBE rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if below or equal (CF=1 or ZF=1). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>OF 86 cd</td>
<td>JBE rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if below or equal (CF=1 or ZF=1).</td>
</tr>
<tr>
<td>OF 82 cw</td>
<td>JC rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if carry (CF=1). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>OF 82 cd</td>
<td>JC rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if carry (CF=1).</td>
</tr>
<tr>
<td>OF 84 cw</td>
<td>JE rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if equal (ZF=1). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>OF 84 cd</td>
<td>JE rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if equal (ZF=1).</td>
</tr>
<tr>
<td>OF 84 cw</td>
<td>JZ rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if 0 (ZF=1). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>OF 84 cd</td>
<td>JZ rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if 0 (ZF=1).</td>
</tr>
<tr>
<td>OF 8F cw</td>
<td>JG rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if greater (ZF=0 and SF=OF). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>OF 8F cd</td>
<td>JG rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if greater (ZF=0 and SF=OF).</td>
</tr>
<tr>
<td>OF 8D cw</td>
<td>JGE rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if greater or equal (SF=OF). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>OF 8D cd</td>
<td>JGE rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if greater or equal (SF=OF).</td>
</tr>
<tr>
<td>OF 8C cw</td>
<td>JL rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if less (SF=0F). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>OF 8C cd</td>
<td>JL rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if less (SF=0F).</td>
</tr>
<tr>
<td>OF 8E cw</td>
<td>JLE rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if less or equal (ZF=1 or SF=OF). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>OF 8E cd</td>
<td>JLE rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if less or equal (ZF=1 or SF=OF).</td>
</tr>
<tr>
<td>OF 86 cw</td>
<td>JNA rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if not above (CF=1 or ZF=1). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>OF 86 cd</td>
<td>JNA rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if not above (CF=1 or ZF=1).</td>
</tr>
<tr>
<td>OF 82 cw</td>
<td>JNAE rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if not above or equal (CF=1). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>OF 82 cd</td>
<td>JNAE rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if not above or equal (CF=1).</td>
</tr>
<tr>
<td>OF 83 cw</td>
<td>JNB rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if not below (CF=0). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>OF 83 cd</td>
<td>JNB rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if not below (CF=0).</td>
</tr>
<tr>
<td>OF 87 cw</td>
<td>JNBE rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if not below or equal (CF=0 and ZF=0). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>OF 87 cd</td>
<td>JNBE rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if not below or equal (CF=0 and ZF=0).</td>
</tr>
<tr>
<td>OF 83 cw</td>
<td>JNC rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if not carry (CF=0). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>OF 83 cd</td>
<td>JNC rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if not carry (CF=0).</td>
</tr>
<tr>
<td>Opcode</td>
<td>Instruction</td>
<td>Op/En</td>
<td>64-Bit Mode</td>
<td>Comp/ Leg Mode</td>
<td>Description</td>
</tr>
<tr>
<td>----------</td>
<td>-------------</td>
<td>-------</td>
<td>-------------</td>
<td>----------------</td>
<td>-----------------------------------------------------------------------------</td>
</tr>
<tr>
<td>0F 85 cw</td>
<td>JNE rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if not equal (ZF=0). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>0F 85 cd</td>
<td>JNE rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if not equal (ZF=0).</td>
</tr>
<tr>
<td>0F 8E cw</td>
<td>JNG rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if not greater (ZF=1 or SF≠ OF). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>0F 8E cd</td>
<td>JNG rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if not greater (ZF=1 or SF≠ OF).</td>
</tr>
<tr>
<td>0F 8C cw</td>
<td>JNGE rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if not greater or equal (SF≠ OF). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>0F 8C cd</td>
<td>JNGE rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if not greater or equal (SF≠ OF).</td>
</tr>
<tr>
<td>0F 8D cw</td>
<td>JNL rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if not less (SF=OF). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>0F 8D cd</td>
<td>JNL rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if not less (SF=OF).</td>
</tr>
<tr>
<td>0F 81 cw</td>
<td>JNO rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if not overflow (OF=0). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>0F 81 cd</td>
<td>JNO rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if not overflow (OF=0).</td>
</tr>
<tr>
<td>0F 8B cw</td>
<td>JNP rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if not parity (PF=0). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>0F 8B cd</td>
<td>JNP rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if not parity (PF=0).</td>
</tr>
<tr>
<td>0F 89 cw</td>
<td>JNS rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if not sign (SF=0). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>0F 89 cd</td>
<td>JNS rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if not sign (SF=0).</td>
</tr>
<tr>
<td>0F 85 cw</td>
<td>JNZ rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if not zero (ZF=0). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>0F 85 cd</td>
<td>JNZ rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if not zero (ZF=0).</td>
</tr>
<tr>
<td>0F 80 cw</td>
<td>JO rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if overflow (OF=1). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>0F 80 cd</td>
<td>JO rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if overflow (OF=1).</td>
</tr>
<tr>
<td>0F 8A cw</td>
<td>JP rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if parity (PF=1). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>0F 8A cd</td>
<td>JP rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if parity (PF=1).</td>
</tr>
<tr>
<td>0F 8A cw</td>
<td>JPE rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if parity even (PF=1). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>0F 8A cd</td>
<td>JPE rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if parity even (PF=1).</td>
</tr>
<tr>
<td>0F 8B cw</td>
<td>JPO rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if parity odd (PF=0). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>0F 8B cd</td>
<td>JPO rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if parity odd (PF=0).</td>
</tr>
<tr>
<td>0F 88 cw</td>
<td>JS rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near if sign (SF=1). Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>0F 88 cd</td>
<td>JS rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near if sign (SF=1).</td>
</tr>
</tbody>
</table>
Checks the state of one or more of the status flags in the EFLAGS register (CF, OF, PF, SF, and ZF) and, if the flags are in the specified state (condition), performs a jump to the target instruction specified by the destination operand. A condition code \((cc)\) is associated with each instruction to indicate the condition being tested for. If the condition is not satisfied, the jump is not performed and execution continues with the instruction following the \(Jcc\) instruction.

The target instruction is specified with a relative offset (a signed offset relative to the current value of the instruction pointer in the EIP register). A relative offset (\(rel8\), \(rel16\), or \(rel32\)) is generally specified as a label in assembly code, but at the machine code level, it is encoded as a signed, 8-bit or 32-bit immediate value, which is added to the instruction pointer. Instruction coding is most efficient for offsets of \(-128\) to \(+127\). If the operand-size attribute is 16, the upper two bytes of the EIP register are cleared, resulting in a maximum instruction pointer size of 16 bits.

The conditions for each \(Jcc\) mnemonic are given in the “Description” column of the table on the preceding page. The terms “less” and “greater” are used for comparisons of signed integers and the terms “above” and “below” are used for unsigned integers.

Because a particular state of the status flags can sometimes be interpreted in two ways, two mnemonics are defined for some opcodes. For example, the JA (jump if above) instruction and the JNBE (jump if not below or equal) instruction are alternate mnemonics for the opcode 77H.

The \(Jcc\) instruction does not support far jumps (jumps to other code segments). When the target for the conditional jump is in a different segment, use the opposite condition from the condition being tested for the \(Jcc\) instruction, and then access the target with an unconditional far jump (JMP instruction) to the other segment. For example, the following conditional far jump is illegal:

\[
JZ\ FARLABEL;
\]
To accomplish this far jump, use the following two instructions:

\[
JNZ\ BEYOND;
JMP\ FARLABEL;
BEYOND:
\]

The JRCXZ, JECXZ and JCXZ instructions differ from other \(Jcc\) instructions because they do not check status flags. Instead, they check RCX, ECX or CX for 0. The register checked is determined by the address-size attribute. These instructions are useful when used at the beginning of a loop that terminates with a conditional loop instruction (such as LOOPNE). They can be used to prevent an instruction sequence from entering a loop when RCX, ECX or CX is 0. This would cause the loop to execute \(2^{64}\), \(2^{32}\) or 64K times (not zero times).

All conditional jumps are converted to code fetches of one or two cache lines, regardless of jump address or cacheability.

In 64-bit mode, operand size is fixed at 64 bits. JMP Short is RIP = RIP + 8-bit offset sign extended to 64 bits. JMP Near is RIP = RIP + 32-bit offset sign extended to 64-bits.
Operation

IF condition
THEN
    tempEIP ← EIP + SignExtend(DEST);
    IF OperandSize = 16
       THEN tempEIP ← tempEIP AND 0000FFFFH;
       FI;
    IF tempEIP is not within code segment limit
       THEN #GP(0);
       ELSE EIP ← tempEIP
       FI;
FI;

Protected Mode Exceptions

#GP(0) If the offset being jumped to is beyond the limits of the CS segment.
#UD If the LOCK prefix is used.

Real-Address Mode Exceptions

#GP If the offset being jumped to is beyond the limits of the CS segment or is outside of the effective address space from 0 to FFFFH. This condition can occur if a 32-bit address size override prefix is used.
#UD If the LOCK prefix is used.

Virtual-8086 Mode Exceptions

Same exceptions as in real address mode.

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.
#UD If the LOCK prefix is used.
**JMP—Jump**

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EB cb</td>
<td>JMP rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump short, RIP = RIP + 8-bit displacement sign extended to 64-bits</td>
</tr>
<tr>
<td>E9 cw</td>
<td>JMP rel16</td>
<td>D</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near, relative, displacement relative to next instruction. Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>E9 cd</td>
<td>JMP rel32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump near, relative, RIP = RIP + 32-bit displacement sign extended to 64-bits</td>
</tr>
<tr>
<td>FF /4</td>
<td>JMP r/m16</td>
<td>M</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near, absolute indirect, address = zero-extended r/m16. Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>FF /4</td>
<td>JMP r/m32</td>
<td>M</td>
<td>N.S.</td>
<td>Valid</td>
<td>Jump near, absolute indirect, address given in r/m32. Not supported in 64-bit mode.</td>
</tr>
<tr>
<td>FF /4</td>
<td>JMP r/m64</td>
<td>M</td>
<td>Valid</td>
<td>N.E.</td>
<td>Jump near, absolute indirect, RIP = 64-Bit offset from register or memory</td>
</tr>
<tr>
<td>EA cd</td>
<td>JMP ptr16:16</td>
<td>D</td>
<td>Inv.</td>
<td>Valid</td>
<td>Jump far, absolute, address given in operand</td>
</tr>
<tr>
<td>EA cp</td>
<td>JMP ptr16:32</td>
<td>D</td>
<td>Inv.</td>
<td>Valid</td>
<td>Jump far, absolute, address given in operand</td>
</tr>
<tr>
<td>FF /5</td>
<td>JMP m16:16</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump far, absolute indirect, address given in m16:16</td>
</tr>
<tr>
<td>FF /5</td>
<td>JMP m16:32</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Jump far, absolute indirect, address given in m16:32</td>
</tr>
<tr>
<td>REX.W + FF /5</td>
<td>JMP m16:64</td>
<td>D</td>
<td>Valid</td>
<td>N.E.</td>
<td>Jump far, absolute indirect, address given in m16:64</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>D</td>
<td>Offset</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>M</td>
<td>ModRM/r/m (r)</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Transfers program control to a different point in the instruction stream without recording return information. The destination (target) operand specifies the address of the instruction being jumped to. This operand can be an immediate value, a general-purpose register, or a memory location.

This instruction can be used to execute four different types of jumps:

- **Near jump**—A jump to an instruction within the current code segment (the segment currently pointed to by the CS register), sometimes referred to as an intrasegment jump.
- **Short jump**—A near jump where the jump range is limited to –128 to +127 from the current EIP value.
- **Far jump**—A jump to an instruction located in a different segment than the current code segment but at the same privilege level, sometimes referred to as an intersegment jump.
- **Task switch**—A jump to an instruction located in a different task.

A task switch can only be executed in protected mode (see Chapter 7, in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*, for information on performing task switches with the JMP instruction).

**Near and Short Jumps.** When executing a near jump, the processor jumps to the address (within the current code segment) that is specified with the target operand. The target operand specifies either an absolute offset (that is an offset from the base of the code segment) or a relative offset (a signed displacement relative to the current
value of the instruction pointer in the EIP register). A near jump to a relative offset of 8-bits (rel8) is referred to as a short jump. The CS register is not changed on near and short jumps.

An absolute offset is specified indirectly in a general-purpose register or a memory location (r/m16 or r/m32). The operand-size attribute determines the size of the target operand (16 or 32 bits). Absolute offsets are loaded directly into the EIP register. If the operand-size attribute is 16, the upper two bytes of the EIP register are cleared, resulting in a maximum instruction pointer size of 16 bits.

A relative offset (rel8, rel16, or rel32) is generally specified as a label in assembly code, but at the machine code level, it is encoded as a signed 8-, 16-, or 32-bit immediate value. This value is added to the value in the EIP register. (Here, the EIP register contains the address of the instruction following the JMP instruction). When using relative offsets, the opcode (for short vs. near jumps) and the operand-size attribute (for near relative jumps) determines the size of the target operand (8, 16, or 32 bits).

Far Jumps in Real-Address or Virtual-8086 Mode. When executing a far jump in real-address or virtual-8086 mode, the processor jumps to the code segment and offset specified with the target operand. Here the target operand specifies an absolute far address either directly with a pointer (ptr16:16 or ptr16:32) or indirectly with a memory location (m16:16 or m16:32). With the pointer method, the segment and address of the called procedure is encoded in the instruction, using a 4-byte (16-bit operand size) or 6-byte (32-bit operand size) far address immediate. With the indirect method, the target operand specifies a memory location that contains a 4-byte (16-bit operand size) or 6-byte (32-bit operand size) far address. The far address is loaded directly into the CS and EIP registers. If the operand-size attribute is 16, the upper two bytes of the EIP register are cleared.

Far Jumps in Protected Mode. When the processor is operating in protected mode, the JMP instruction can be used to perform the following three types of far jumps:

- A far jump to a conforming or non-conforming code segment.
- A far jump through a call gate.
- A task switch.

(The JMP instruction cannot be used to perform inter-privilege-level far jumps.)

In protected mode, the processor always uses the segment selector part of the far address to access the corresponding descriptor in the GDT or LDT. The descriptor type (code segment, call gate, task gate, or TSS) and access rights determine the type of jump to be performed.

If the selected descriptor is for a code segment, a far jump to a code segment at the same privilege level is performed. (If the selected code segment is at a different privilege level and the code segment is non-conforming, a general-protection exception is generated.) A far jump to the same privilege level in protected mode is very similar to one carried out in real-address or virtual-8086 mode. The target operand specifies an absolute far address either directly with a pointer (ptr16:16 or ptr16:32) or indirectly with a memory location (m16:16 or m16:32). The operand-size attribute determines the size of the offset (16 or 32 bits) in the far address. The new code segment selector and its descriptor are loaded into CS register, and the offset from the instruction is loaded into the EIP register. Note that a call gate (described in the next paragraph) can also be used to perform far call to a code segment at the same privilege level. Using this mechanism provides an extra level of indirection and is the preferred method of making jumps between 16-bit and 32-bit code segments.

When executing a far jump through a call gate, the segment selector specified by the target operand identifies the call gate. (The offset part of the target operand is ignored.) The processor then jumps to the code segment specified in the call gate descriptor and begins executing the instruction at the offset specified in the call gate. No stack switch occurs. Here again, the target operand can specify the far address of the call gate either directly with a pointer (ptr16:16 or ptr16:32) or indirectly with a memory location (m16:16 or m16:32).

Executing a task switch with the JMP instruction is somewhat similar to executing a jump through a call gate. Here the target operand specifies the segment selector of the task gate for the task being switched to (and the offset part of the target operand is ignored). The task gate in turn points to the TSS for the task, which contains the segment selectors for the task’s code and stack segments. The TSS also contains the EIP value for the next instruction that was to be executed before the task was suspended. This instruction pointer value is loaded into the EIP register so that the task begins executing again at this next instruction.

The JMP instruction can also specify the segment selector of the TSS directly, which eliminates the redirection of the task gate. See Chapter 7 in Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A, for detailed information on the mechanics of a task switch.
Note that when you execute at task switch with a JMP instruction, the nested task flag (NT) is not set in the EFLAGS register and the new TSS’s previous task link field is not loaded with the old task’s TSS selector. A return to the previous task can thus not be carried out by executing the IRET instruction. Switching tasks with the JMP instruction differs in this regard from the CALL instruction which does set the NT flag and save the previous task link information, allowing a return to the calling task with an IRET instruction.

**In 64-Bit Mode** — The instruction’s operation size is fixed at 64 bits. If a selector points to a gate, then RIP equals the 64-bit displacement taken from gate; else RIP equals the zero-extended offset from the far pointer referenced in the instruction.

See the summary chart at the beginning of this section for encoding data and limits.

**Operation**

IF near jump
  IF 64-bit Mode
    THEN
      IF near relative jump
        THEN
          tempRIP ← RIP + DEST; (* RIP is instruction following JMP instruction*)
        ELSE (* Near absolute jump *)
          tempRIP ← DEST;
        FI;
      ELSE (* Near relative jump
        THEN
          tempEIP ← EIP + DEST; (* EIP is instruction following JMP instruction*)
        ELSE (* Near absolute jump *)
          tempEIP ← DEST;
        FI;
    FI;
  IF (IA32_EFER.LMA = 0 or target mode = Compatibility mode)
    and tempEIP outside code segment limit
    THEN #GP(0); FI
  IF 64-bit mode and tempRIP is not canonical
    THEN #GP(0);
  FI;
  IF OperandSize = 32
    THEN
      EIP ← tempEIP;
    ELSE
      IF OperandSize = 16
        THEN (* OperandSize = 16 *)
          EIP ← tempEIP AND 0000FFFFH;
        ELSE (* OperandSize = 64)
          RIP ← tempRIP;
        FI;
      FI;
    FI;
  IF far jump and (PE = 0 or (PE = 1 AND VM = 1)) (* Real-address or virtual-8086 mode *)
    THEN
      tempEIP ← DEST(Offset); (* DEST is ptr16:32 or [m16:32] *)
      IF tempEIP is beyond code segment limit
        THEN #GP(0); FI;
      CS ← DEST(segment selector); (* DEST is ptr16:32 or [m16:32] *)
      IF OperandSize = 32
THEN
    EIP ← tempEIP; (* DEST is ptr16:32 or [m16:32] *)
ELSE (* OperandSize = 16 *)
    EIP ← tempEIP AND 0000FFFFH; (* Clear upper 16 bits *)
FI;
FI;
IF far jump and (PE = 1 and VM = 0)
(* IA-32e mode or protected mode, not virtual-8086 mode *)
    THEN
        IF effective address in the CS, DS, ES, FS, GS, or SS segment is illegal
        or segment selector in target operand NULL
            THEN #GP(0); FI;
        IF segment selector index not within descriptor table limits
            THEN #GP(new selector); FI;
        Read type and access rights of segment descriptor;
        IF (EFER.LMA = 0)
            THEN
                IF segment type is not a conforming or nonconforming code
                segment, call gate, task gate, or TSS
                    THEN #GP(segment selector); FI;
            ELSE
                IF segment type is not a conforming or nonconforming code segment
                call gate
                    THEN #GP(segment selector); FI;
        FI;
        Depending on type and access rights:
        GO TO CONFORMING-CODE-SEGMENT;
        GO TO NONCONFORMING-CODE-SEGMENT;
        GO TO CALL-GATE;
        GO TO TASK-GATE;
        GO TO TASK-STATE-SEGMENT;
    ELSE
        #GP(segment selector);
FI;
CONFORMING-CODE-SEGMENT:
    IF L-Bit = 1 and D-BIT = 1 and IA32_EFER.LMA = 1
        THEN GP(new code segment selector); FI;
    IF DPL > CPL
        THEN #GP(segment selector); FI;
    IF segment not present
        THEN #NP(segment selector); FI;
tempEIP ← DEST(Offset);
    IF OperandSize = 16
        THEN tempEIP ← tempEIP AND 0000FFFFH;
    FI;
    IF (IA32_EFER.LMA = 0 or target mode = Compatibility mode) and
    tempEIP outside code segment limit
        THEN #GP(0); FI
    IF tempEIP is non-canonical
        THEN #GP(0); FI;
    CS ← DEST[segment selector]; (* Segment descriptor information also loaded *)
    CS(RPL) ← CPL
    EIP ← tempEIP;
END;
NONCONFORMING-CODE-SEGMENT:
  IF L-Bit = 1 and D-BIT = 1 and IA32_EFER.LMA = 1
    THEN GP(new code segment selector); Fi;
  IF (RPL > CPL) OR (DPL ≠ CPL)
    THEN #GP(code segment selector); Fi;
  IF segment not present
    THEN #NP(segment selector); Fi;
  tempEIP ← DEST(Offset);
  IF OperandSize = 16
    THEN tempEIP ← tempEIP AND 0000FFFFH; Fi;
  IF (IA32_EFER.LMA = 0 OR target mode = Compatibility mode)
    AND tempEIP outside code segment limit
    THEN #GP(0); Fi
  IF tempEIP is non-canonical THEN #GP(0); Fi;
  CS ← DEST[segment selector]; (* Segment descriptor information also loaded *)
  CS(RPL) ← CPL;
  EIP ← tempEIP;
END;

CALL-GATE:
  IF call gate DPL < CPL
  or call gate DPL < call gate segment-selector RPL
    THEN #GP(call gate selector); Fi;
  IF call gate not present
    THEN #NP(call gate selector); Fi;
  IF call gate code-segment selector is NULL
    THEN #GP(0); Fi;
  IF call gate code-segment selector index outside descriptor table limits
    THEN #GP(code segment selector); Fi;
  Read code segment descriptor;
  IF code-segment segment descriptor does not indicate a code segment
    or code-segment segment descriptor is conforming and DPL > CPL
    or code-segment segment descriptor is non-conforming and DPL ≠ CPL
    THEN #GP(code segment selector); Fi;
  IF IA32_EFER.LMA = 1 and (code-segment descriptor is not a 64-bit code segment
    or code-segment segment descriptor has both L-Bit and D-bit set)
    THEN #GP(code segment selector); Fi;
  IF code segment is not present
    THEN #NP(code segment selector); Fi;
  IF instruction pointer is not within code-segment limit
    THEN #GP(0); Fi;
  tempEIP ← DEST(Offset);
  IF GateSize = 16
    THEN tempEIP ← tempEIP AND 0000FFFFH; Fi;
  IF (IA32_EFER.LMA = 0 OR target mode = Compatibility mode) AND tempEIP
    outside code segment limit
    THEN #GP(0); Fi
  CS ← DEST[SegmentSelector]; (* Segment descriptor information also loaded *)
  CS(RPL) ← CPL;
  EIP ← tempEIP;
END;

TASK-GATE:
  IF task gate DPL < CPL
  or task gate DPL < task gate segment-selector RPL
THEN #GP(task gate selector); Fl;
IF task gate not present
THEN #NP(gate selector); Fl;
Read the TSS segment selector in the task-gate descriptor;
IF TSS segment selector local/global bit is set to local
or index not within GDT limits
or TSS descriptor specifies that the TSS is busy
THEN #GP(TSS selector); Fl;
IF TSS not present
THEN #NP(TSS selector); Fl;
SWITCH-TASKS to TSS;
IF EIP not within code segment limit
THEN #GP(0); Fl;
END;

TASK-STATE-SEGMENT:
IF TSS DPL < CPL
or TSS DPL < TSS segment-selector RPL
or TSS descriptor indicates TSS not available
THEN #GP(TSS selector); Fl;
IF TSS is not present
THEN #NP(TSS selector); Fl;
SWITCH-TASKS to TSS;
IF EIP not within code segment limit
THEN #GP(0); Fl;
END;

Flags Affected
All flags are affected if a task switch occurs; no flags are affected if a task switch does not occur.

Protected Mode Exceptions

#GP(0) If offset in target operand, call gate, or TSS is beyond the code segment limits.
If the segment selector in the destination operand, call gate, task gate, or TSS is NULL.
If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.

#GP(selector) If the segment selector index is outside descriptor table limits.
If the segment descriptor pointed to by the segment selector in the destination operand is not for a conforming-code segment, nonconforming-code segment, call gate, task gate, or task state segment.
If the DPL for a nonconforming-code segment is not equal to the CPL
(When not using a call gate.) If the RPL for the segment’s segment selector is greater than the CPL.
If the DPL for a conforming-code segment is greater than the CPL.
If the DPL from a call-gate, task-gate, or TSS segment descriptor is less than the CPL or than the RPL of the call-gate, task-gate, or TSS’s segment selector.
If the segment descriptor for selector in a call gate does not indicate it is a code segment.
If the segment descriptor for the segment selector in a task gate does not indicate an available TSS.
If the segment selector for a TSS has its local/global bit set for local.
If a TSS segment descriptor specifies that the TSS is busy or not available.

#SS(0) If a memory operand effective address is outside the SS segment limit.
#NP (selector)  If the code segment being accessed is not present.
If call gate, task gate, or TSS not present.

#PF(fault-code)  If a page fault occurs.

#AC(0)  If alignment checking is enabled and an unaligned memory reference is made while the
current privilege level is 3. (Only occurs when fetching target from memory.)

#UD  If the LOCK prefix is used.

**Real-Address Mode Exceptions**

#GP  If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.

#SS  If a memory operand effective address is outside the SS segment limit.

#UD  If the LOCK prefix is used.

**Virtual-8086 Mode Exceptions**

#GP(0)  If the target operand is beyond the code segment limits.
If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.

#SS(0)  If a memory operand effective address is outside the SS segment limit.

#PF(fault-code)  If a page fault occurs.

#AC(0)  If alignment checking is enabled and an unaligned memory reference is made. (Only occurs
when fetching target from memory.)

#UD  If the LOCK prefix is used.

**Compatibility Mode Exceptions**

Same as 64-bit mode exceptions.

**64-Bit Mode Exceptions**

#GP(0)  If a memory address is non-canonical.
If target offset in destination operand is non-canonical.
If target offset in destination operand is beyond the new code segment limit.
If the segment selector in the destination operand is NULL.
If the code segment selector in the 64-bit gate is NULL.

#GP(selector)  If the code segment or 64-bit call gate is outside descriptor table limits.
If the code segment or 64-bit call gate overlaps non-canonical space.
If the segment descriptor from a 64-bit call gate is in non-canonical space.
If the segment descriptor pointed to by the segment selector in the destination operand is not
for a conforming-code segment, nonconforming-code segment, 64-bit call gate.
If the segment descriptor pointed to by the segment selector in the destination operand is a
code segment, and has both the D-bit and the L-bit set.
If the DPL for a nonconforming-code segment is not equal to the CPL, or the RPL for the
segment’s segment selector is greater than the CPL.
If the DPL for a conforming-code segment is greater than the CPL.
If the DPL from a 64-bit call-gate is less than the CPL or than the RPL of the 64-bit call-gate.
If the upper type field of a 64-bit call gate is not 0x0.
If the segment selector from a 64-bit call gate is beyond the descriptor table limits.
If the code segment descriptor pointed to by the selector in the 64-bit gate doesn’t have the L-
bit set and the D-bit clear.
If the segment descriptor for a segment selector from the 64-bit call gate does not indicate it
is a code segment.
If the code segment is non-confirming and CPL ≠ DPL.
If the code segment is confirming and CPL < DPL.

#NP(selector)  If a code segment or 64-bit call gate is not present.
#UD  (64-bit mode only) If a far jump is direct to an absolute address in memory.
      If the LOCK prefix is used.
#PF(fault-code) If a page fault occurs.
#AC(0)  If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
LAHF—Load Status Flags into AH Register

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
</table>

NOTES:
*Valid in specific steppings. See Description section.

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

This instruction executes as described above in compatibility mode and legacy mode. It is valid in 64-bit mode only if CPUID.80000001H:ECX.LAHF-SAHF[bit 0] = 1.

**Operation**

IF 64-Bit Mode
THEN
  IF CPUID.80000001H:ECX.LAHF-SAHF[bit 0] = 1;
    THEN AH ← RFLAGS(SF:ZF:0:AF:0:PF:1:CF);
    ELSE #UD;
  ELSE
    AH ← EFLAGS(SF:ZF:0:AF:0:PF:1:CF);
  FI;

**Flags Affected**

None. The state of the flags in the EFLAGS register is not affected.

**Protected Mode Exceptions**

#UD If the LOCK prefix is used.

**Real-Address Mode Exceptions**

Same exceptions as in protected mode.

**Virtual-8086 Mode Exceptions**

Same exceptions as in protected mode.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

#UD If CPUID.80000001H:ECX.LAHF-SAHF[bit 0] = 0.
If the LOCK prefix is used.
**LAR—Load Access Rights Byte**

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 02 /r</td>
<td>LAR r16, r16/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>r16 ← access rights referenced by r16/m16</td>
</tr>
<tr>
<td>0F 02 /r</td>
<td>LAR reg, r32/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>reg ← access rights referenced by r32/m16</td>
</tr>
</tbody>
</table>

**NOTES:**
1. For all loads (regardless of source or destination sizing) only bits 16-0 are used. Other bits are ignored.

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Loads the access rights from the segment descriptor specified by the second operand (source operand) into the first operand (destination operand) and sets the ZF flag in the flag register. The source operand (which can be a register or a memory location) contains the segment selector for the segment descriptor being accessed. If the source operand is a memory address, only 16 bits of data are accessed. The destination operand is a general-purpose register.

The processor performs access checks as part of the loading process. Once loaded in the destination register, software can perform additional checks on the access rights information.

The access rights for a segment descriptor include fields located in the second doubleword (bytes 4–7) of the segment descriptor. The following fields are loaded by the LAR instruction:

- Bits 7:0 are returned as 0
- Bits 11:8 return the segment type.
- Bit 12 returns the S flag.
- Bits 14:13 return the DPL.
- Bit 15 returns the P flag.
- The following fields are returned only if the operand size is greater than 16 bits:
  - Bits 19:16 are undefined.
  - Bit 20 returns the software-available bit in the descriptor.
  - Bit 21 returns the L flag.
  - Bit 22 returns the D/B flag.
  - Bit 23 returns the G flag.
  - Bits 31:24 are returned as 0.

This instruction performs the following checks before it loads the access rights in the destination register:

- Checks that the segment selector is not NULL.
- Checks that the segment selector points to a descriptor that is within the limits of the GDT or LDT being accessed.
- Checks that the descriptor type is valid for this instruction. All code and data segment descriptors are valid for (can be accessed with) the LAR instruction. The valid system segment and gate descriptor types are given in Table 3-62.
- If the segment is not a conforming code segment, it checks that the specified segment descriptor is visible at the CPL (that is, if the CPL and the RPL of the segment selector are less than or equal to the DPL of the segment selector).

If the segment descriptor cannot be accessed or is an invalid type for the instruction, the ZF flag is cleared and no access rights are loaded in the destination operand.
The LAR instruction can only be executed in protected mode and IA-32e mode.

### Table 3-62. Segment and Gate Types

<table>
<thead>
<tr>
<th>Type</th>
<th>Protected Mode</th>
<th>IA-32e Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Name</td>
<td>Valid</td>
</tr>
<tr>
<td>0</td>
<td>Reserved</td>
<td>No</td>
</tr>
<tr>
<td>1</td>
<td>Available 16-bit TSS</td>
<td>Yes</td>
</tr>
<tr>
<td>2</td>
<td>LDT</td>
<td>Yes</td>
</tr>
<tr>
<td>3</td>
<td>Busy 16-bit TSS</td>
<td>Yes</td>
</tr>
<tr>
<td>4</td>
<td>16-bit call gate</td>
<td>Yes</td>
</tr>
<tr>
<td>5</td>
<td>16-bit/32-bit task gate</td>
<td>Yes</td>
</tr>
<tr>
<td>6</td>
<td>16-bit interrupt gate</td>
<td>No</td>
</tr>
<tr>
<td>7</td>
<td>16-bit trap gate</td>
<td>No</td>
</tr>
<tr>
<td>8</td>
<td>Reserved</td>
<td>No</td>
</tr>
<tr>
<td>9</td>
<td>Available 32-bit TSS</td>
<td>Yes</td>
</tr>
<tr>
<td>A</td>
<td>Reserved</td>
<td>No</td>
</tr>
<tr>
<td>B</td>
<td>Busy 32-bit TSS</td>
<td>Yes</td>
</tr>
<tr>
<td>C</td>
<td>32-bit call gate</td>
<td>Yes</td>
</tr>
<tr>
<td>D</td>
<td>Reserved</td>
<td>No</td>
</tr>
<tr>
<td>E</td>
<td>32-bit interrupt gate</td>
<td>No</td>
</tr>
<tr>
<td>F</td>
<td>32-bit trap gate</td>
<td>No</td>
</tr>
</tbody>
</table>

### Operation

IF Offset(SRC) > descriptor table limit
THEN
    ZF ← 0;
ELSE
    SegmentDescriptor ← descriptor referenced by SRC;
    IF SegmentDescriptor(Type) ≠ conforming code segment
    and (CPL > DPL) or (RPL > DPL)
    or SegmentDescriptor(Type) is not valid for instruction
    THEN
        ZF ← 0;
    ELSE
        DEST ← access rights from SegmentDescriptor as given in Description section;
        ZF ← 1;
    FI;
FI;

### Flags Affected

The ZF flag is set to 1 if the access rights are loaded successfully; otherwise, it is cleared to 0.

### Protected Mode Exceptions

**#GP(0)**  
If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.

**#SS(0)**  
If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and the memory operand effective address is unaligned while the current privilege level is 3.
#UD If the LOCK prefix is used.

**Real-Address Mode Exceptions**
#UD The LAR instruction is not recognized in real-address mode.

**Virtual-8086 Mode Exceptions**
#UD The LAR instruction cannot be executed in virtual-8086 mode.

**Compatibility Mode Exceptions**
Same exceptions as in protected mode.

**64-Bit Mode Exceptions**
#SS(0) If the memory operand effective address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory operand effective address is in a non-canonical form.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and the memory operand effective address is unaligned while the current privilege level is 3.
#UD If the LOCK prefix is used.
LDDQU—Load Unaligned Integer 128 Bits

**Description**

The instruction is functionally similar to (V)MOVDQU ymm/xmm, m256/m128 for loading from memory. That is: 32/16 bytes of data starting at an address specified by the source memory operand (second operand) are fetched from memory and placed in a destination register (first operand). The source operand need not be aligned on a 32/16-byte boundary. Up to 64/32 bytes may be loaded from memory; this is implementation dependent.

This instruction may improve performance relative to (V)MOVDQU if the source operand crosses a cache line boundary. In situations that require the data loaded by (V)LDDQU be modified and stored to the same location, use (V)MOVDQU or (V)MOVDQA instead of (V)LDDQU. To move a double quadword to or from memory locations that are known to be aligned on 16-byte boundaries, use the (V)MOVDQA instruction.

**Implementation Notes**

- If the source is aligned to a 32/16-byte boundary, based on the implementation, the 32/16 bytes may be loaded more than once. For that reason, the usage of (V)LDDQU should be avoided when using uncached or write-combining (WC) memory regions. For uncached or WC memory regions, keep using (V)MOVDQU.
- This instruction is a replacement for (V)MOVDQU (load) in situations where cache line splits significantly affect performance. It should not be used in situations where store-load forwarding is performance critical. If performance of store-load forwarding is critical to the application, use (V)MOVDQU or (V)MOVDQA instead of (V)LDDQU. To move a double quadword to or from memory locations that are known to be aligned on 16-byte boundaries, use the (V)MOVDQA instruction.
- If the memory address is not aligned on 32/16-byte boundary, some implementations may load up to 64/32 bytes and return 32/16 bytes in the destination. Some processor implementations may issue multiple loads to access the appropriate 32/16 bytes. Developers of multi-threaded or multi-processor software should be aware that on these processors the loads will be performed in a non-atomic way.
- If alignment checking is enabled (CR0.AM = 1, RFLAGS.AC = 1, and CPL = 3), an alignment-check exception (#AC) may or may not be generated (depending on processor implementation) when the memory address is not aligned on an 8-byte boundary.

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

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

**Operation**

LDDQU (128-bit Legacy SSE version)

\[
\text{DEST}[127:0] \leftarrow \text{SRC}[127:0] \\
\text{DEST}[\text{VLMAX}-1:128] \text{(Unmodified)}
\]
VLDDQU (VEX.128 encoded version)
DEST[127:0] ← SRC[127:0]
DEST[VLMAX-1:128] ← 0

VLDDQU (VEX.256 encoded version)
DEST[255:0] ← SRC[255:0]

Intel C/C++ Compiler Intrinsic Equivalent
LDDQU: __m128i _mm_lddqu_si128 (__m128i * p);
LDDQU: __m256i _mm256_lddqu_si256 (__m256i * p);

Numeric Exceptions
None.

Other Exceptions
See Exceptions Type 4;
Note treatment of #AC varies.
LDMXCSR—Load MXCSR Register

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/ En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F,AE,/2</td>
<td>M</td>
<td>V/V</td>
<td>SSE</td>
<td>Load MXCSR register from m32.</td>
</tr>
<tr>
<td>LDMXCSR m32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.LZ.0F.WIG AE /2</td>
<td>M</td>
<td>V/V</td>
<td>AVX</td>
<td>Load MXCSR register from m32.</td>
</tr>
<tr>
<td>VLDMXCSR m32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>M</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Loads the source operand into the MXCSR control/status register. The source operand is a 32-bit memory location. See "MXCSR Control and Status Register" in Chapter 10, of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1, for a description of the MXCSR register and its contents.

The LDMXCSR instruction is typically used in conjunction with the (V)STMXCSR instruction, which stores the contents of the MXCSR register in memory.

The default MXCSR value at reset is 1F80H.

If a (V)LDMXCSR instruction clears a SIMD floating-point exception mask bit and sets the corresponding exception flag bit, a SIMD floating-point exception will not be immediately generated. The exception will be generated only upon the execution of the next instruction that meets both conditions below:

- the instruction must operate on an XMM or YMM register operand,
- the instruction causes that particular SIMD floating-point exception to be reported.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

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

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

Operation

MXCSR ← m32;

C/C++ Compiler Intrinsic Equivalent

_mm_setcsr(unsigned int i)

Numeric Exceptions

None.

Other Exceptions

See Exceptions Type 5; additionally

#GP For an attempt to set reserved bits in MXCSR.

#UD If VEX.vvvv ≠ 1111B.
LDS/LES/LFS/LGS/LSS—Load Far Pointer

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>C5 /r</td>
<td>LDS r16,m16:16</td>
<td>RM Invalid</td>
<td>Valid</td>
<td>Load DS:r16 with far pointer from memory.</td>
<td></td>
</tr>
<tr>
<td>C5 /r</td>
<td>LDS r32,m16:32</td>
<td>RM Invalid</td>
<td>Valid</td>
<td>Load DS:r32 with far pointer from memory.</td>
<td></td>
</tr>
<tr>
<td>0F B2 /r</td>
<td>LSS r16,m16:16</td>
<td>RM Valid</td>
<td>Valid</td>
<td>Load SS:r16 with far pointer from memory.</td>
<td></td>
</tr>
<tr>
<td>0F B2 /r</td>
<td>LSS r32,m16:32</td>
<td>RM Valid</td>
<td>Valid</td>
<td>Load SS:r32 with far pointer from memory.</td>
<td></td>
</tr>
<tr>
<td>REX + 0F B2 /r</td>
<td>LSS r64,m16:64</td>
<td>RM Valid</td>
<td>N.E.</td>
<td>Load SS:r64 with far pointer from memory.</td>
<td></td>
</tr>
<tr>
<td>C4 /r</td>
<td>LES r16,m16:16</td>
<td>RM Invalid</td>
<td>Valid</td>
<td>Load ES:r16 with far pointer from memory.</td>
<td></td>
</tr>
<tr>
<td>C4 /r</td>
<td>LES r32,m16:32</td>
<td>RM Invalid</td>
<td>Valid</td>
<td>Load ES:r32 with far pointer from memory.</td>
<td></td>
</tr>
<tr>
<td>0F B4 /r</td>
<td>LFS r16,m16:16</td>
<td>RM Valid</td>
<td>Valid</td>
<td>Load FS:r16 with far pointer from memory.</td>
<td></td>
</tr>
<tr>
<td>0F B4 /r</td>
<td>LFS r32,m16:32</td>
<td>RM Valid</td>
<td>Valid</td>
<td>Load FS:r32 with far pointer from memory.</td>
<td></td>
</tr>
<tr>
<td>REX + 0F B4 /r</td>
<td>LFS r64,m16:64</td>
<td>RM Valid</td>
<td>N.E.</td>
<td>Load FS:r64 with far pointer from memory.</td>
<td></td>
</tr>
<tr>
<td>0F B5 /r</td>
<td>LGS r16,m16:16</td>
<td>RM Valid</td>
<td>Valid</td>
<td>Load GS:r16 with far pointer from memory.</td>
<td></td>
</tr>
<tr>
<td>0F B5 /r</td>
<td>LGS r32,m16:32</td>
<td>RM Valid</td>
<td>Valid</td>
<td>Load GS:r32 with far pointer from memory.</td>
<td></td>
</tr>
<tr>
<td>REX + 0F B5 /r</td>
<td>LGS r64,m16:64</td>
<td>RM Valid</td>
<td>N.E.</td>
<td>Load GS:r64 with far pointer from memory.</td>
<td></td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Loads a far pointer (segment selector and offset) from the second operand (source operand) into a segment register and the first operand (destination operand). The source operand specifies a 48-bit or a 32-bit pointer in memory depending on the current setting of the operand-size attribute (32 bits or 16 bits, respectively). The instruction opcode and the destination operand specify a segment register/general-purpose register pair. The 16-bit segment selector from the source operand is loaded into the segment register specified with the opcode (DS, SS, ES, FS, or GS). The 32-bit or 16-bit offset is loaded into the register specified with the destination operand.

If one of these instructions is executed in protected mode, additional information from the segment descriptor pointed to by the segment selector in the source operand is loaded in the hidden part of the selected segment register.

Also in protected mode, a NULL selector (values 0000 through 0003) can be loaded into DS, ES, FS, or GS registers without causing a protection exception. (Any subsequent reference to a segment whose corresponding segment register is loaded with a NULL selector, causes a general-protection exception (#GP) and no memory reference to the segment occurs.)

In 64-bit mode, the instruction’s default operation size is 32 bits. Using a REX prefix in the form of REX.W promotes operation to specify a source operand referencing an 80-bit pointer (16-bit selector, 64-bit offset) in memory. Using a REX prefix in the form of REX.R permits access to additional registers (R8-R15). See the summary chart at the beginning of this section for encoding data and limits.
Operation

64-BIT_MODE
 IF SS is loaded
  THEN
   IF SegmentSelector = NULL and ( (RPL = 3) or (RPL ≠ 3 and RPL ≠ CPL) )
   THEN #GP(0);
   ELSE IF descriptor is in non-canonical space
   THEN #GP(0); FI;
   ELSE IF Segment selector index is not within descriptor table limits
       or segment selector RPL ≠ CPL
       or access rights indicate nonwritable data segment
       or DPL ≠ CPL
   THEN #GP(selector); FI;
   ELSE IF Segment selector RPL ≠ CPL
   THEN #GP(selector); FI;
   ELSE IF Segment marked not present
   THEN #SS(selector); FI;
   ELSE IF attempt to load DS, or ES
   THEN #UD;
   ELSE IF FS, or GS is loaded with non-NULL segment selector
   THEN IF Segment selector index is not within descriptor table limits
       or access rights indicate segment neither data nor readable code segment
       or segment is data or nonconforming-code segment
       and ( RPL > DPL or CPL > DPL )
   THEN #GP(selector); FI;
   ELSE IF Segment marked not present
   THEN #NP(selector); FI;
   FI;
   SS ← SegmentSelector(SRC);
   SS ← SegmentDescriptor([SRC]);
   ELSE IF FS, or GS is loaded with a NULL selector:
   THEN
     SegmentRegister ← NULLSelector;
     SegmentRegister(DescriptorValidBit) ← 0; FI; (* Hidden flag;
     not accessible by software *)
   FI;
   DEST ← Offset(SRC);

PRETECTED MODE OR COMPATIBILITY MODE:
 IF SS is loaded
  THEN
   IF SegmentSelector = NULL
   THEN #GP(0);
   ELSE IF Segment selector index is not within descriptor table limits
       or segment selector RPL ≠ CPL
       or access rights indicate nonwritable data segment
       or DPL ≠ CPL
   THEN #GP(selector); FI;
   ELSE IF Segment marked not present
   THEN #SS(selector); FI;
   FI;
\[
\begin{align*}
\text{SS} & \leftarrow \text{SegmentSelector}(\text{SRC}); \\
\text{SS} & \leftarrow \text{SegmentDescriptor}([\text{SRC}]); \\
\text{ELSE IF DS, ES, FS, or GS is loaded with non-NUL segment selector:} \\
\text{THEN IF Segment selector index is not within descriptor table limits or access rights indicate segment neither data nor readable code segment or segment is data or nonconforming-code segment and } (\text{RPL > DPL or CPL > DPL}) \\
\text{THEN} & \quad \#\text{GP(selector)}; \quad \text{FI;} \\
\text{ELSE IF Segment marked not present} \\
\text{THEN} & \quad \#\text{NP(selector)}; \quad \text{FI;} \\
\text{FI;} \\
\text{SegmentRegister} & \leftarrow \text{SegmentSelector}(\text{SRC}) \text{ AND RPL;} \\
\text{SegmentRegister} & \leftarrow \text{SegmentDescriptor}([\text{SRC}]); \\
\text{FI;} \\
\text{ELSE IF DS, ES, FS, or GS is loaded with a NULL selector:} \\
\text{THEN} \\
\text{SegmentRegister} & \leftarrow \text{NULLSelector;} \\
\text{SegmentRegister}(&\text{DescriptorValidBit}) & \leftarrow 0; \text{FI;} (* \text{Hidden flag: not accessible by software} *) \\
\text{FI;} \\
\text{DEST} & \leftarrow \text{Offset} (\text{SRC}); \quad \text{FI;} \\
\end{align*}
\]

Real-Address or Virtual-8086 Mode
\[
\begin{align*}
\text{SegmentRegister} & \leftarrow \text{SegmentSelector}(\text{SRC}); \text{FI;} \\
\text{DEST} & \leftarrow \text{Offset} (\text{SRC}); \\
\end{align*}
\]

Flags Affected
None.

Protected Mode Exceptions
\[
\begin{align*}
\#\text{UD} & \quad \text{If source operand is not a memory location.} \\
& \quad \text{If the LOCK prefix is used.} \\
\#\text{GP(0)} & \quad \text{If a NULL selector is loaded into the SS register.} \\
& \quad \text{If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.} \\
& \quad \text{If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.} \\
\#\text{GP(selector)} & \quad \text{If the SS register is being loaded and any of the following is true: the segment selector index is not within the descriptor table limits, the segment selector RPL is not equal to CPL, the segment is a non-writable data segment, or DPL is not equal to CPL.} \\
& \quad \text{If the DS, ES, FS, or GS register is being loaded with a non-NUL segment selector and any of the following is true: the segment selector index is not within descriptor table limits, the segment is neither a data nor a readable code segment, or the segment is a data or nonconforming-code segment and both RPL and CPL are greater than DPL.} \\
\#\text{SS(0)} & \quad \text{If a memory operand effective address is outside the SS segment limit.} \\
\#\text{SS(selector)} & \quad \text{If the SS register is being loaded and the segment is marked not present.} \\
\#\text{NP(selector)} & \quad \text{If DS, ES, FS, or GS register is being loaded with a non-NUL segment selector and the segment is marked not present.} \\
\#\text{PF(fault-code)} & \quad \text{If a page fault occurs.} \\
\#\text{AC(0)} & \quad \text{If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.}
\end{align*}
\]
Real-Address Mode Exceptions
#GP        If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS        If a memory operand effective address is outside the SS segment limit.
#UD        If source operand is not a memory location.
            If the LOCK prefix is used.

Virtual-8086 Mode Exceptions
#UD        If source operand is not a memory location.
            If the LOCK prefix is used.
#GP(0)     If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0)     If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0)     If alignment checking is enabled and an unaligned memory reference is made.

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.
            If a NULL selector is attempted to be loaded into the SS register in compatibility mode.
            If a NULL selector is attempted to be loaded into the SS register in CPL3 and 64-bit mode.
            If a NULL selector is attempted to be loaded into the SS register in non-CPL3 and 64-bit mode
            where its RPL is not equal to CPL.
#GP(Selector) If the FS, or GS register is being loaded with a non-NULL segment selector and any of the
              following is true: the segment selector index is not within descriptor table limits, the memory
              address of the descriptor is non-canonical, the segment is neither a data nor a readable code
              segment, or the segment is a data or nonconforming-code segment and both RPL and CPL are
              greater than DPL.
            If the SS register is being loaded and any of the following is true: the segment selector index
            is not within the descriptor table limits, the memory address of the descriptor is non-canonical,
            the segment selector RPL is not equal to CPL, the segment is a nonwritable data segment, or
            DPL is not equal to CPL.
#SS(0)     If a memory operand effective address is non-canonical
#SS(Selector) If the SS register is being loaded and the segment is marked not present.
#NP(selector) If FS, or GS register is being loaded with a non-NULL segment selector and the segment is
              marked not present.
#PF(fault-code) If a page fault occurs.
#AC(0)     If alignment checking is enabled and an unaligned memory reference is made while the
            current privilege level is 3.
#UD        If source operand is not a memory location.
            If the LOCK prefix is used.
LEA—Load Effective Address

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Comp/M/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>8D /r</td>
<td>LEA r16,m</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Store effective address for m in register r16.</td>
</tr>
<tr>
<td>8D /r</td>
<td>LEA r32,m</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Store effective address for m in register r32.</td>
</tr>
<tr>
<td>REX.W + 8D /r</td>
<td>LEA r64,m</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Store effective address for m in register r64.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Computes the effective address of the second operand (the source operand) and stores it in the first operand (destination operand). The source operand is a memory address (offset part) specified with one of the processors addressing modes; the destination operand is a general-purpose register. The address-size and operand-size attributes affect the action performed by this instruction, as shown in the following table. The operand-size attribute of the instruction is determined by the chosen register; the address-size attribute is determined by the attribute of the code segment.

**Table 3-63. Non-64-bit Mode LEA Operation with Address and Operand Size Attributes**

<table>
<thead>
<tr>
<th>Operand Size</th>
<th>Address Size</th>
<th>Action Performed</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>16</td>
<td>16-bit effective address is calculated and stored in requested 16-bit register destination.</td>
</tr>
<tr>
<td>16</td>
<td>32</td>
<td>32-bit effective address is calculated. The lower 16 bits of the address are stored in the requested 16-bit register destination.</td>
</tr>
<tr>
<td>32</td>
<td>16</td>
<td>16-bit effective address is calculated. The 16-bit address is zero-extended and stored in the requested 32-bit register destination.</td>
</tr>
<tr>
<td>32</td>
<td>32</td>
<td>32-bit effective address is calculated and stored in the requested 32-bit register destination.</td>
</tr>
</tbody>
</table>

Different assemblers may use different algorithms based on the size attribute and symbolic reference of the source operand.

In 64-bit mode, the instruction’s destination operand is governed by operand size attribute, the default operand size is 32 bits. Address calculation is governed by address size attribute, the default address size is 64-bits. In 64-bit mode, address size of 16 bits is not encodable. See Table 3-64.

**Table 3-64. 64-bit Mode LEA Operation with Address and Operand Size Attributes**

<table>
<thead>
<tr>
<th>Operand Size</th>
<th>Address Size</th>
<th>Action Performed</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td>32</td>
<td>32-bit effective address is calculated (using 67H prefix). The lower 16 bits of the address are stored in the requested 16-bit register destination (using 66H prefix).</td>
</tr>
<tr>
<td>16</td>
<td>64</td>
<td>64-bit effective address is calculated (default address size). The lower 16 bits of the address are stored in the requested 16-bit register destination (using 66H prefix).</td>
</tr>
<tr>
<td>32</td>
<td>32</td>
<td>32-bit effective address is calculated (using 67H prefix) and stored in the requested 32-bit register destination.</td>
</tr>
<tr>
<td>32</td>
<td>64</td>
<td>64-bit effective address is calculated (default address size) and the lower 32 bits of the address are stored in the requested 32-bit register destination.</td>
</tr>
<tr>
<td>64</td>
<td>32</td>
<td>32-bit effective address is calculated (using 67H prefix), zero-extended to 64-bits, and stored in the requested 64-bit register destination (using REX.W).</td>
</tr>
<tr>
<td>64</td>
<td>64</td>
<td>64-bit effective address is calculated (default address size) and all 64-bits of the address are stored in the requested 64-bit register destination (using REX.W).</td>
</tr>
</tbody>
</table>
Operation

IF OperandSize = 16 and AddressSize = 16
    THEN
        DEST ← EffectiveAddress(SRC); (* 16-bit address *)
    ELSE IF OperandSize = 16 and AddressSize = 32
        THEN
            temp ← EffectiveAddress(SRC); (* 32-bit address *)
            DEST ← temp[0:15]; (* 16-bit address *)
        FI;
    ELSE IF OperandSize = 32 and AddressSize = 16
        THEN
            temp ← EffectiveAddress(SRC); (* 16-bit address *)
            DEST ← ZeroExtend(temp); (* 32-bit address *)
        FI;
    ELSE IF OperandSize = 32 and AddressSize = 32
        THEN
            DEST ← EffectiveAddress(SRC); (* 32-bit address *)
        FI;
    ELSE IF OperandSize = 16 and AddressSize = 64
        THEN
            temp ← EffectiveAddress(SRC); (* 64-bit address *)
            DEST ← temp[0:15]; (* 16-bit address *)
        FI;
    ELSE IF OperandSize = 32 and AddressSize = 64
        THEN
            temp ← EffectiveAddress(SRC); (* 64-bit address *)
            DEST ← temp[0:31]; (* 16-bit address *)
        FI;
    ELSE IF OperandSize = 64 and AddressSize = 64
        THEN
            DEST ← EffectiveAddress(SRC); (* 64-bit address *)
        FI;
    FI;

Flags Affected

None.

Protected Mode Exceptions

#UD If source operand is not a memory location.
    If the LOCK prefix is used.

Real-Address Mode Exceptions

Same exceptions as in protected mode.

Virtual-8086 Mode Exceptions

Same exceptions as in protected mode.

Compatibility Mode Exceptions

Same exceptions as in protected mode.
64-Bit Mode Exceptions
Same exceptions as in protected mode.
LEAVE—High Level Procedure Exit

**Opcode** | Instruction | Op/En | 64-Bit Mode | Compat/Leg Mode | Description
---|---|---|---|---|---
C9 | LEAVE | NP | Valid | Valid | Set SP to BP, then pop BP.
C9 | LEAVE | NP | N.E. | Valid | Set ESP to EBP, then pop EBP.
C9 | LEAVE | NP | Valid | N.E. | Set RSP to RBP, then pop RBP.

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Releases the stack frame set up by an earlier ENTER instruction. The LEAVE instruction copies the frame pointer (in the EBP register) into the stack pointer register (ESP), which releases the stack space allocated to the stack frame. The old frame pointer (the frame pointer for the calling procedure that was saved by the ENTER instruction) is then popped from the stack into the EBP register, restoring the calling procedure's stack frame.

A RET instruction is commonly executed following a LEAVE instruction to return program control to the calling procedure.

See "Procedure Calls for Block-Structured Languages" in Chapter 7 of the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1*, for detailed information on the use of the ENTER and LEAVE instructions.

In 64-bit mode, the instruction's default operation size is 64 bits; 32-bit operation cannot be encoded. See the summary chart at the beginning of this section for encoding data and limits.

**Operation**

IF StackAddressSize = 32
   THEN
      ESP ← EBP;
   ELSE IF StackAddressSize = 64
      THEN RSP ← RBP; FI;
   ELSE IF StackAddressSize = 16
      THEN SP ← BP; FI;
FI;

IF OperandSize = 32
   THEN EBP ← Pop();
   ELSE IF OperandSize = 64
      THEN RBP ← Pop(); FI;
   ELSE IF OperandSize = 16
      THEN BP ← Pop(); FI;
FI;

**Flags Affected**

None.

**Protected Mode Exceptions**

#SS(0) If the EBP register points to a location that is not within the limits of the current stack segment.

#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.

#UD If the LOCK prefix is used.

**Real-Address Mode Exceptions**

#GP If the EBP register points to a location outside of the effective address space from 0 to FFFFH.

#UD If the LOCK prefix is used.

**Virtual-8086 Mode Exceptions**

#GP(0) If the EBP register points to a location outside of the effective address space from 0 to FFFFH.

#PF(fault-code) If a page fault occurs.

#AC(0) If alignment checking is enabled and an unaligned memory reference is made.

#UD If the LOCK prefix is used.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

#SS(0) If the stack address is in a non-canonical form.

#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.

#UD If the LOCK prefix is used.
LFENCE—Load Fence

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F AE E8</td>
<td>LFENCE</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Serializes load operations.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Performs a serializing operation on all load-from-memory instructions that were issued prior the LFENCE instruction. Specifically, LFENCE does not execute until all prior instructions have completed locally, and no later instruction begins execution until LFENCE completes. In particular, an instruction that loads from memory and that precedes an LFENCE receives data from memory prior to completion of the LFENCE. (An LFENCE that follows an instruction that stores to memory might complete before the data being stored have become globally visible.) Instructions following an LFENCE may be fetched from memory before the LFENCE, but they will not execute until the LFENCE completes.

Weakly ordered memory types can be used to achieve higher processor performance through such techniques as out-of-order issue and speculative reads. The degree to which a consumer of data recognizes or knows that the data is weakly ordered varies among applications and may be unknown to the producer of this data. The LFENCE instruction provides a performance-efficient way of ensuring load ordering between routines that produce weakly-ordered results and routines that consume that data.

Processors are free to fetch and cache data speculatively from regions of system memory that use the WB, WC, and WT memory types. This speculative fetching can occur at any time and is not tied to instruction execution. Thus, it is not ordered with respect to executions of the LFENCE instruction; data can be brought into the caches speculatively just before, during, or after the execution of an LFENCE instruction.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

Specification of the instruction's opcode above indicates a ModR/M byte of E8. For this instruction, the processor ignores the r/m field of the ModR/M byte. Thus, LFENCE is encoded by any opcode of the form 0F AE Ex, where x is in the range 8-F.

**Operation**

Wait_On_Following_Instructions_Until(preceding_instructions_complete);

**Intel C/C++ Compiler Intrinsic Equivalent**

void _mm_lfence(void)

**Exceptions (All Modes of Operation)**

- **#UD** If CPUID.01H:EDX.SSE2[bit 26] = 0.
  If the LOCK prefix is used.
LGDT/LIDT—Load Global/Interrupt Descriptor Table Register

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 01 /2</td>
<td>LGDT m16&amp;32</td>
<td>M</td>
<td>N.E.</td>
<td>Valid</td>
<td>Load m into GDTR.</td>
</tr>
<tr>
<td>0F 01 /3</td>
<td>LIDT m16&amp;32</td>
<td>M</td>
<td>N.E.</td>
<td>Valid</td>
<td>Load m into IDTR.</td>
</tr>
<tr>
<td>0F 01 /2</td>
<td>LGDT m16&amp;64</td>
<td>M</td>
<td>Valid</td>
<td>N.E.</td>
<td>Load m into GDTR.</td>
</tr>
<tr>
<td>0F 01 /3</td>
<td>LIDT m16&amp;64</td>
<td>M</td>
<td>Valid</td>
<td>N.E.</td>
<td>Load m into IDTR.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>M</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Loads the values in the source operand into the global descriptor table register (GDTR) or the interrupt descriptor table register (IDTR). The source operand specifies a 6-byte memory location that contains the base address (a linear address) and the limit (size of table in bytes) of the global descriptor table (GDT) or the interrupt descriptor table (IDT). If operand-size attribute is 32 bits, a 16-bit limit (lower 2 bytes of the 6-byte data operand) and a 32-bit base address (upper 4 bytes of the data operand) are loaded into the register. If the operand-size attribute is 16 bits, a 16-bit limit (lower 2 bytes) and a 24-bit base address (third, fourth, and fifth byte) are loaded. Here, the high-order byte of the operand is not used and the high-order byte of the base address in the GDTR or IDTR is filled with zeros.

The LGDT and LIDT instructions are used only in operating-system software; they are not used in application programs. They are the only instructions that directly load a linear address (that is, not a segment-relative address) and a limit in protected mode. They are commonly executed in real-address mode to allow processor initialization prior to switching to protected mode.

In 64-bit mode, the instruction's operand size is fixed at 8+2 bytes (an 8-byte base and a 2-byte limit). See the summary chart at the beginning of this section for encoding data and limits.

See “SGDT—Store Global Descriptor Table Register” in Chapter 4, Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2B, for information on storing the contents of the GDTR and IDT.

Operation

IF Instruction is LIDT 
   THEN 
      IF OperandSize = 16 
         THEN 
            IF IDTRSize = 16 
               THEN 
                  IDTR(Limit) ← SRC[0:15]; 
                  IDTR(Base) ← SRC[16:47] AND 00FFFFFFH; 
               ELSE IF 32-bit Operand Size 
                  THEN 
                     IDTR(Limit) ← SRC[0:15]; 
                     IDTR(Base) ← SRC[16:47]; 
                     FI; 
               ELSE IF 64-bit Operand Size (* In 64-Bit Mode *) 
                  THEN 
                     IDTR(Limit) ← SRC[0:15]; 
                     IDTR(Base) ← SRC[16:79]; 
                     FI; 
               ELSE (* Instruction is LGDT *) 
                  IF OperandSize = 16
THEN
   GDTR(Limit) ← SRC[0:15];
   GDTR(Base) ← SRC[16:47] AND 00FFFFFFH;
ELSE IF 32-bit Operand Size
   THEN
      GDTR(Limit) ← SRC[0:15];
      GDTR(Base) ← SRC[16:47];
      Fl;
ELSE IF 64-bit Operand Size (* In 64-Bit Mode *)
   THEN
      GDTR(Limit) ← SRC[0:15];
      GDTR(Base) ← SRC[16:79];
      Fl;
   Fl;
Fl;

Flags Affected
None.

Protected Mode Exceptions
#UD If source operand is not a memory location.
     If the LOCK prefix is used.
#GP(0) If the current privilege level is not 0.
     If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
     If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.

Real-Address Mode Exceptions
#UD If source operand is not a memory location.
     If the LOCK prefix is used.
#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.

Virtual-8086 Mode Exceptions
#UD If source operand is not a memory location.
     If the LOCK prefix is used.
#GP(0) The LGDT and LIDT instructions are not recognized in virtual-8086 mode.
#GP If the current privilege level is not 0.

Compatibility Mode Exceptions
Same exceptions as in protected mode.
64-Bit Mode Exceptions

#SS(0) If a memory address referencing the SS segment is in a non-canonical form.

#GP(0) If the current privilege level is not 0.
     If the memory address is in a non-canonical form.

#UD If source operand is not a memory location.
     If the LOCK prefix is used.

#PF(fault-code) If a page fault occurs.
LLDT—Load Local Descriptor Table Register

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/64-Bit Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 00 /2</td>
<td>LLDT r/m16</td>
<td>M</td>
<td>Valid</td>
<td>Valid</td>
<td>Load segment selector r/m16 into LDTR.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>M</td>
<td>ModRM:r/m</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Loads the source operand into the segment selector field of the local descriptor table register (LDTR). The source operand (a general-purpose register or a memory location) contains a segment selector that points to a local descriptor table (LDT). After the segment selector is loaded in the LDTR, the processor uses the segment selector to locate the segment descriptor for the LDT in the global descriptor table (GDT). It then loads the segment limit and base address for the LDT from the segment descriptor into the LDTR. The segment registers DS, ES, SS, FS, GS, and CS are not affected by this instruction, nor is the LDTR field in the task state segment (TSS) for the current task.

If bits 2-15 of the source operand are 0, LDTR is marked invalid and the LLDT instruction completes silently. However, all subsequent references to descriptors in the LDT (except by the LAR, VERR, VERW or LSL instructions) cause a general protection exception (#GP).

The operand-size attribute has no effect on this instruction.

The LLDT instruction is provided for use in operating-system software; it should not be used in application programs. This instruction can only be executed in protected mode or 64-bit mode.

In 64-bit mode, the operand size is fixed at 16 bits.

Operation

IF SRC(Offset) > descriptor table limit
    THEN #GP(segment selector); FI;

IF segment selector is valid
    Read segment descriptor;

    IF SegmentDescriptor(Type) ≠ LDT
        THEN #GP(segment selector); FI;
    IF segment descriptor is not present
        THEN #NP(segment selector); FI;
    LDTR(SegmentSelector) ← SRC;
    LDTR(SegmentDescriptor) ← GDTSegmentDescriptor;
ELSE LDTR ← INVALID
    FI;

Flags Affected

None.
Protected Mode Exceptions

#GP(0) If the current privilege level is not 0.
If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
If the DS, ES, FS, or GS register contains a NULL segment selector.

#GP(selector) If the selector operand does not point into the Global Descriptor Table or if the entry in the GDT is not a Local Descriptor Table.
Segment selector is beyond GDT limit.

#SS(0) If a memory operand effective address is outside the SS segment limit.

#NP(selector) If the LDT descriptor is not present.

#PF(fault-code) If a page fault occurs.

#UD If the LOCK prefix is used.

Real-Address Mode Exceptions

#UD The LLDT instruction is not recognized in real-address mode.

Virtual-8086 Mode Exceptions

#UD The LLDT instruction is not recognized in virtual-8086 mode.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#SS(0) If a memory address referencing the SS segment is in a non-canonical form.

#GP(0) If the current privilege level is not 0.
If the memory address is in a non-canonical form.

#GP(selector) If the selector operand does not point into the Global Descriptor Table or if the entry in the GDT is not a Local Descriptor Table.
Segment selector is beyond GDT limit.

#NP(selector) If the LDT descriptor is not present.

#PF(fault-code) If a page fault occurs.

#UD If the LOCK prefix is used.
LMSW—Load Machine Status Word

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 01 /6</td>
<td>LMSW r/m16</td>
<td>M</td>
<td>Valid</td>
<td>Valid</td>
<td>Loads r/m16 in machine status word of CR0.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>M</td>
<td>ModRM r/m (r)</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Loads the source operand into the machine status word, bits 0 through 15 of register CR0. The source operand can be a 16-bit general-purpose register or a memory location. Only the low-order 4 bits of the source operand (which contains the PE, MP, EM, and TS flags) are loaded into CR0. The PG, CD, NW, AM, WP, NE, and ET flags of CR0 are not affected. The operand-size attribute has no effect on this instruction.

If the PE flag of the source operand (bit 0) is set to 1, the instruction causes the processor to switch to protected mode. While in protected mode, the LMSW instruction cannot be used to clear the PE flag and force a switch back to real-address mode.

The LMSW instruction is provided for use in operating-system software; it should not be used in application programs. In protected or virtual-8086 mode, it can only be executed at CPL 0.

This instruction is provided for compatibility with the Intel 286 processor; programs and procedures intended to run on the Pentium 4, Intel Xeon, P6 family, Pentium, Intel486, and Intel386 processors should use the MOV (control registers) instruction to load the whole CR0 register. The MOV CR0 instruction can be used to set and clear the PE flag in CR0, allowing a procedure or program to switch between protected and real-address modes.

This instruction is a serializing instruction.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode. Note that the operand size is fixed at 16 bits.

See “Changes to Instruction Behavior in VMX Non-Root Operation” in Chapter 25 of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3C, for more information about the behavior of this instruction in VMX non-root operation.

Operation

CR0[0:3] ← SRC[0:3];

Flags Affected

None.

Protected Mode Exceptions

- #GP(0) If the current privilege level is not 0.
- If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.
- #SS(0) If a memory operand effective address is outside the SS segment limit.
- #PF(fault-code) If a page fault occurs.
- #UD If the LOCK prefix is used.
Real-Address Mode Exceptions

#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#UD If the LOCK prefix is used.

Virtual-8086 Mode Exceptions

#GP(0) The LMSW instruction is not recognized in real-address mode.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the current privilege level is not 0.
#PF(fault-code) If the memory address is in a non-canonical form.
#UD If the LOCK prefix is used.
LOCK—Assert LOCK# Signal Prefix

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F0</td>
<td>LOCK</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Asserts LOCK# signal for duration of the accompanying instruction.</td>
</tr>
</tbody>
</table>

**NOTES:**
* See IA-32 Architecture Compatibility section below.

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Causes the processor’s LOCK# signal to be asserted during execution of the accompanying instruction (turns the instruction into an atomic instruction). In a multiprocessor environment, the LOCK# signal ensures that the processor has exclusive use of any shared memory while the signal is asserted.

Note that, in later Intel 64 and IA-32 processors (including the Pentium 4, Intel Xeon, and P6 family processors), locking may occur without the LOCK# signal being asserted. See the “IA-32 Architecture Compatibility” section below.

The LOCK prefix can be prepended only to the following instructions and only to those forms of the instructions where the destination operand is a memory operand: ADD, ADC, AND, BTC, BTR, BTS, CMPXCHG, CMPXCH8B, CMPXCHG16B, DEC, INC, NEG, NOT, OR, SBB, SUB, XOR, XADD, and XCHG. If the LOCK prefix is used with one of these instructions and the source operand is a memory operand, an undefined opcode exception (#UD) may be generated. An undefined opcode exception will also be generated if the LOCK prefix is used with any instruction not in the above list. The XCHG instruction always asserts the LOCK# signal regardless of the presence or absence of the LOCK prefix.

The LOCK prefix is typically used with the BTS instruction to perform a read-modify-write operation on a memory location in shared memory environment.

The integrity of the LOCK prefix is not affected by the alignment of the memory field. Memory locking is observed for arbitrarily misaligned fields.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**IA-32 Architecture Compatibility**

Beginning with the P6 family processors, when the LOCK prefix is prefixed to an instruction and the memory area being accessed is cached internally in the processor, the LOCK# signal is generally not asserted. Instead, only the processor’s cache is locked. Here, the processor’s cache coherency mechanism ensures that the operation is carried out atomically with regards to memory. See “Effects of a Locked Operation on Internal Processor Caches” in Chapter 8 of *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*, for more information on locking of caches.

**Operation**

AssertLOCK#(DurationOfAccompanyingInstruction);

**Flags Affected**

None.
Protected Mode Exceptions

#UD If the LOCK prefix is used with an instruction not listed: ADD, ADC, AND, BTC, BTR, BTS, CMPXCHG, CMPXCH8B, CMPXCHG16B, DEC, INC, NEG, NOT, OR, SBB, SUB, XOR, XADD, XCHG.

Other exceptions can be generated by the instruction when the LOCK prefix is applied.

Real-Address Mode Exceptions
Same exceptions as in protected mode.

Virtual-8086 Mode Exceptions
Same exceptions as in protected mode.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
Same exceptions as in protected mode.
LOADS/LODSB/LODSW/LODSD/LODSQ—Load String

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Comp/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>AC</td>
<td>LODS m8</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>For legacy mode, load byte at address DS:(E)SI into AL. For 64-bit mode load byte at address (R)SI into AL.</td>
</tr>
<tr>
<td>AD</td>
<td>LODS m16</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>For legacy mode, load word at address DS:(E)SI into AX. For 64-bit mode load word at address (R)SI into AX.</td>
</tr>
<tr>
<td>AD</td>
<td>LODS m32</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>For legacy mode, load dword at address DS:(E)SI into EAX. For 64-bit mode load dword at address (R)SI into EAX.</td>
</tr>
<tr>
<td>REX.W + AD</td>
<td>LODS m64</td>
<td>NP</td>
<td>Valid</td>
<td>N.E.</td>
<td>Load qword at address (R)SI into RAX.</td>
</tr>
<tr>
<td>AC</td>
<td>LODSB</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>For legacy mode, load byte at address DS:(E)SI into AL. For 64-bit mode load byte at address (R)SI into AL.</td>
</tr>
<tr>
<td>AD</td>
<td>LODSW</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>For legacy mode, load word at address DS:(E)SI into AX. For 64-bit mode load word at address (R)SI into AX.</td>
</tr>
<tr>
<td>AD</td>
<td>LODSD</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>For legacy mode, load dword at address DS:(E)SI into EAX. For 64-bit mode load dword at address (R)SI into EAX.</td>
</tr>
<tr>
<td>REX.W + AD</td>
<td>LODSQ</td>
<td>NP</td>
<td>Valid</td>
<td>N.E.</td>
<td>Load qword at address (R)SI into RAX.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Loads a byte, word, or doubleword from the source operand into the AL, AX, or EAX register, respectively. The source operand is a memory location, the address of which is read from the DS:ESI or the DS:SI registers (depending on the address-size attribute of the instruction, 32 or 16, respectively). The DS segment may be overridden with a segment override prefix.

At the assembly-code level, two forms of this instruction are allowed: the "explicit-operands" form and the "no-operands" form. The explicit-operands form (specified with the LODS mnemonic) allows the source operand to be specified explicitly. Here, the source operand should be a symbol that indicates the size and location of the source value. The destination operand is then automatically selected to match the size of the source operand (the AL register for byte operands, AX for word operands, and EAX for doubleword operands). This explicit-operands form is provided to allow documentation; however, note that the documentation provided by this form can be misleading. That is, the source operand symbol must specify the correct type (size) of the operand (byte, word, or doubleword), but it does not have to specify the correct location. The location is always specified by the DS:(E)SI registers, which must be loaded correctly before the load string instruction is executed.

The no-operands form provides “short forms” of the byte, word, and doubleword versions of the LODS instructions. Here also DS:(E)SI is assumed to be the source operand and the AL, AX, or EAX register is assumed to be the destination operand. The size of the source and destination operands is selected with the mnemonic: LODSB (byte loaded into register AL), LODSW (word loaded into AX), or LODSD (doubleword loaded into EAX).

After the byte, word, or doubleword is transferred from the memory location into the AL, AX, or EAX register, the (E)SI register is incremented or decremented automatically according to the setting of the DF flag in the EFLAGS register. (If the DF flag is 0, the (E)SI register is incremented; if the DF flag is 1, the ESI register is decremented.) The (E)SI register is incremented or decremented by 1 for byte operations, by 2 for word operations, or by 4 for doubleword operations.
In 64-bit mode, use of the REX.W prefix promotes operation to 64 bits. LODS/LODSQ load the quadword at address (R)SI into RAX. The (R)SI register is then incremented or decremented automatically according to the setting of the DF flag in the EFLAGS register.

The LODS, LODSB, LODSW, and LODSD instructions can be preceded by the REP prefix for block loads of ECX bytes, words, or doublewords. More often, however, these instructions are used within a LOOP construct because further processing of the data moved into the register is usually necessary before the next transfer can be made. See “REP/REPE/REPNZ /REPNZ—Repeat String Operation Prefix” in Chapter 4 of the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2B*, for a description of the REP prefix.

**Operation**

IF AL ← SRC; (* Byte load *)
   THEN AL ← SRC; (* Byte load *)
      IF DF = 0
         THEN (E)SI ← (E)SI + 1;
         ELSE (E)SI ← (E)SI - 1;
      FI;
   ELSE IF AX ← SRC; (* Word load *)
      THEN IF DF = 0
         THEN (E)SI ← (E)SI + 2;
         ELSE (E)SI ← (E)SI - 2;
       FI;
   FI;
ELSE IF EAX ← SRC; (* Doubleword load *)
      THEN IF DF = 0
         THEN (E)SI ← (E)SI + 4;
         ELSE (E)SI ← (E)SI - 4;
       FI;
   FI;
ELSE IF RAX ← SRC; (* Quadword load *)
      THEN IF DF = 0
         THEN (R)SI ← (R)SI + 8;
         ELSE (R)SI ← (R)SI - 8;
       FI;
   FI;
FI;

**Flags Affected**

None.

**Protected Mode Exceptions**

- **#GP(0)** If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.  
- If the DS, ES, FS, or GS register contains a NULL segment selector.
- **#SS(0)** If a memory operand effective address is outside the SS segment limit.
- **#PF(fault-code)** If a page fault occurs.
- **#AC(0)** If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
- **#UD** If the LOCK prefix is used.
Real-Address Mode Exceptions
#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#UD If the LOCK prefix is used.

Virtual-8086 Mode Exceptions
#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.
LOOP/LOOPcc—Loop According to ECX Counter

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Comp/H Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>E2 cb</td>
<td>LOOP rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Decrement count; jump short if count ≠ 0.</td>
</tr>
<tr>
<td>E1 cb</td>
<td>LOOPE rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Decrement count; jump short if count ≠ 0 and ZF = 1.</td>
</tr>
<tr>
<td>E0 cb</td>
<td>LOOPNE rel8</td>
<td>D</td>
<td>Valid</td>
<td>Valid</td>
<td>Decrement count; jump short if count ≠ 0 and ZF = 0.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>D</td>
<td>Offset</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Performs a loop operation using the RCX, ECX or CX register as a counter (depending on whether address size is 64 bits, 32 bits, or 16 bits). Note that the LOOP instruction ignores REX.W; but 64-bit address size can be over-ridden using a 67H prefix.

Each time the LOOP instruction is executed, the count register is decremented, then checked for 0. If the count is 0, the loop is terminated and program execution continues with the instruction following the LOOP instruction. If the count is not zero, a near jump is performed to the destination (target) operand, which is presumably the instruction at the beginning of the loop.

The target instruction is specified with a relative offset (a signed offset relative to the current value of the instruction pointer in the IP/EIP/RIP register). This offset is generally specified as a label in assembly code, but at the machine code level, it is encoded as a signed, 8-bit immediate value, which is added to the instruction pointer. Offsets of –128 to +127 are allowed with this instruction.

Some forms of the loop instruction (LOOPcc) also accept the ZF flag as a condition for terminating the loop before the count reaches zero. With these forms of the instruction, a condition code (cc) is associated with each instruction to indicate the condition being tested for. Here, the LOOPcc instruction itself does not affect the state of the ZF flag; the ZF flag is changed by other instructions in the loop.

**Operation**

IF (AddressSize = 32)
  THEN Count is ECX;
ELSE IF (AddressSize = 64)
  Count is RCX;
ELSE Count is CX;
FI;

Count ← Count – 1;

IF Instruction is not LOOP
  THEN
    IF (Instruction ← LOOPE) or (Instruction ← LOOPZ)
      THEN IF (ZF = 1) and (Count ≠ 0)
        THEN BranchCond ← 1;
        ELSE BranchCond ← 0;
      FI;
    ELSE (Instruction = LOOPNE) or (Instruction = LOOPNZ)
      IF (ZF = 0 ) and (Count ≠ 0)
        THEN BranchCond ← 1;
        ELSE BranchCond ← 0;
  FI;
ELSE (* Instruction = LOOP *)

IF (Count ≠ 0)

THEN BranchCond ← 1;
ELSE BranchCond ← 0;

FI;

FI;

IF BranchCond = 1

THEN

IF OperandSize = 32

THEN EIP ← EIP + SignExtend(Dest);
ELSE IF OperandSize = 64

THEN RIP ← RIP + SignExtend(Dest);
FI;
ELSE IF OperandSize = 16

THEN EIP ← EIP AND 0000FFFFH;
FI;

FI;

IF OperandSize = (32 or 64)

THEN IF (R/E)IP < CS.Base or (R/E)IP > CS.Limit

#GP; FI;
FI;
ELSE

Terminate loop and continue program execution at (R/E)IP;

FI;

Flags Affected
None.

Protected Mode Exceptions

#GP(0) If the offset being jumped to is beyond the limits of the CS segment.

#UD If the LOCK prefix is used.

Real-Address Mode Exceptions

#GP If the offset being jumped to is beyond the limits of the CS segment or is outside of the effective address space from 0 to FFFFH. This condition can occur if a 32-bit address size override prefix is used.

#UD If the LOCK prefix is used.

Virtual-8086 Mode Exceptions
Same exceptions as in real address mode.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions

#GP(0) If the offset being jumped to is in a non-canonical form.

#UD If the LOCK prefix is used.
LSL—Load Segment Limit

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Loads the unscrambled segment limit from the segment descriptor specified with the second operand (source operand) into the first operand (destination operand) and sets the ZF flag in the EFLAGS register. The source operand (which can be a register or a memory location) contains the segment selector for the segment descriptor being accessed. The destination operand is a general-purpose register.

The processor performs access checks as part of the loading process. Once loaded in the destination register, software can compare the segment limit with the offset of a pointer.

The segment limit is a 20-bit value contained in bytes 0 and 1 and in the first 4 bits of byte 6 of the segment descriptor. If the descriptor has a byte granular segment limit (the granularity flag is set to 0), the destination operand is loaded with a byte granular value (byte limit). If the descriptor has a page granular segment limit (the granularity flag is set to 1), the LSL instruction will translate the page granular limit (page limit) into a byte limit before loading it into the destination operand. The translation is performed by shifting the 20-bit “raw” limit left 12 bits and filling the low-order 12 bits with 1s.

When the operand size is 32 bits, the 32-bit byte limit is stored in the destination operand. When the operand size is 16 bits, a valid 32-bit limit is computed; however, the upper 16 bits are truncated and only the low-order 16 bits are loaded into the destination operand.

This instruction performs the following checks before it loads the segment limit into the destination register:

- Checks that the segment selector is not NULL.
- Checks that the segment selector points to a descriptor that is within the limits of the GDT or LDT being accessed.
- Checks that the descriptor type is valid for this instruction. All code and data segment descriptors are valid for (can be accessed with) the LSL instruction. The valid special segment and gate descriptor types are given in the following table.
- If the segment is not a conforming code segment, the instruction checks that the specified segment descriptor is visible at the CPL (that is, if the CPL and the RPL of the segment selector are less than or equal to the DPL of the segment selector).

If the segment descriptor cannot be accessed or is an invalid type for the instruction, the ZF flag is cleared and no value is loaded in the destination operand.
**Table 3-65. Segment and Gate Descriptor Types**

<table>
<thead>
<tr>
<th>Type</th>
<th>Protected Mode</th>
<th>IA-32e Mode</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Name</td>
<td>Valid</td>
</tr>
<tr>
<td>0</td>
<td>Reserved</td>
<td>No</td>
</tr>
<tr>
<td>1</td>
<td>Available 16-bit TSS</td>
<td>Yes</td>
</tr>
<tr>
<td>2</td>
<td>LDT</td>
<td>Yes</td>
</tr>
<tr>
<td>3</td>
<td>Busy 16-bit TSS</td>
<td>Yes</td>
</tr>
<tr>
<td>4</td>
<td>16-bit call gate</td>
<td>No</td>
</tr>
<tr>
<td>5</td>
<td>16-bit/32-bit task gate</td>
<td>No</td>
</tr>
<tr>
<td>6</td>
<td>16-bit interrupt gate</td>
<td>No</td>
</tr>
<tr>
<td>7</td>
<td>16-bit trap gate</td>
<td>No</td>
</tr>
<tr>
<td>8</td>
<td>Reserved</td>
<td>No</td>
</tr>
<tr>
<td>9</td>
<td>Available 32-bit TSS</td>
<td>Yes</td>
</tr>
<tr>
<td>A</td>
<td>Reserved</td>
<td>No</td>
</tr>
<tr>
<td>B</td>
<td>Busy 32-bit TSS</td>
<td>Yes</td>
</tr>
<tr>
<td>C</td>
<td>32-bit call gate</td>
<td>No</td>
</tr>
<tr>
<td>D</td>
<td>Reserved</td>
<td>No</td>
</tr>
<tr>
<td>E</td>
<td>32-bit interrupt gate</td>
<td>No</td>
</tr>
<tr>
<td>F</td>
<td>32-bit trap gate</td>
<td>No</td>
</tr>
</tbody>
</table>

**Operation**

IF SRC(Offset) > descriptor table limit
THEN ZF ← 0; Fl;
Read segment descriptor;
IF SegmentDescriptor(Type) ≠ conforming code segment and (CPL > DPL) OR (RPL > DPL)
or Segment type is not valid for instruction
THEN
    ZF ← 0;
ELSE
    temp ← SegmentLimit(SRC);
    IF (G ← 1)
        THEN temp ← ShiftLeft(12, temp) OR 00000FFFH;
    ELSE IF OperandSize = 32
        THEN DEST ← temp; Fl;
    ELSE IF OperandSize = 64 (* REX.W used *)
        THEN DEST (* Zero-extended *) ← temp; Fl;
    ELSE (* OperandSize = 16 *)
        DEST ← temp AND FFFFH;
    Fl;
Fl;

**Flags Affected**
The ZF flag is set to 1 if the segment limit is loaded successfully; otherwise, it is set to 0.
**Protected Mode Exceptions**

- **#GP(0)**: If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS(0)**: If a memory operand effective address is outside the SS segment limit.
- **#PF(fault-code)**: If a page fault occurs.
- **#AC(0)**: If alignment checking is enabled and the memory operand effective address is unaligned while the current privilege level is 3.
- **#UD**: If the LOCK prefix is used.

**Real-Address Mode Exceptions**

- **#UD**: The LSL instruction cannot be executed in real-address mode.

**Virtual-8086 Mode Exceptions**

- **#UD**: The LSL instruction cannot be executed in virtual-8086 mode.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

- **#SS(0)**: If the memory operand effective address referencing the SS segment is in a non-canonical form.
- **#GP(0)**: If the memory operand effective address is in a non-canonical form.
- **#PF(fault-code)**: If a page fault occurs.
- **#AC(0)**: If alignment checking is enabled and the memory operand effective address is unaligned while the current privilege level is 3.
- **#UD**: If the LOCK prefix is used.
**LTR—Load Task Register**

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/Exec Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 00 /3</td>
<td>LTR r/m16</td>
<td>M</td>
<td>Valid</td>
<td>Valid</td>
<td>Load r/m16 into task register.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>M</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Loads the source operand into the segment selector field of the task register. The source operand (a general-purpose register or a memory location) contains a segment selector that points to a task state segment (TSS). After the segment selector is loaded in the task register, the processor uses the segment selector to locate the segment descriptor for the TSS in the global descriptor table (GDT). It then loads the segment limit and base address for the TSS from the segment descriptor into the task register. The task pointed to by the task register is marked busy, but a switch to the task does not occur.

The LTR instruction is provided for use in operating-system software; it should not be used in application programs. It can only be executed in protected mode when the CPL is 0. It is commonly used in initialization code to establish the first task to be executed.

The operand-size attribute has no effect on this instruction.

In 64-bit mode, the operand size is still fixed at 16 bits. The instruction references a 16-byte descriptor to load the 64-bit base.

**Operation**

IF SRC is a NULL selector
    THEN #GP(0);

IF SRC(Offset) > descriptor table limit OR IF SRC(type) ≠ global
    THEN #GP(segment selector); Fl;

Read segment descriptor;

IF segment descriptor is not for an available TSS
    THEN #GP(segment selector); Fl;
IF segment descriptor is not present
    THEN #NP(segment selector); Fl;

TSSSegmentDescriptor(busy) ← 1;
(* Locked read-modify-write operation on the entire descriptor when setting busy flag *)

TaskRegister(SegmentSelector) ← SRC;
TaskRegister(SegmentDescriptor) ← TSSSegmentDescriptor;

**Flags Affected**

None.
**Protected Mode Exceptions**

#GP(0)  
If the current privilege level is not 0.  
If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.  
If the source operand contains a NULL segment selector.  
If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.  

#GP(selector)  
If the source selector points to a segment that is not a TSS or to one for a task that is already busy.  
If the selector points to LDT or is beyond the GDT limit.  

#NP(selector)  
If the TSS is marked not present.  

#SS(0)  
If a memory operand effective address is outside the SS segment limit.  

#PF(fault-code)  
If a page fault occurs.  

#UD  
If the LOCK prefix is used.

**Real-Address Mode Exceptions**

#UD  
The LTR instruction is not recognized in real-address mode.

**Virtual-8086 Mode Exceptions**

#UD  
The LTR instruction is not recognized in virtual-8086 mode.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

#SS(0)  
If a memory address referencing the SS segment is in a non-canonical form.  

#GP(0)  
If the current privilege level is not 0.  
If the memory address is in a non-canonical form.  
If the source operand contains a NULL segment selector.  

#GP(selector)  
If the source selector points to a segment that is not a TSS or to one for a task that is already busy.  
If the selector points to LDT or is beyond the GDT limit.  
If the descriptor type of the upper 8-byte of the 16-byte descriptor is non-zero.  

#NP(selector)  
If the TSS is marked not present.  

#PF(fault-code)  
If a page fault occurs.  

#UD  
If the LOCK prefix is used.
LZCNT—Count the Number of Leading Zero Bits

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

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**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**

\[
\begin{align*}
\text{temp} & \leftarrow \text{OperandSize} - 1 \\
\text{DEST} & \leftarrow 0 \\
\text{WHILE} (\text{temp} \geq 0) \land (\text{Bit(SRC, temp)} = 0) \text{ DO} \\
& \quad \text{temp} \leftarrow \text{temp} - 1 \\
& \quad \text{DEST} \leftarrow \text{DEST} + 1 \\
\text{OD} \\
\text{IF} \ \text{DEST} = \text{OperandSize} \\
& \quad \text{CF} \leftarrow 1 \\
\text{ELSE} \\
& \quad \text{CF} \leftarrow 0 \\
\text{FI} \\
\text{IF} \ \text{DEST} = 0 \\
& \quad \text{ZF} \leftarrow 1 \\
\text{ELSE} \\
& \quad \text{ZF} \leftarrow 0 \\
\text{FI}
\end{align*}
\]

**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.
MASKMOVDQU—Store Selected Bytes of Double Quadword

Stores selected bytes from the source operand (first operand) into an 128-bit memory location. The mask operand (second operand) selects which bytes from the source operand are written to memory. The source and mask operands are XMM registers. The memory location specified by the effective address in the DI/EDI/RDI register (the default segment register is DS, but this may be overridden with a segment-override prefix). The memory location does not need to be on a natural boundary. (The size of the store address depends on the address-size attribute.)

The most significant bit in each byte of the mask operand determines whether the corresponding byte in the source operand is written to the corresponding byte location in memory: 0 indicates no write and 1 indicates write.

The MASKMOVDQU instruction generates a non-temporal hint to the processor to minimize cache pollution. The non-temporal hint is implemented by using a write combining (WC) memory type protocol (see “Caching of Temporal vs. Non-Temporal Data” in Chapter 10, of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1). Because the WC protocol uses a weakly-ordered memory consistency model, a fencing operation implemented with the SFENCE or MFENCE instruction should be used in conjunction with MASKMOVDQU instructions if multiple processors might use different memory types to read/write the destination memory locations.

Behavior with a mask of all 0s is as follows:

- No data will be written to memory.
- Signaling of breakpoints (code or data) is not guaranteed; different processor implementations may signal or not signal these breakpoints.
- Exceptions associated with addressing memory and page faults may still be signaled (implementation dependent).
- If the destination memory region is mapped as UC or WP, enforcement of associated semantics for these memory types is not guaranteed (that is, is reserved) and is implementation-specific.

The MASKMOVDQU instruction can be used to improve performance of algorithms that need to merge data on a byte-by-byte basis. MASKMOVDQU should not cause a read for ownership; doing so generates unnecessary bandwidth since data is to be written directly using the byte-mask without allocating old data prior to the store.

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

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

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

1. ModRM.MOD = 011B required
**Operation**

IF (MASK[7] = 1)
   THEN DEST[DI/EDI] ← SRC[7:0] ELSE (* Memory location unchanged *); Fl;
IF (MASK[15] = 1)
   THEN DEST[DI/EDI +1] ← SRC[15:8] ELSE (* Memory location unchanged *); Fl;
   (* Repeat operation for 3rd through 14th bytes in source operand *)
IF (MASK[127] = 1)
   THEN DEST[DI/EDI +15] ← SRC[127:120] ELSE (* Memory location unchanged *); Fl;

**Intel C/C++ Compiler Intrinsic Equivalent**

```c
void _mm_maskmoveu_si128(__m128i d, __m128i n, char * p)
```

**Other Exceptions**

See Exceptions Type 4; additionally

#UD
   If VEX.L = 1
   If VEX.vvvv ≠ 1111B.
MASKMOVQ—Store Selected Bytes of Quadword

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F F7 /r</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Selectively write bytes from \textit{mm}1 to memory location using the byte mask in \textit{mm}2. The default memory location is specified by DS:DI/EDI/RDI.</td>
</tr>
</tbody>
</table>

**Description**

Stores selected bytes from the source operand (first operand) into a 64-bit memory location. The mask operand (second operand) selects which bytes from the source operand are written to memory. The source and mask operands are MMX technology registers. The memory location specified by the effective address in the DI/EDI/RDI register (the default segment register is DS, but this may be overridden with a segment-override prefix). The memory location does not need to be aligned on a natural boundary. (The size of the store address depends on the address-size attribute.)

The most significant bit in each byte of the mask operand determines whether the corresponding byte in the source operand is written to the corresponding byte location in memory: 0 indicates no write and 1 indicates write.

The MASKMOVQ instruction generates a non-temporal hint to the processor to minimize cache pollution. The non-temporal hint is implemented by using a write combining (WC) memory type protocol (see “Caching of Temporal vs. Non-Temporal Data” in Chapter 10, of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1). Because the WC protocol uses a weakly-ordered memory consistency model, a fencing operation implemented with the SFENCE or MFENCE instruction should be used in conjunction with MASKMOVQ instructions if multiple processors might use different memory types to read/write the destination memory locations.

This instruction causes a transition from x87 FPU to MMX technology state (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]).

The behavior of the MASKMOVQ instruction with a mask of all 0s is as follows:

- No data will be written to memory.
- Transition from x87 FPU to MMX technology state will occur.
- Exceptions associated with addressing memory and page faults may still be signaled (implementation dependent).
- Signaling of breakpoints (code or data) is not guaranteed (implementation dependent).
- If the destination memory region is mapped as UC or WP, enforcement of associated semantics for these memory types is not guaranteed (that is, is reserved) and is implementation-specific.

The MASKMOVQ instruction can be used to improve performance for algorithms that need to merge data on a byte-by-byte basis. It should not cause a read for ownership; doing so generates unnecessary bandwidth since data is to be written directly using the byte-mask without allocating old data prior to the store. In 64-bit mode, the memory address is specified by DS:RDI.
**Operation**

IF (MASK[7] = 1)
   THEN DEST[DI/EDI] ← SRC[7:0] ELSE (* Memory location unchanged *); Fl;
IF (MASK[15] = 1)
   THEN DEST[DI/EDI +1] ← SRC[15:8] ELSE (* Memory location unchanged *); Fl;
   (* Repeat operation for 3rd through 6th bytes in source operand *)
IF (MASK[63] = 1)
   THEN DEST[DI/EDI +15] ← SRC[63:56] ELSE (* Memory location unchanged *); Fl;

**Intel C/C++ Compiler Intrinsic Equivalent**

```c
void _mm_maskmove_si64(__m64d, __m64n, char * p)
```

**Other Exceptions**

See Table 22-8, “Exception Conditions for Legacy SIMD/MMX Instructions without FP Exception,” in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A.*
MAXPD—Return Maximum Packed Double-Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 5F /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Return the maximum double-precision floating-point values between xmm2/m128 and xmm1.</td>
</tr>
<tr>
<td>VEX.NDS.128.66.0F.WIG 5F /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Return the maximum double-precision floating-point values between xmm2 and xmm3/mem.</td>
</tr>
<tr>
<td>VEX.NDS.256.66.0F.WIG 5F /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Return the maximum packed double-precision floating-point values between ymm2 and ymm3/mem.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Performs an SIMD compare of the packed double-precision floating-point values in the first source operand and the second source operand and returns the maximum value for each pair of values to the destination operand.

If the values being compared are both 0.0s (of either sign), the value in the second operand (source operand) is returned. If a value in the second operand is an SNaN, that SNaN is forwarded 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 operand (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 operand) be returned, the action of MAXPD can be emulated using a sequence of instructions, such as, a comparison followed by AND, ANDN and OR.

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 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**

```
MAX(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;
}
```
MAXPD (128-bit Legacy SSE version)
DEST[63:0] ← MAX(DEST[63:0], SRC[63:0])
DEST[127:64] ← MAX(DEST[127:64], SRC[127:64])
DEST[VLMAX-1:128] (Unmodified)

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

VMAXPD (VEX.256 encoded version)
DEST[63:0] ← MAX(SRC1[63:0], SRC2[63:0])
DEST[127:64] ← MAX(SRC1[127:64], SRC2[127:64])
DEST[255:192] ← MAX(SRC1[255:192], SRC2[255:192])

Intel C/C++ Compiler Intrinsic Equivalent
MAXPD: __m128d _mm_max_pd(__m128d a, __m128d b);
VMAXPD: __m256d _mm256_max_pd (__m256d a, __m256d b);

SIMD Floating-Point Exceptions
Invalid (including QNaN source operand), Denormal.

Other Exceptions
See Exceptions Type 2.
MAXPS—Return Maximum Packed Single-Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 5F /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE</td>
<td>Return the maximum single-precision floating-point values between xmm2/m128 and xmm1.</td>
</tr>
<tr>
<td>VEX.NDS.128.0F.WIG 5F /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Return the maximum single-precision floating-point values between xmm2 and xmm3/mem.</td>
</tr>
<tr>
<td>VEX.NDS.256.0F.WIG 5F /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Return the maximum single double-precision floating-point values between ymm2 and ymm3/mem.</td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRMreg (r, w)</td>
<td>ModRMreg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRMreg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRMreg (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

Performs an SIMD compare of the packed single-precision floating-point values in the first source operand and the second source operand and returns the maximum value for each pair of values to the destination operand.

If the values being compared are both 0.0s (of either sign), the value in the second operand (source operand) is returned. If a value in the second operand is an SNaN, that SNaN is forwarded 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 operand (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 operand) be returned, the action of MAXPS can be emulated using a sequence of instructions, such as, a comparison followed by AND, ANDN and OR.

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 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 (VMLMAX-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 (VMLMAX-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

MAX(SRC1, SRC2)

```c
    if ((SRC1 = 0.0) and (SRC2 = 0.0)) then dest = SRC2;
    else if (SRC1 = NaN) then dest = SRC2; fi;
    else if SRC2 = NaN then dest = SRC2; fi;
    else if SRC1 > SRC2 then dest = SRC1;
    else dest = SRC2;
    fi;
```

MAXPS—Return Maximum Packed Single-Precision Floating-Point Values
MAXPS (128-bit Legacy SSE version)
DEST[31:0] ← MAX(DEST[31:0], SRC[31:0])
DEST[63:32] ← MAX(DEST[63:32], SRC[63:32])
DEST[95:64] ← MAX(DEST[95:64], SRC[95:64])
DEST[127:96] ← MAX(DEST[127:96], SRC[127:96])
DEST[VLMAX-1:128] (Unmodified)

VMAXPS (VEX.128 encoded version)
DEST[31:0] ← MAX(SRC1[31:0], SRC2[31:0])
DEST[63:32] ← MAX(SRC1[63:32], SRC2[63:63])
DEST[95:64] ← MAX(SRC1[95:64], SRC2[95:64])
DEST[127:96] ← MAX(SRC1[127:96], SRC2[127:96])
DEST[VLMAX-1:128] ← 0

VMAXPS (VEX.256 encoded version)
DEST[31:0] ← MAX(SRC1[31:0], SRC2[31:0])
DEST[63:32] ← MAX(SRC1[63:32], SRC2[63:32])
DEST[95:64] ← MAX(SRC1[95:64], SRC2[95:64])
DEST[127:96] ← MAX(SRC1[127:96], SRC2[127:96])
DEST[159:128] ← MAX(SRC1[159:128], SRC2[159:128])
DEST[191:160] ← MAX(SRC1[191:160], SRC2[191:160])
DEST[255:224] ← MAX(SRC1[255:224], SRC2[255:224])

Intel C/C++ Compiler Intrinsic Equivalent
MAXPS: __m128 _mm_max_ps (__m128 a, __m128 b);
VMAXPS: __m256 _mm256_max_ps (__m256 a, __m256 b);

SIMD Floating-Point Exceptions
Invalid (including QNaN source operand), Denormal.

Other Exceptions
See Exceptions Type 2.
MAXSD—Return Maximum Scalar Double-Precision Floating-Point Value

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F2 0F 5F /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Return the maximum scalar double-precision floating-point value between xmm2/mem64 and xmm1.</td>
</tr>
<tr>
<td>MAXSD xmm1, xmm2/m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.LIG.F2.0F:WIG 5F /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Return the maximum scalar double-precision floating-point value between xmm3/mem64 and xmm2.</td>
</tr>
<tr>
<td>VMAXSD xmm1, xmm2, xmm3/m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Compares the low double-precision floating-point values in the first source operand and second the source operand, and returns the maximum value to the low quadword of the destination operand. The second source operand can be an XMM register or a 64-bit memory location. The first source and destination operands are XMM registers. When the second source operand is a memory operand, only 64 bits are accessed. The high quadword of the destination operand is copied from the same bits of 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 of either source operand be returned, the action of MAXSD 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

MAX(SRC1, SRC2)

```
[  
  IF ((SRC1 = 0.0) and (SRC2 = 0.0)) THEN DEST ← SRC2;  
  ELSE IF (SRC1 = SNaN) THEN DEST ← SRC2; Fl;  
  ELSE IF SRC2 = SNaN) THEN DEST ← SRC2; Fl;  
  ELSE IF (SRC1 > SRC2) THEN DEST ← SRC1;  
  ELSE DEST ← SRC2;  
  Fl;  
]
```
MAXSD (128-bit Legacy SSE version)
DEST[63:0] ← MAX(DEST[63:0], SRC[63:0])
DEST[VLMAX-1:64] (Unmodified)

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

Intel C/C++ Compiler Intrinsic Equivalent
MAXSD: __m128d _mm_max_sd(__m128d a, __m128d b)

SIMD Floating-Point Exceptions
Invalid (including QNaN source operand), Denormal.

Other Exceptions
See Exceptions Type 3.
MAXSS—Return Maximum Scalar Single-Precision Floating-Point Value

**Opcode/Instruction**  | **Op/En** | **64/32-bit Mode** | **CPUID Feature Flag** | **Description** |
---|---|---|---|---|
F3 0F 5F /r | RM | V/V | SSE | Return the maximum scalar single-precision floating-point value between xmm2/mem32 and xmm1. |
VEX.NDS.LIG.F3.0F.WIG 5F /r | RVM | V/V | AVX | Return the maximum scalar single-precision floating-point value between xmm3/mem32 and xmm2. |

**Operation**

MAX(SRC1, SRC2)

```c
{  
  IF ((SRC1 = 0.0) and (SRC2 = 0.0)) THEN DEST ← SRC2;  
  ELSE IF (SRC1 = SNaN) THEN DEST ← SRC2; Fl;  
  ELSE IF SRC2 = SNaN) THEN DEST ← SRC2; Fl;  
  ELSE IF (SRC1 > SRC2) THEN DEST ← SRC1;  
  ELSE DEST ← SRC2;  
  Fl;  
}
```

MAXSS (128-bit Legacy SSE version)

DEST[31:0] ← MAX(DEST[31:0], SRC[31:0])
DEST[VLMAX-1:32] (Unmodified)

**Description**

Compares the low single-precision floating-point values in the first source operand and the second source operand, and returns the maximum value to the low doubleword of the destination 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 from either source operand be returned, the action of MAXSS 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 32-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-1:32) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: Bits (127:32) 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.
VMAXSS (VEX.128 encoded version)
DEST[31:0] ← MAX(SRC1[31:0], SRC2[31:0])
DEST[VLMAX-1:128] ← 0

Intel C/C++ Compiler Intrinsic Equivalent
__m128d _mm_max_ss(__m128d a, __m128d b)

SIMD Floating-Point Exceptions
Invalid (including QNaN source operand), Denormal.

Other Exceptions
See Exceptions Type 3.
**MFENCE—Memory Fence**

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Comp/Le Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OF AE F0</td>
<td>MFENCE</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Serializes load and store operations.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Performs a serializing operation on all load-from-memory and store-to-memory instructions that were issued prior the MFENCE instruction. This serializing operation guarantees that every load and store instruction that precedes the MFENCE instruction in program order becomes globally visible before any load or store instruction that follows the MFENCE instruction.\(^1\) The MFENCE instruction is ordered with respect to all load and store instructions, other MFENCE instructions, any LFENCE and SFENCE instructions, and any serializing instructions (such as the CPUID instruction). MFENCE does not serialize the instruction stream.

Weakly ordered memory types can be used to achieve higher processor performance through such techniques as out-of-order issue, speculative reads, write-combining, and write-collapsing. The degree to which a consumer of data recognizes or knows that the data is weakly ordered varies among applications and may be unknown to the producer of this data. The MFENCE instruction provides a performance-efficient way of ensuring load and store ordering between routines that produce weakly-ordered results and routines that consume that data.

Processors are free to fetch and cache data speculatively from regions of system memory that use the WB, WC, and WT memory types. This speculative fetching can occur at any time and is not tied to instruction execution. Thus, it is not ordered with respect to executions of the MFENCE instruction; data can be brought into the caches speculatively just before, during, or after the execution of an MFENCE instruction.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

Specification of the instruction's opcode above indicates a ModR/M byte of F0. For this instruction, the processor ignores the r/m field of the ModR/M byte. Thus, MFENCE is encoded by any opcode of the form 0F AEFx, where x is in the range 0-7.

**Operation**

Wait_On_Following_Loads_And_Stores_Until(preceding_loads_andStores_globally_visible);

**Intel C/C++ Compiler Intrinsic Equivalent**

void _mm_mfence(void)

**Exceptions (All Modes of Operation)**

- UD
  - If CPUID.01H:EDX.SSE2[bit 26] = 0.
  - If the LOCK prefix is used.

---

\(^1\) A load instruction is considered to become globally visible when the value to be loaded into its destination register is determined.
MINPD—Return Minimum Packed Double-Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 5D /r</td>
<td>R</td>
<td>V/V</td>
<td>SSE2</td>
<td>Return the minimum double-precision floating-point values between xmm2/m128 and xmm1.</td>
</tr>
<tr>
<td>MINPD xmm1, xmm2/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.128.66.0F.WIG /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Return the minimum double-precision floating-point values between xmm2 and xmm3/m128.</td>
</tr>
<tr>
<td>VMINPD xmm1,xmm2, xmm3/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.256.66.0F.WIG /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Return the minimum packed double-precision floating-point values between ymm2 and ymm3/mem.</td>
</tr>
<tr>
<td>VMINPD ymm1, ymm2, ymm3/m256</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

Performs an SIMD compare of the packed double-precision floating-point values in the first source operand and the second source operand and returns the minimum value for each pair of values to the destination operand.

If the values being compared are both 0.0s (of either sign), the value in the second operand (source operand) is returned. If a value in the second operand is an SNaN, that SNaN is forwarded 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 operand (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 operand) be returned, the action of MINPD can be emulated using a sequence of instructions, such as, a comparison followed by AND, ANDN and OR.

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 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.

### Operation

\[
\text{MIN}(\text{SRC1}, \text{SRC2})
\]

\[
\text{IF } ((\text{SRC1} = 0.0) \text{ and } (\text{SRC2} = 0.0)) \text{ THEN DEST } \leftarrow \text{ SRC2};
\]

\[
\text{ELSE IF } (\text{SRC1} = \text{SNaN}) \text{ THEN DEST } \leftarrow \text{ SRC2}; \text{ FI};
\]

\[
\text{ELSE IF } (\text{SRC2} = \text{SNaN}) \text{ THEN DEST } \leftarrow \text{ SRC2}; \text{ FI};
\]

\[
\text{ELSE IF } (\text{SRC1} < \text{SRC2}) \text{ THEN DEST } \leftarrow \text{ SRC1};
\]

\[
\text{ELSE DEST } \leftarrow \text{ SRC2};
\]

\[
\text{FI};
\]
MINPD (128-bit Legacy SSE version)
DEST[63:0] ← MIN(SRC1[63:0], SRC2[63:0])
DEST[127:64] ← MIN(SRC1[127:64], SRC2[127:64])
DEST[VLMAX-1:128] (Unmodified)

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

VMINPD (VEX.256 encoded version)
DEST[63:0] ← MIN(SRC1[63:0], SRC2[63:0])
DEST[127:64] ← MIN(SRC1[127:64], SRC2[127:64])
DEST[255:192] ← MIN(SRC1[255:192], SRC2[255:192])

Intel C/C++ Compiler Intrinsic Equivalent
MINPD: __m128d _mm_min_pd(__m128d a, __m128d b);
VMINPD: __m256d _mm256_min_pd (__m256d a, __m256d b);

SIMD Floating-Point Exceptions
Invalid (including QNaN source operand), Denormal.

Other Exceptions
See Exceptions Type 2.
## MINPS—Return Minimum Packed Single-Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 5D /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE</td>
<td>Return the minimum single-precision floating-point values between xmm2/m128 and xmm1.</td>
</tr>
<tr>
<td>MINPS xmm1, xmm2/m128</td>
<td>VEX.NDS.128.0F:WIG 5D /r</td>
<td>RVM V/V</td>
<td>AVX</td>
<td>Return the minimum single-precision floating-point values between xmm2 and xmm3/mem.</td>
</tr>
<tr>
<td>VMINPS xmm1,xmm2, xmm3/m128</td>
<td>VEX.NDS.256.0F:WIG 5D /r</td>
<td>RVM V/V</td>
<td>AVX</td>
<td>Return the minimum single double-precision floating-point values between ymm2 and ymm3/mem.</td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

Performs an SIMD compare of the packed single-precision floating-point values in the first source operand and the second source operand and returns the minimum value for each pair of values to the destination operand.

If the values being compared are both 0.0s (of either sign), the value in the second operand (source operand) is returned. If a value in the second operand is an SNaN, that SNaN is forwarded 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 operand (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 operand) be returned, the action of MINPS can be emulated using a sequence of instructions, such as, a comparison followed by AND, ANDN and OR.

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 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 zerroed.

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

```miniscode
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;
}
```
MINPS (128-bit Legacy SSE version)
DEST[31:0] ← MIN(SRC1[31:0], SRC2[31:0])
DEST[63:32] ← MIN(SRC1[63:32], SRC2[63:32])
DEST[95:64] ← MIN(SRC1[95:64], SRC2[95:64])
DEST[127:96] ← MIN(SRC1[127:96], SRC2[127:96])
DEST[VLMAX-1:128] (Unmodified)

VMINPS (VEX.128 encoded version)
DEST[31:0] ← MIN(SRC1[31:0], SRC2[31:0])
DEST[63:32] ← MIN(SRC1[63:32], SRC2[63:32])
DEST[95:64] ← MIN(SRC1[95:64], SRC2[95:64])
DEST[127:96] ← MIN(SRC1[127:96], SRC2[127:96])
DEST[VLMAX-1:128] ← 0

VMINPS (VEX.256 encoded version)
DEST[31:0] ← MIN(SRC1[31:0], SRC2[31:0])
DEST[63:32] ← MIN(SRC1[63:32], SRC2[63:32])
DEST[95:64] ← MIN(SRC1[95:64], SRC2[95:64])
DEST[127:96] ← MIN(SRC1[127:96], SRC2[127:96])
DEST[159:128] ← MIN(SRC1[159:128], SRC2[159:128])
DEST[191:160] ← MIN(SRC1[191:160], SRC2[191:160])
DEST[255:224] ← MIN(SRC1[255:224], SRC2[255:224])

Intel C/C++ Compiler Intrinsic Equivalent
MINPS: __m128d _mm_min_ps(__m128d a, __m128d b);
VMINPS: __m256 _mm256_min_ps (__m256 a, __m256 b);

SIMD Floating-Point Exceptions
Invalid (including QNaN source operand), Denormal.

Other Exceptions
See Exceptions Type 2.
MINSD—Return Minimum Scalar Double-Precision Floating-Point Value

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F2 0F 5D /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Return the minimum scalar double-precision floating-point value between <code>xmm2/mem64</code> and <code>xmm1</code>.</td>
</tr>
<tr>
<td>MINSD <code>xmm1, xmm2/m64</code></td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Return the minimum scalar double precision floating-point value between <code>xmm3/mem64</code> and <code>xmm2</code>.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX:vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

**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 (VMLAX-1:128) of the destination YMM register are zeroed.

**Operation**

\[
\text{MIN}(\text{SRC1, SRC2})
\]

\[
\begin{align*}
\text{IF } & (\text{SRC1} = 0.0) \text{ and } (\text{SRC2} = 0.0) \text{ THEN DEST} \leftarrow \text{SRC2}; \\
& \text{ELSE IF } (\text{SRC1} = \text{SNaN}) \text{ THEN DEST} \leftarrow \text{SRC2}; \text{ Fi; } \\
& \text{ELSE IF } \text{SRC2} = \text{SNaN} \text{ THEN DEST} \leftarrow \text{SRC2}; \text{ Fi; } \\
& \text{ELSE IF } (\text{SRC1} < \text{SRC2}) \text{ THEN DEST} \leftarrow \text{SRC1}; \\
& \text{ELSE DEST} \leftarrow \text{SRC2}; \text{ Fi; }
\end{align*}
\]

**MINSD (128-bit Legacy SSE version)**

\[
\begin{align*}
\text{DEST}[63:0] & \leftarrow \text{MIN}(\text{SRC1}[63:0], \text{SRC2}[63:0]) \\
\text{DEST}[\text{VMLAX-1:64}] & \text{(Unmodified)}
\end{align*}
\]
MINS (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
MINS: __m128d _mm_min_sd(__m128d a, __m128d b)

SIMD Floating-Point Exceptions
Invalid (including QNaN source operand), Denormal.

Other Exceptions
See Exceptions Type 3.
MINSS—Return Minimum Scalar Single-Precision Floating-Point Value

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F3 OF 5D /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE</td>
<td>Return the minimum scalar single-precision floating-point value between xmm2/mem32 and xmm1.</td>
</tr>
<tr>
<td>MINSS xmm1, xmm2/m32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.LIG.F3.0F.WIG 5D /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Return the minimum scalar single precision floating-point value between xmm3/mem32 and xmm2.</td>
</tr>
<tr>
<td>VMINSS xmm1,xmm2, xmm3/m32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operator 1</th>
<th>Operator 2</th>
<th>Operator 3</th>
<th>Operator 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Compares the low single-precision floating-point values in the first source operand and the second source operand and returns the minimum value to the low doubleword of the destination 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 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 in either source operand 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 32-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-1:32) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: Bits (127:32) 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;
}

MINSS (128-bit Legacy SSE version)
DEST[31:0] ← MIN(SRC1[31:0], SRC2[31:0])
DEST[VLMAX-1:32] (Unmodified)
**VMINSS (VEX.128 encoded version)**

DEST[31:0] ← MIN(SRC1[31:0], SRC2[31:0])
DEST[VLMAX-1:128] ← 0

**Intel C/C++ Compiler Intrinsic Equivalent**

MINSS: `__m128d _mm_min_ss(__m128d a, __m128d b)`

**SIMD Floating-Point Exceptions**

Invalid (including QNaN source operand), Denormal.

**Other Exceptions**

See Exceptions Type 3.
MONITOR—Set Up Monitor Address

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 01 CB</td>
<td>MONITOR</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>Sets up a linear address range to be monitored by hardware and activates the monitor. The address range should be a write-back memory caching type. The address is DS:EAX (DS:RAX in 64-bit mode).</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

The MONITOR instruction arms address monitoring hardware using an address specified in EAX (the address range that the monitoring hardware checks for store operations can be determined by using CPUID). A store to an address within the specified address range triggers the monitoring hardware. The state of monitor hardware is used by MWAIT.

The content of EAX is an effective address (in 64-bit mode, RAX is used). By default, the DS segment is used to create a linear address that is monitored. Segment overrides can be used.

ECX and EDX are also used. They communicate other information to MONITOR. ECX specifies optional extensions. EDX specifies optional hints; it does not change the architectural behavior of the instruction. For the Pentium 4 processor (family 15, model 3), no extensions or hints are defined. Undefined hints in EDX are ignored by the processor; undefined extensions in ECX raises a general protection fault.

The address range must use memory of the write-back type. Only write-back memory will correctly trigger the monitoring hardware. Additional information on determining what address range to use in order to prevent false wake-ups is described in Chapter 8, “Multiple-Processor Management” of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A.

The MONITOR instruction is ordered as a load operation with respect to other memory transactions. The instruction is subject to the permission checking and faults associated with a byte load. Like a load, MONITOR sets the A-bit but not the D-bit in page tables.

CPUID.01H:ECX.MONITOR[bit 3] indicates the availability of MONITOR and MWAIT in the processor. When set, MONITOR may be executed only at privilege level 0 (use at any other privilege level results in an invalid-opcode exception). The operating system or system BIOS may disable this instruction by using the IA32_MISC_ENABLE MSR; disabling MONITOR clears the CPUID feature flag and causes execution to generate an invalid-opcode exception.

The instruction’s operation is the same in non-64-bit modes and 64-bit mode.

Operation

MONITOR sets up an address range for the monitor hardware using the content of EAX (RAX in 64-bit mode) as an effective address and puts the monitor hardware in armed state. Always use memory of the write-back caching type. A store to the specified address range will trigger the monitor hardware. The content of ECX and EDX are used to communicate other information to the monitor hardware.

Intel C/C++  Compiler Intrinsic Equivalent

MONITOR: void _mm_monitor(void const *p, unsigned extensions, unsigned hints)

Numeric Exceptions

None
Protected Mode Exceptions

#GP(0) If the value in EAX is outside the CS, DS, ES, FS, or GS segment limit.
If the DS, ES, FS, or GS register is used to access memory and it contains a NULL segment selector.
   If ECX ≠ 0.
#SS(0) If the value in EAX is outside the SS segment limit.
#PF(fault-code) For a page fault.
#UD If CPUID.01H:ECX.MONITOR[bit 3] = 0.
   If current privilege level is not 0.

Real Address Mode Exceptions

#GP If the CS, DS, ES, FS, or GS register is used to access memory and the value in EAX is outside of the effective address space from 0 to FFFFH.
   If ECX ≠ 0.
#SS If the SS register is used to access memory and the value in EAX is outside of the effective address space from 0 to FFFFH.
#UD If CPUID.01H:ECX.MONITOR[bit 3] = 0.

Virtual 8086 Mode Exceptions

#UD The MONITOR instruction is not recognized in virtual-8086 mode (even if CPUID.01H:ECX.MONITOR[bit 3] = 1).

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#GP(0) If the linear address of the operand in the CS, DS, ES, FS, or GS segment is in a non-canonical form.
   If RCX ≠ 0.
#SS(0) If the SS register is used to access memory and the value in EAX is in a non-canonical form.
#PF(fault-code) For a page fault.
#UD If the current privilege level is not 0.
   If CPUID.01H:ECX.MONITOR[bit 3] = 0.
## MOV—Move

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>88 /r</td>
<td>MOV r/m8,r8</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>Move r8 to r/m8.</td>
</tr>
<tr>
<td>REX + 88 /r</td>
<td>MOV r/m8***,r8***</td>
<td>MR</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move r8 to r/m8.</td>
</tr>
<tr>
<td>89 /r</td>
<td>MOV r/m16,r16</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>Move r16 to r/m16.</td>
</tr>
<tr>
<td>89 /r</td>
<td>MOV r/m32,r32</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>Move r32 to r/m32.</td>
</tr>
<tr>
<td>REX.W + 89 /r</td>
<td>MOV r/m64,r64</td>
<td>MR</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move r64 to r/m64.</td>
</tr>
<tr>
<td>8A /r</td>
<td>MOV r8,r/m8</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move r/m8 to r8.</td>
</tr>
<tr>
<td>REX + 8A /r</td>
<td>MOV r8***,r/m8***</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move r/m8 to r8.</td>
</tr>
<tr>
<td>8B /r</td>
<td>MOV r/m32,r32</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move r/m32 to r32.</td>
</tr>
<tr>
<td>REX.W + 8B /r</td>
<td>MOV r/m64,r64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move r/m64 to r64.</td>
</tr>
<tr>
<td>8C /r</td>
<td>MOV r/m16,Sreg**</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>Move segment register to r/m16.</td>
</tr>
<tr>
<td>REX.W + 8C /r</td>
<td>MOV r/m64,Sreg**</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>Move zero extended 16-bit segment register to r/m64.</td>
</tr>
<tr>
<td>8E /r</td>
<td>MOV Sreg,r/m16**</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move r/m16 to segment register.</td>
</tr>
<tr>
<td>REX.W + 8E /r</td>
<td>MOV Sreg,r/m64**</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move lower 16 bits of r/m64 to segment register.</td>
</tr>
<tr>
<td>A0</td>
<td>MOV AL,moffs8*</td>
<td>FD</td>
<td>Valid</td>
<td>Valid</td>
<td>Move byte at (seg:offset) to AL.</td>
</tr>
<tr>
<td>REX.W + A0</td>
<td>MOV AL,moffs8*</td>
<td>FD</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move byte at (offset) to AL.</td>
</tr>
<tr>
<td>A1</td>
<td>MOV AX,moffs16*</td>
<td>FD</td>
<td>Valid</td>
<td>Valid</td>
<td>Move word at (seg:offset) to AX.</td>
</tr>
<tr>
<td>A1</td>
<td>MOV EAX,moffs32*</td>
<td>FD</td>
<td>Valid</td>
<td>Valid</td>
<td>Move doubleword at (seg:offset) to EAX.</td>
</tr>
<tr>
<td>REX.W + A1</td>
<td>MOV RAX,moffs64*</td>
<td>FD</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move quadword at (offset) to RAX.</td>
</tr>
<tr>
<td>A2</td>
<td>MOV moffs8,AL</td>
<td>TD</td>
<td>Valid</td>
<td>Valid</td>
<td>Move AL to (seg:offset).</td>
</tr>
<tr>
<td>REX.W + A2</td>
<td>MOV moffs8***,AL</td>
<td>TD</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move AL to (offset).</td>
</tr>
<tr>
<td>A3</td>
<td>MOV moffs16*,AX</td>
<td>TD</td>
<td>Valid</td>
<td>Valid</td>
<td>Move AX to (seg:offset).</td>
</tr>
<tr>
<td>A3</td>
<td>MOV moffs32*,EAX</td>
<td>TD</td>
<td>Valid</td>
<td>Valid</td>
<td>Move EAX to (seg:offset).</td>
</tr>
<tr>
<td>REX.W + A3</td>
<td>MOV moffs64*,RAX</td>
<td>TD</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move RAX to (offset).</td>
</tr>
<tr>
<td>B0+ rb ib</td>
<td>MOV r8,imm8</td>
<td>OI</td>
<td>Valid</td>
<td>Valid</td>
<td>Move imm8 to r8.</td>
</tr>
<tr>
<td>REX + B0+ rb ib</td>
<td>MOV r8***,imm8</td>
<td>OI</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move imm8 to r8.</td>
</tr>
<tr>
<td>B8+ rw iw</td>
<td>MOV r16,imm16</td>
<td>OI</td>
<td>Valid</td>
<td>Valid</td>
<td>Move imm16 to r16.</td>
</tr>
<tr>
<td>B8+ rd id</td>
<td>MOV r32,imm32</td>
<td>OI</td>
<td>Valid</td>
<td>Valid</td>
<td>Move imm32 to r32.</td>
</tr>
<tr>
<td>REX.W + B8+ rd io</td>
<td>MOV r/m64,imm64</td>
<td>OI</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move imm64 to r64.</td>
</tr>
<tr>
<td>C6 /0 ib</td>
<td>MOV r/m8,imm8</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>Move imm8 to r/m8.</td>
</tr>
<tr>
<td>REX + C6 /0 ib</td>
<td>MOV r/m8***,imm8</td>
<td>MI</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move imm8 to r/m8.</td>
</tr>
<tr>
<td>C7 /0 iw</td>
<td>MOV r/m16,imm16</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>Move imm16 to r/m16.</td>
</tr>
<tr>
<td>C7 /0 id</td>
<td>MOV r/m32,imm32</td>
<td>MI</td>
<td>Valid</td>
<td>Valid</td>
<td>Move imm32 to r/m32.</td>
</tr>
<tr>
<td>REX.W + C7 /0 io</td>
<td>MOV r/m64,imm32</td>
<td>MI</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move imm32 sign extended to 64-bits to r/m64.</td>
</tr>
</tbody>
</table>
NOTES:
* The moffs8, moffs16, moffs32 and moffs64 operands specify a simple offset relative to the segment base, where 8, 16, 32 and 64 refer to the size of the data. The address-size attribute of the instruction determines the size of the offset, either 16, 32 or 64 bits.
** In 32-bit mode, the assembler may insert the 16-bit operand-size prefix with this instruction (see the following “Description” section for further information).
***In 64-bit mode, r/m8 can not be encoded to access the following byte registers if a REX prefix is used: AH, BH, CH, DH.

<table>
<thead>
<tr>
<th>Instruction Operand Encoding</th>
</tr>
</thead>
<tbody>
<tr>
<td>Op/En</td>
</tr>
<tr>
<td>MR</td>
</tr>
<tr>
<td>RM</td>
</tr>
<tr>
<td>FD</td>
</tr>
<tr>
<td>TD</td>
</tr>
<tr>
<td>OL</td>
</tr>
<tr>
<td>MI</td>
</tr>
</tbody>
</table>

Description
Copies the second operand (source operand) to the first operand (destination operand). The source operand can be an immediate value, general-purpose register, segment register, or memory location; the destination register can be a general-purpose register, segment register, or memory location. Both operands must be the same size, which can be a byte, a word, a doubleword, or a quadword.

The MOV instruction cannot be used to load the CS register. Attempting to do so results in an invalid opcode exception (#UD). To load the CS register, use the far JMP, CALL, or RET instruction.

If the destination operand is a segment register (DS, ES, FS, GS, or SS), the source operand must be a valid segment selector. In protected mode, moving a segment selector into a segment register automatically causes the segment descriptor information associated with that segment selector to be loaded into the hidden (shadow) part of the segment register. While loading this information, the segment selector and segment descriptor information is validated (see the “Operation” algorithm below). The segment descriptor data is obtained from the GDT or LDT entry for the specified segment selector.

A NULL segment selector (values 0000-0003) can be loaded into the DS, ES, FS, and GS registers without causing a protection exception. However, any subsequent attempt to reference a segment whose corresponding segment register is loaded with a NULL value causes a general protection exception (#GP) and no memory reference occurs.

Loading the SS register with a MOV instruction inhibits all interrupts until after the execution of the next instruction. This operation allows a stack pointer to be loaded into the ESP register with the next instruction (MOV ESP, stack-pointer value) before an interrupt occurs. Be aware that the LSS instruction offers a more efficient method of loading the SS and ESP registers.

When operating in 32-bit mode and moving data between a segment register and a general-purpose register, the 32-bit IA-32 processors do not require the use of the 16-bit operand-size prefix (a byte with the value 66H) with

---

1. If a code instruction breakpoint (for debug) is placed on an instruction located immediately after a MOV SS instruction, the breakpoint may not be triggered. However, in a sequence of instructions that load the SS register, only the first instruction in the sequence is guaranteed to delay an interrupt.

In the following sequence, interrupts may be recognized before MOV ESP, EBP executes:

- MOV SS, EDX
- MOV SS, EAX
- MOV ESP, EBP
this instruction, but most assemblers will insert it if the standard form of the instruction is used (for example, MOV DS, AX). The processor will execute this instruction correctly, but it will usually require an extra clock. With most assemblers, using the instruction form MOV DS, EAX will avoid this unneeded 66H prefix. When the processor executes the instruction with a 32-bit general-purpose register, it assumes that the 16 least-significant bits of the general-purpose register are the destination or source operand. If the register is a destination operand, the resulting value in the two high-order bytes of the register is implementation dependent. For the Pentium 4, Intel Xeon, and P6 family processors, the two high-order bytes are filled with zeros; for earlier 32-bit IA-32 processors, the two high order bytes are undefined.

In 64-bit mode, the instruction’s default operation size is 32 bits. Use of the REX.R prefix permits access to additional registers (R8-R15). Use of the REX.W prefix promotes operation to 64 bits. See the summary chart at the beginning of this section for encoding data and limits.

**Operation**

DEST ← SRC;

Loading a segment register while in protected mode results in special checks and actions, as described in the following listing. These checks are performed on the segment selector and the segment descriptor to which it points.

IF SS is loaded
THEN
  IF segment selector is NULL
  THEN #GP(0); Fl;
  IF segment selector index is outside descriptor table limits
  or segment selector’s RPL ≠ CPL
  or segment is not a writable data segment
  or DPL ≠ CPL
  THEN #GP(selector); Fl;
  IF segment not marked present
  THEN #SS(selector);
  ELSE
    SS ← segment selector;
    SS ← segment descriptor; Fl;
  FI;
FI;

IF DS, ES, FS, or GS is loaded with non-NULL selector
THEN
  IF segment selector index is outside descriptor table limits
  or segment is not a data or readable code segment
  or ((segment is a data or nonconforming code segment)
  or ((RPL > DPL) and (CPL > DPL))
  THEN #GP(selector); Fl;
  IF segment not marked present
  THEN #NP(selector);
  ELSE
    SegmentRegister ← segment selector;
    SegmentRegister ← segment descriptor; Fl;
  FI;
FI;

IF DS, ES, FS, or GS is loaded with NULL selector
THEN
  SegmentRegister ← segment selector;
  SegmentRegister ← segment descriptor;
FI;
Flags Affected
None.

Protected Mode Exceptions
#GP(0) If attempt is made to load SS register with NULL segment selector.
   If the destination operand is in a non-writable segment.
   If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
   If the DS, ES, FS, or GS register contains a NULL segment selector.
#GP(selector) If segment selector index is outside descriptor table limits.
   If the SS register is being loaded and the segment selector’s RPL and the segment descriptor’s DPL are not equal to the CPL.
   If the SS register is being loaded and the segment pointed to is a non-writable data segment.
   If the DS, ES, FS, or GS register is being loaded and the segment pointed to is not a data or readable code segment.
   If the DS, ES, FS, or GS register is being loaded and the segment pointed to is a data or nonconforming code segment, but both the RPL and the CPL are greater than the DPL.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#SS(selector) If the SS register is being loaded and the segment pointed to is marked not present.
#NP If the DS, ES, FS, or GS register is being loaded and the segment pointed to is marked not present.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If attempt is made to load the CS register.
   If the LOCK prefix is used.

Real-Address Mode Exceptions
#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#UD If attempt is made to load the CS register.
   If the LOCK prefix is used.

Virtual-8086 Mode Exceptions
#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If attempt is made to load the CS register.
   If the LOCK prefix is used.

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.
        If an attempt is made to load SS register with NULL segment selector when CPL = 3.
        If an attempt is made to load SS register with NULL segment selector when CPL < 3 and CPL ≠ RPL.

#GP(selector)  If segment selector index is outside descriptor table limits.
        If the memory access to the descriptor table is non-canonical.
        If the SS register is being loaded and the segment selector's RPL and the segment descriptor’s DPL are not equal to the CPL.
        If the SS register is being loaded and the segment pointed to is a nonwritable data segment.
        If the DS, ES, FS, or GS register is being loaded and the segment pointed to is not a data or readable code segment.
        If the SS register is being loaded and the segment pointed to is a data or nonconforming code segment, but both the RPL and the CPL are greater than the DPL.

#SS(0)  If the stack address is in a non-canonical form.

#SS(selector)  If the SS register is being loaded and the segment pointed to is marked not present.

#PF(fault-code)  If a page fault occurs.

#AC(0)  If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.

#UD  If attempt is made to load the CS register.
        If the LOCK prefix is used.
MOV—Move to/from Control Registers

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 20/r MOV r32, CR0–CR7</td>
<td>MR</td>
<td>N.E.</td>
<td>Valid</td>
<td>Move control register to r32.</td>
</tr>
<tr>
<td>0F 20/r MOV r64, CR0–CR7</td>
<td>MR</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move extended control register to r64.</td>
</tr>
<tr>
<td>REX.R + 0F 20 /r MOV r64, CR8</td>
<td>MR</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move extended CR8 to r64.(^1)</td>
</tr>
<tr>
<td>0F 22 /r MOV CR0–CR7, r32</td>
<td>RM</td>
<td>N.E.</td>
<td>Valid</td>
<td>Move r32 to control register.</td>
</tr>
<tr>
<td>0F 22 /r MOV CR0–CR7, r64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move r64 to extended control register.</td>
</tr>
<tr>
<td>REX.R + 0F 22 /r MOV CR8, r64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move r64 to extended CR8.(^1)</td>
</tr>
</tbody>
</table>

**NOTE:**
1. MOV CR\(^*\) instructions, except for MOV CR8, are serializing instructions. MOV CR8 is not architecturally defined as a serializing instruction. For more information, see Chapter 8 in *Intel\(^\circ\) 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*.

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>MR</td>
<td>ModRM:r/m (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Moves the contents of a control register (CR0, CR2, CR3, CR4, or CR8) to a general-purpose register or the contents of a general purpose register to a control register. The operand size for these instructions is always 32 bits in non-64-bit modes, regardless of the operand-size attribute. (See “Control Registers” in Chapter 2 of the *Intel\(^\circ\) 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*, for a detailed description of the flags and fields in the control registers.) This instruction can be executed only when the current privilege level is 0.

At the opcode level, the *reg* field within the ModR/M byte specifies which of the control registers is loaded or read. The 2 bits in the *mod* field are ignored. The *r/m* field specifies the general-purpose register loaded or read. Attempts to reference CR1, CR5, CR6, CR7, and CR9–CR15 result in undefined opcode (#UD) exceptions.

When loading control registers, programs should not attempt to change the reserved bits; that is, always set reserved bits to the value previously read. An attempt to change CR4’s reserved bits will cause a general protection fault. Reserved bits in CR0 and CR3 remain clear after any load of those registers; attempts to set them have no impact. On Pentium 4, Intel Xeon and P6 family processors, CR0.ET remains set after any load of CR0; attempts to clear this bit have no impact.

In certain cases, these instructions have the side effect of invalidating entries in the TLBs and the paging-structure caches. See Section 4.10.4.1, “Operations that Invalidate TLBs and Paging-Structure Caches,” in the *Intel\(^\circ\) 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A* for details.

The following side effects are implementation-specific for the Pentium 4, Intel Xeon, and P6 processor family: when modifying PE or PG in register CR0, or PSE or PAE in register CR4, all TLB entries are flushed, including global entries. Software should not depend on this functionality in all Intel 64 or IA-32 processors.

In 64-bit mode, the instruction’s default operation size is 64 bits. The REX.R prefix must be used to access CR8. Use of REX.B permits access to additional registers (R8-R15). Use of the REX.W prefix or 66H prefix is ignored. Use of...
the REX.R prefix to specify a register other than CR8 causes an invalid-opcode exception. See the summary chart at the beginning of this section for encoding data and limits.

If CR4.PCIDE = 1, bit 63 of the source operand to MOV to CR3 determines whether the instruction invalidates entries in the TLBs and the paging-structure caches (see Section 4.10.4.1, “Operations that Invalidate TLBs and Paging-Structure Caches,” in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A). The instruction does not modify bit 63 of CR3, which is reserved and always 0.

See “Changes to Instruction Behavior in VMX Non-Root Operation” in Chapter 25 of the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3C, for more information about the behavior of this instruction in VMX non-root operation.

Operation

DEST ← SRC;

Flags Affected

The OF, SF, ZF, AF, PF, and CF flags are undefined.

Protected Mode Exceptions

#GP(0) If the current privilege level is not 0.
If an attempt is made to write invalid bit combinations in CR0 (such as setting the PG flag to 1 when the PE flag is set to 0, or setting the CD flag to 0 when the NW flag is set to 1).
If an attempt is made to write a 1 to any reserved bit in CR4.
If an attempt is made to write 1 to CR4.PCIDE.
If any of the reserved bits are set in the page-directory pointers table (PDPT) and the loading of a control register causes the PDPT to be loaded into the processor.

#UD If the LOCK prefix is used.
If an attempt is made to access CR1, CR5, CR6, or CR7.

Real-Address Mode Exceptions

#GP If an attempt is made to write a 1 to any reserved bit in CR4.
If an attempt is made to write 1 to CR4.PCIDE.
If an attempt is made to write invalid bit combinations in CR0 (such as setting the PG flag to 1 when the PE flag is set to 0).

#UD If the LOCK prefix is used.
If an attempt is made to access CR1, CR5, CR6, or CR7.

Virtual-8086 Mode Exceptions

#GP(0) These instructions cannot be executed in virtual-8086 mode.

Compatibility Mode Exceptions

#GP(0) If the current privilege level is not 0.
If an attempt is made to write invalid bit combinations in CR0 (such as setting the PG flag to 1 when the PE flag is set to 0, or setting the CD flag to 0 when the NW flag is set to 1).
If an attempt is made to change CR4.PCIDE from 0 to 1 while CR3[11:0] ≠ 000H.
If an attempt is made to clear CR0.PG[bit 31] while CR4.PCIDE = 1.
If an attempt is made to write a 1 to any reserved bit in CR3.
If an attempt is made to leave IA-32e mode by clearing CR4.PAE[bit 5].

#UD If the LOCK prefix is used.
If an attempt is made to access CR1, CR5, CR6, or CR7.
64-Bit Mode Exceptions

#GP(0) If the current privilege level is not 0.
If an attempt is made to write invalid bit combinations in CR0 (such as setting the PG flag to 1 when the PE flag is set to 0, or setting the CD flag to 0 when the NW flag is set to 1).
If an attempt is made to change CR4.PCIDE from 0 to 1 while CR3[11:0] ≠ 000H.
If an attempt is made to clear CR0.PG[bit 31].
If an attempt is made to write a 1 to any reserved bit in CR4.
If an attempt is made to write a 1 to any reserved bit in CR8.
If an attempt is made to write a 1 to any reserved bit in CR3.
If an attempt is made to leave IA-32e mode by clearing CR4.PAE[bit 5].

#UD If the LOCK prefix is used.
If an attempt is made to access CR1, CR5, CR6, or CR7.
If the REX.R prefix is used to specify a register other than CR8.
MOV—Move to/from Debug Registers

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 21/r MOV r32, DR0–DR7</td>
<td>MR</td>
<td>N.E.</td>
<td>Valid</td>
<td>Move debug register to r32.</td>
</tr>
<tr>
<td>0F 21/r MOV r64, DR0–DR7</td>
<td>MR</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move extended debug register to r64.</td>
</tr>
<tr>
<td>0F 23/r MOV DR0–DR7, r32</td>
<td>RM</td>
<td>N.E.</td>
<td>Valid</td>
<td>Move r32 to debug register.</td>
</tr>
<tr>
<td>0F 23/r MOV DR0–DR7, r64</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move r64 to extended debug register.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>MR</td>
<td>ModRM:r/m (w)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Moves the contents of a debug register (DR0, DR1, DR2, DR3, DR4, DR5, DR6, or DR7) to a general-purpose register or vice versa. The operand size for these instructions is always 32 bits in non-64-bit modes, regardless of the operand-size attribute. (See Section 17.2, “Debug Registers”, of the Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3A, for a detailed description of the flags and fields in the debug registers.)

The instructions must be executed at privilege level 0 or in real-address mode.

When the debug extension (DE) flag in register CR4 is clear, these instructions operate on debug registers in a manner that is compatible with Intel386 and Intel486 processors. In this mode, references to DR4 and DR5 refer to DR6 and DR7, respectively. When the DE flag in CR4 is set, attempts to reference DR4 and DR5 result in an undefined opcode (#UD) exception. (The CR4 register was added to the IA-32 Architecture beginning with the Pentium processor.)

At the opcode level, the reg field within the ModR/M byte specifies which of the debug registers is loaded or read. The two bits in the mod field are ignored. The r/m field specifies the general-purpose register loaded or read.

In 64-bit mode, the instruction's default operation size is 64 bits. Use of the REX.B prefix permits access to additional registers (R8–R15). Use of the REX.W or 66H prefix is ignored. Use of the REX.R prefix causes an invalid-opcode exception. See the summary chart at the beginning of this section for encoding data and limits.

Operation

\[
\text{IF } ((\text{DE} = 1) \text{ and (SRC or DEST} = \text{DR4 or DR5})) \\text{THEN} \\
\quad \#\text{UD}; \\
\text{ELSE} \\
\quad \text{DEST} \leftarrow \text{SRC}; \\
\text{FI;}
\]

Flags Affected

The OF, SF, ZF, AF, PF, and CF flags are undefined.
Protected Mode Exceptions
#GP(0) If the current privilege level is not 0.
#UD If CR4.DE[bit 3] = 1 (debug extensions) and a MOV instruction is executed involving DR4 or DR5.
   If the LOCK prefix is used.
#DB If any debug register is accessed while the DR7.GD[bit 13] = 1.

Real-Address Mode Exceptions
#UD If CR4.DE[bit 3] = 1 (debug extensions) and a MOV instruction is executed involving DR4 or DR5.
   If the LOCK prefix is used.
#DB If any debug register is accessed while the DR7.GD[bit 13] = 1.

Virtual-8086 Mode Exceptions
#GP(0) The debug registers cannot be loaded or read when in virtual-8086 mode.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
#GP(0) If the current privilege level is not 0.
   If an attempt is made to write a 1 to any of bits 63:32 in DR6.
   If an attempt is made to write a 1 to any of bits 63:32 in DR7.
#UD If CR4.DE[bit 3] = 1 (debug extensions) and a MOV instruction is executed involving DR4 or DR5.
   If the LOCK prefix is used.
   If the REX.R prefix is used.
#DB If any debug register is accessed while the DR7.GD[bit 13] = 1.
MOVAPD—Move Aligned Packed Double-Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 28 /r MOVAPD xmm1, xmm2/m128</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Move packed double-precision floating-point values from xmm2/m128 to xmm1.</td>
</tr>
<tr>
<td>66 0F 29 /r MOVAPD xmm2/m128, xmm1</td>
<td>MR</td>
<td>V/V</td>
<td>SSE2</td>
<td>Move packed double-precision floating-point values from xmm1 to xmm2/m128.</td>
</tr>
<tr>
<td>VEX.128.66.0F.WIG 28 /r VMOVAPD xmm1, xmm2/m128</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Move aligned packed double-precision floating-point values from xmm2/mem to xmm1.</td>
</tr>
<tr>
<td>VEX.128.66.0F.WIG 29 /r VMOVAPD xmm2/m128, xmm1</td>
<td>MR</td>
<td>V/V</td>
<td>AVX</td>
<td>Move aligned packed double-precision floating-point values from xmm1 to xmm2/mem.</td>
</tr>
<tr>
<td>VEX.256.66.0F.WIG 28 /r VMOVAPD ymm1, ymm2/m256</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Move aligned packed double-precision floating-point values from ymm2/mem to ymm1.</td>
</tr>
<tr>
<td>VEX.256.66.0F.WIG 29 /r VMOVAPD ymm2/m256, ymm1</td>
<td>MR</td>
<td>V/V</td>
<td>AVX</td>
<td>Move aligned packed double-precision floating-point values from ymm1 to ymm2/mem.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MR</td>
<td>ModRM:r/m (w)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Moves 2 or 4 double-precision floating-point values from the source operand (second operand) to the destination operand (first operand). This instruction can be used to load an XMM or YMM register from an 128-bit or 256-bit memory location, to store the contents of an XMM or YMM register into a 128-bit or 256-bit memory location, or to move data between two XMM or two YMM registers. When the source or destination operand is a memory operand, the operand must be aligned on a 16-byte (128-bit version) or 32-byte (VEX.256 encoded version) boundary or a general-protection exception (#GP) will be generated.

To move double-precision floating-point values to and from unaligned memory locations, use the (V)MOVUPD instruction.

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

128-bit versions: Moves 128 bits of packed double-precision floating-point values from the source operand (second operand) to the destination operand (first operand). This instruction can be used to load an XMM register from a 128-bit memory location, to store the contents of an XMM register into a 128-bit memory location, or to move data between two XMM registers. When the source or destination operand is a memory operand, the operand must be aligned on a 16-byte boundary or a general-protection exception (#GP) will be generated. To move single-precision floating-point values to and from unaligned memory locations, use the VMOVUPD instruction.

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 destination are zeroed.

VEX.256 encoded version: Moves 256 bits of packed double-precision floating-point values from the source operand (second operand) to the destination operand (first operand). This instruction can be used to load a YMM register from a 256-bit memory location, to store the contents of a YMM register into a 256-bit memory location, or to move data between two YMM registers. When the source or destination operand is a memory operand, the operand must be aligned on a 32-byte boundary or a general-protection exception (#GP) will be generated. To move single-precision floating-point values to and from unaligned memory locations, use the VMOVUPD instruction.
Note: In VEX-encoded versions, VEX.vvvv is reserved and must be 1111b otherwise instructions will #UD.

**Operation**

**MOVAPD (128-bit load- and register-copy- form Legacy SSE version)**

DEST[127:0] \( \leftarrow \) SRC[127:0]

DEST[VLMAX-1:128] (Unmodified)

**(V)MOVAPD (128-bit store-form version)**

DEST[127:0] \( \leftarrow \) SRC[127:0]

**VMOVAPD (VEX.128 encoded version)**

DEST[127:0] \( \leftarrow \) SRC[127:0]

DEST[VLMAX-1:128] \( \leftarrow \) 0

**VMOVAPD (VEX.256 encoded version)**

DEST[255:0] \( \leftarrow \) SRC[255:0]

**Intel C/C++ Compiler Intrinsic Equivalent**

MOVAPD: \(__m128d \_mm_load_pd\) (double const * p);

MOVAPD: \(__m128d \_mm_store_pd\) (double * p, \(__m128d \_a\));

VMOVAPD: \(__m256d \_mm256_load_pd\) (double const * p);

VMOVAPD: \(__m256d \_mm256_store_pd\) (double * p, \(__m256d \_a\));

**SIMD Floating-Point Exceptions**

None.

**Other Exceptions**

See Exceptions Type 1.SSE2; additionally

#UD \quad \text{If } VEX.vvvv \neq 1111B.
MOVAPS—Move Aligned Packed Single-Precision Floating-Point Values

**Opcode/Instruction**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 28h /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE</td>
</tr>
<tr>
<td>0F 29h /r</td>
<td>MR</td>
<td>V/V</td>
<td>SSE</td>
</tr>
<tr>
<td>VEX.128.0F.WIG 28h /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
</tr>
<tr>
<td>VEX.128.0F.WIG 29h /r</td>
<td>MR</td>
<td>V/V</td>
<td>AVX</td>
</tr>
<tr>
<td>VEX.256.0F.WIG 28h /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
</tr>
<tr>
<td>VEX.256.0F.WIG 29h /r</td>
<td>MR</td>
<td>V/V</td>
<td>AVX</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRMreg (w)</td>
<td>ModRMreg/r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MR</td>
<td>ModRMreg/r/m (w)</td>
<td>ModRMreg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Moves 4 or 8 single-precision floating-point values from the source operand (second operand) to the destination operand (first operand). This instruction can be used to load an XMM or YMM register from an 128-bit or 256-bit memory location, to store the contents of an XMM or YMM register into a 128-bit or 256-bit memory location, or to move data between two XMM or two YMM registers. When the source or destination operand is a memory operand, the operand must be aligned on a 16-byte (128-bit version) or 32-byte (VEX.256 encoded version) boundary or a general-protection exception (#GP) will be generated. To move single-precision floating-point values to and from unaligned memory locations, use the (V)MOVUPS instruction.

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

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

**128-bit versions:**

Moves 128 bits of packed single-precision floating-point values from the source operand (second operand) to the destination operand (first operand). This instruction can be used to load an XMM register from a 128-bit memory location, to store the contents of an XMM register into a 128-bit memory location, or to move data between two XMM registers. When the source or destination operand is a memory operand, the operand must be aligned on a 16-byte boundary or a general-protection exception (#GP) will be generated. To move single-precision floating-point values to and from unaligned memory locations, use the VMOVUPS instruction.

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:

Moves 256 bits of packed single-precision floating-point values from the source operand (second operand) to the destination operand (first operand). This instruction can be used to load a YMM register from a 256-bit memory location, to store the contents of a YMM register into a 256-bit memory location, or to move data between two YMM registers.
**Operation**

**MOVAPS (128-bit load- and register-copy- form Legacy SSE version)**

\[
\text{DEST}[127:0] \leftarrow \text{SRC}[127:0]
\]

\[
\text{DEST}[\text{VLMAX}-1:128] \text{ (Unmodified)}
\]

**VMOVAPS (128-bit store form)**

\[
\text{DEST}[127:0] \leftarrow \text{SRC}[127:0]
\]

**VMOVAPS (VEX.128 encoded version)**

\[
\text{DEST}[127:0] \leftarrow \text{SRC}[127:0]
\]

\[
\text{DEST}[\text{VLMAX}-1:128] \leftarrow 0
\]

**VMOVAPS (VEX.256 encoded version)**

\[
\text{DEST}[255:0] \leftarrow \text{SRC}[255:0]
\]

**Intel C/C++ Compiler Intrinsic Equivalent**

MOVAPS:  \[\text{__m128 } \_\text{mm} \_\text{load} \_\text{ps} \text{(float const } * \text{ p});\]

MOVAPS:  \[\text{__mm} \_\text{store} \_\text{ps} \text{(float } * \text{ p, } \text{__m128 } \text{a});\]

VMOVAPS:  \[\text{__m256 } \_\text{mm} \_\text{load} \_\text{ps} \text{(float const } * \text{ p});\]

VMOVAPS:  \[\text{__mm} \_\text{store} \_\text{ps} \text{(float } * \text{ p, } \text{__m256 } \text{a});\]

**SIMD Floating-Point Exceptions**

None.

**Other Exceptions**

See Exceptions Type 1.SSE; additionally

\#UD \quad \text{If VEX.vvvv } \neq 1111\text{B}.
MOVBE—Move Data After Swapping Bytes

### Description

Performs a byte swap operation on the data copied from the second operand (source operand) and store the result in the first operand (destination operand). The source operand can be a general-purpose register, or memory location; the destination register can be a general-purpose register, or a memory location; however, both operands cannot be registers, and only one operand can be a memory location. Both operands must be the same size, which can be a word, a doubleword or quadword.

The MOVBE instruction is provided for swapping the bytes on a read from memory or on a write to memory; thus providing support for converting little-endian values to big-endian format and vice versa.

In 64-bit mode, the instruction’s default operation size is 32 bits. Use of the REX.R prefix permits access to additional registers (R8-R15). Use of the REX.W prefix promotes operation to 64 bits. See the summary chart at the beginning of this section for encoding data and limits.

### Operation

\[
\text{TEMP} \leftarrow \text{SRC}
\]

\[
\text{IF (OperandSize = 16)}
\]

\[
\text{THEN}
\]

\[
\begin{align*}
\text{DEST}[7:0] &\leftarrow \text{TEMP}[15:8]; \\
\text{DEST}[15:8] &\leftarrow \text{TEMP}[7:0];
\end{align*}
\]

\[
\text{ELSE IF (OperandSize = 32)}
\]

\[
\begin{align*}
\text{DEST}[7:0] &\leftarrow \text{TEMP}[31:24]; \\
\text{DEST}[15:8] &\leftarrow \text{TEMP}[23:16]; \\
\text{DEST}[23:16] &\leftarrow \text{TEMP}[15:8]; \\
\text{DEST}[31:23] &\leftarrow \text{TEMP}[7:0];
\end{align*}
\]

\[
\text{ELSE IF (OperandSize = 64)}
\]

\[
\begin{align*}
\text{DEST}[7:0] &\leftarrow \text{TEMP}[63:56]; \\
\text{DEST}[15:8] &\leftarrow \text{TEMP}[55:48]; \\
\text{DEST}[23:16] &\leftarrow \text{TEMP}[47:40]; \\
\text{DEST}[31:24] &\leftarrow \text{TEMP}[39:32]; \\
\text{DEST}[39:32] &\leftarrow \text{TEMP}[31:24]; \\
\text{DEST}[47:40] &\leftarrow \text{TEMP}[23:16]; \\
\text{DEST}[55:48] &\leftarrow \text{TEMP}[15:8]; \\
\text{DEST}[63:56] &\leftarrow \text{TEMP}[7:0];
\end{align*}
\]

\[
\text{FI;}
\]

### Instruction Operands Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MR</td>
<td>ModRM:r/m (w)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>
Flags Affected
None.

Protected Mode Exceptions
#GP(0) If the destination operand is in a non-writable segment.
If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the
current privilege level is 3.
#UD If CPUID.01H:ECX.MOVBE[bit 22] = 0.
If the LOCK prefix is used.
If REP (F3H) prefix is used.

Real-Address Mode Exceptions
#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#UD If CPUID.01H:ECX.MOVBE[bit 22] = 0.
If the LOCK prefix is used.
If REP (F3H) prefix is used.

Virtual-8086 Mode Exceptions
#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the
current privilege level is 3.
#UD If CPUID.01H:ECX.MOVBE[bit 22] = 0.
If the LOCK prefix is used.
If REP (F3H) prefix is used.
If REPNE (F2H) prefix is used and CPUID.01H:ECX.SSE4_2[bit 20] = 0.

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 the stack address is in a non-canonical form.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the
current privilege level is 3.
#UD If CPUID.01H:ECX.MOVBE[bit 22] = 0.
If the LOCK prefix is used.
If REP (F3H) prefix is used.
If REPNE (F2H) prefix is used and CPUID.01H:ECX.SSE4_2[bit 20] = 0.
## MOVD/MOVQ—Move Doubleword/Move Quadword

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 6E /r</td>
<td>RM</td>
<td>V/V</td>
<td>MMX</td>
<td>Move doubleword from r/m32 to mm.</td>
</tr>
<tr>
<td>MOVQ mm, r/m32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>REX.W + 0F 6E /r</td>
<td>RM</td>
<td>V/N.E.</td>
<td>MMX</td>
<td>Move quadword from r/m64 to mm.</td>
</tr>
<tr>
<td>MOVQ mm, r/m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0F 7E /r</td>
<td>MR</td>
<td>V/V</td>
<td>MMX</td>
<td>Move doubleword from mm to r/m32.</td>
</tr>
<tr>
<td>MOVQ r/m32, mm</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>REX.W + 0F 7E /r</td>
<td>MR</td>
<td>V/N.E.</td>
<td>MMX</td>
<td>Move quadword from mm to r/m64.</td>
</tr>
<tr>
<td>MOVQ r/m64, mm</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.128:66.0F:W0 6E /</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Move doubleword from r/m32 to xmm1.</td>
</tr>
<tr>
<td>VMOVQ xmm1, r32/m32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.128:66.0F:W1 6E /</td>
<td>RM</td>
<td>V/N.E.</td>
<td>AVX</td>
<td>Move quadword from r/m64 to xmm1.</td>
</tr>
<tr>
<td>VMOVQ xmm1, r64/m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>66 0F 6E /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Move doubleword from r/m32 to xmm.</td>
</tr>
<tr>
<td>MOVQ xmm, r/m32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>66 REX.W 0F 6E /r</td>
<td>RM</td>
<td>V/N.E.</td>
<td>SSE2</td>
<td>Move quadword from r/m64 to xmm.</td>
</tr>
<tr>
<td>MOVQ xmm, r/m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>66 0F 7E /r</td>
<td>MR</td>
<td>V/V</td>
<td>SSE2</td>
<td>Move doubleword from xmm register to r/m32.</td>
</tr>
<tr>
<td>MOVQ r/m32, xmm</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>66 REX.W 0F 7E /r</td>
<td>MR</td>
<td>V/N.E.</td>
<td>SSE2</td>
<td>Move quadword from xmm register to r/m64.</td>
</tr>
<tr>
<td>MOVQ r/m64, xmm</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.128:66.0F:W0 7E /</td>
<td>MR</td>
<td>V/V</td>
<td>AVX</td>
<td>Move doubleword from xmm1 register to r/m32.</td>
</tr>
<tr>
<td>VMOVQ r32/m32, xmm1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.128:66.0F:W1 7E /</td>
<td>MR</td>
<td>V/N.E.</td>
<td>AVX</td>
<td>Move quadword from xmm1 register to r/m64.</td>
</tr>
<tr>
<td>VMOVQ r64/m64, xmm1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MR</td>
<td>ModRM:r/m (w)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

Copies a doubleword from the source operand (second operand) to the destination operand (first operand). The source and destination operands can be general-purpose registers, MMX technology registers, XMM registers, or 32-bit memory locations. This instruction can be used to move a doubleword to and from the low doubleword of an MMX technology register and a general-purpose register or a 32-bit memory location, or to and from the low doubleword of an XMM register and a general-purpose register or a 32-bit memory location. The instruction cannot be used to transfer data between MMX technology registers, between XMM registers, between general-purpose registers, or between memory locations.

When the destination operand is an MMX technology register, the source operand is written to the low doubleword of the register, and the register is zero-extended to 64 bits. When the destination operand is an XMM register, the source operand is written to the low doubleword of the register, and the register is zero-extended to 128 bits.
In 64-bit mode, the instruction’s default operation size is 32 bits. Use of the REX.R prefix permits access to additional registers (R8-R15). Use of the REX.W prefix promotes operation to 64 bits. See the summary chart at the beginning of this section for encoding data and limits.

**Operation**

**MOVD (when destination operand is MMX technology register)**

\[
\text{DEST}[31:0] \leftarrow \text{SRC}; \\
\text{DEST}[63:32] \leftarrow 00000000H;
\]

**MOVD (when destination operand is XMM register)**

\[
\text{DEST}[31:0] \leftarrow \text{SRC}; \\
\text{DEST}[127:32] \leftarrow 000000000000000000000000H; \\
\text{DEST}[\text{VLMAX}-1:128] \text{ (Unmodified)}
\]

**MOVD (when source operand is MMX technology or XMM register)**

\[
\text{DEST} \leftarrow \text{SRC}[31:0];
\]

**VMOVD (VEX-encoded version when destination is an XMM register)**

\[
\text{DEST}[31:0] \leftarrow \text{SRC}[31:0] \\
\text{DEST}[\text{VLMAX}-1:32] \leftarrow 0
\]

**MOVQ (when destination operand is XMM register)**

\[
\text{DEST}[63:0] \leftarrow \text{SRC}[63:0]; \\
\text{DEST}[127:64] \leftarrow 0000000000000000H; \\
\text{DEST}[\text{VLMAX}-1:128] \text{ (Unmodified)}
\]

**MOVQ (when destination operand is r/m64)**

\[
\text{DEST}[63:0] \leftarrow \text{SRC}[63:0];
\]

**MOVQ (when source operand is XMM register or r/m64)**

\[
\text{DEST} \leftarrow \text{SRC}[63:0];
\]

**VMOVQ (VEX-encoded version when destination is an XMM register)**

\[
\text{DEST}[63:0] \leftarrow \text{SRC}[63:0] \\
\text{DEST}[\text{VLMAX}-1:64] \leftarrow 0
\]

**Intel C/C++ Compiler Intrinsic Equivalent**

**MOVD:**

\[
\text{__m64 } \_\text{mm_cvtsi32_si64 (int i )}
\]

**MOVD:**

\[
\text{int } \_\text{mm_cvtsi64_si32 (__m64 m )}
\]

**MOVD:**

\[
\text{__m128i } \_\text{mm_cvtsi32_si128 (int a )}
\]

**MOVD:**

\[
\text{int } \_\text{mm_cvtsi128_si32 (__m128i a )}
\]

**MOVQ:**

\[
\text{__int64 } \_\text{mm_cvtsi128_si64(__m128i) ; }
\]

**MOVQ:**

\[
\text{__m128i } \_\text{mm_cvtsi64_si128(__int64) ;}
\]

**Flags Affected**

None.

**SIMD Floating-Point Exceptions**

None.

**Other Exceptions**

See Exceptions Type 5; additionally
#UD

If VEX.L = 1.
If VEX.vvvv ≠ 1111B.
MOVDDUP—Move One Double-FP and Duplicate

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F2 0F 12 /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE3</td>
<td>Move one double-precision floating-point value from the lower 64-bit operand in xmm2/m64 to xmm1 and duplicate.</td>
</tr>
<tr>
<td>MOVDDUP xmm1, xmm2/m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.128:F2.0F:W1G 12 /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Move double-precision floating-point values from xmm2/mem and duplicate into xmm1.</td>
</tr>
<tr>
<td>VMOVDDUP xmm1, xmm2/m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.256:F2.0F:W1G 12 /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Move even index double-precision floating-point values from ymm2/mem and duplicate each element into ymm1.</td>
</tr>
<tr>
<td>VMOVDDUP ymm1, ymm2/m256</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

The linear address corresponds to the address of the least-significant byte of the referenced memory data. When a memory address is indicated, the 8 bytes of data at memory location m64 are loaded. When the register-register form of this operation is used, the lower half of the 128-bit source register is duplicated and copied into the 128-bit destination register. See Figure 3-24.

In 64-bit mode, use of the REX.R prefix permits this instruction to access additional registers (XMM8-XMM15).
Operation
IF (Source = m64)
    THEN
        (* Load instruction *)
        xmm1[63:0] = m64;
        xmm1[127:64] = m64;
    ELSE
        (* Move instruction *)
        xmm1[63:0] = xmm2[63:0];
        xmm1[127:64] = xmm2[63:0];
    FI;

MOVDDUP (128-bit Legacy SSE version)
DEST[63:0] ← SRC[63:0]
DEST[127:64] ← SRC[63:0]
DEST[VLMAX-1:128] (Unmodified)

VMOVDDUP (VEX.128 encoded version)
DEST[63:0] ← SRC[63:0]
DEST[127:64] ← SRC[63:0]
DEST[VLMAX-1:128] ← 0

VMOVDDUP (VEX.256 encoded version)
DEST[63:0] ← SRC[63:0]
DEST[127:64] ← SRC[63:0]

Intel C/C++ Compiler Intrinsic Equivalent
MOVDDUP: __m128d _mm_movedup_pd(__m128d a)
MOVDDUP: __m128d _mm_loadup_pd(double const * dp)

SIMD Floating-Point Exceptions
None

Other Exceptions
See Exceptions Type 5; additionally
#UD If VEX.vvvv ≠ 1111B.
MOVDQA—Move Aligned Double Quadword

### Description

128-bit versions:

Moves 128 bits of packed integer values from the source operand (second operand) to the destination operand (first operand). This instruction can be used to load an XMM register from a 128-bit memory location, to store the contents of an XMM register into a 128-bit memory location, or to move data between two XMM registers.

When the source or destination operand is a memory operand, the operand must be aligned on a 16-byte boundary or a general-protection exception (#GP) will be generated. To move integer data to and from unaligned memory locations, use the VMOVQDQU instruction.

In 64-bit mode, use of the REX.R prefix 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:

Moves 256 bits of packed integer values from the source operand (second operand) to the destination operand (first operand). This instruction can be used to load a YMM register from a 256-bit memory location, to store the contents of a YMM register into a 256-bit memory location, or to move data between two YMM registers.

When the source or destination operand is a memory operand, the operand must be aligned on a 32-byte boundary or a general-protection exception (#GP) will be generated. To move integer data to and from unaligned memory locations, use the VMOVQDQU instruction.

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

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 6F /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Move aligned double quadword from xmm2/m128 to xmm1.</td>
</tr>
<tr>
<td>MOVDQA xmm1, xmm2/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>66 0F 7F /r</td>
<td>MR</td>
<td>V/V</td>
<td>SSE2</td>
<td>Move aligned double quadword from xmm1 to xmm2/m128.</td>
</tr>
<tr>
<td>MOVDQA xmm2/m128, xmm1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.128.66.0F.WIG 6F /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Move aligned packed integer values from xmm2/mem to xmm1.</td>
</tr>
<tr>
<td>VMOVQDQA xmm1, xmm2/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.128.66.0F.WIG 7F /r</td>
<td>MR</td>
<td>V/V</td>
<td>AVX</td>
<td>Move aligned packed integer values from xmm1 to xmm2/mem.</td>
</tr>
<tr>
<td>VMOVQDQA xmm2/m128, xmm1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.256.66.0F.WIG 6F /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Move aligned packed integer values from ymm2/mem to ymm1.</td>
</tr>
<tr>
<td>VMOVQDQA ymm1, ymm2/m256</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.256.66.0F.WIG 7F /r</td>
<td>MR</td>
<td>V/V</td>
<td>AVX</td>
<td>Move aligned packed integer values from ymm1 to ymm2/mem.</td>
</tr>
<tr>
<td>VMOVQDQA ymm2/m256, ymm1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MR</td>
<td>ModRM:r/m (w)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Note: In VEX-encoded versions, VEX.vvvv is reserved and must be 1111b otherwise instructions will #UD.
**Operation**

**MOVDQA (128-bit load- and register- form Legacy SSE version)**

DEST[127:0] ← SRC[127:0]

DEST[VLMAX-1:128] (Unmodified)

(* #GP if SRC or DEST unaligned memory operand *)

**(V)MOVDQA (128-bit store forms)**

DEST[127:0] ← SRC[127:0]

**VMOVDQA (VEX.128 encoded version)**

DEST[127:0] ← SRC[127:0]

DEST[VLMAX-1:128] ← 0

**VMOVDQA (VEX.256 encoded version)**

DEST[255:0] ← SRC[255:0]

**Intel C/C++ Compiler Intrinsic Equivalent**

MOVDQA: __m128i _mm_load_si128 (__m128i *p)

VMOVDQA: __m256i _mm256_load_si256 (__m256i * p);

**SIMD Floating-Point Exceptions**

None.

**Other Exceptions**

See Exceptions Type 1.SSE2; additionally

#UD If VEX.vvvv ≠ 1111B.
INSTRUCTION SET REFERENCE, A-M

MOVDQU—Move Unaligned Double Quadword

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/ En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F3 0F 6F /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Move unaligned double quadword from xmm2/m128 to xmm1.</td>
</tr>
<tr>
<td>MOVQDU xmm1, xmm2/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>F3 0F 7F /r</td>
<td>MR</td>
<td>V/V</td>
<td>SSE2</td>
<td>Move unaligned double quadword from xmm1 to xmm2/m128.</td>
</tr>
<tr>
<td>MOVQDU xmm2/m128, xmm1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.128:F3.0F.WIG 6F /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Move unaligned packed integer values from xmm2/mem to xmm1.</td>
</tr>
<tr>
<td>VMOVQDU xmm1, xmm2/m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.128:F3.0F.WIG 7F /r</td>
<td>MR</td>
<td>V/V</td>
<td>AVX</td>
<td>Move unaligned packed integer values from xmm1 to xmm2/mem.</td>
</tr>
<tr>
<td>VMOVQDU xmm2/m128, xmm1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.256:F3.0F.WIG 6F /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Move unaligned packed integer values from ymm2/mem to ymm1.</td>
</tr>
<tr>
<td>VMOVQDU ymm1, ymm2/m256</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.256:F3.0F.WIG 7F /r</td>
<td>MR</td>
<td>V/V</td>
<td>AVX</td>
<td>Move unaligned packed integer values from ymm1 to ymm2/mem.</td>
</tr>
<tr>
<td>VMOVQDU ymm2/m256, ymm1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Instruction Operand Encoding</th>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
<td></td>
</tr>
<tr>
<td>MR</td>
<td>ModRM:r/m (w)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
<td>NA</td>
<td></td>
</tr>
</tbody>
</table>

Description

128-bit versions:
Moves 128 bits of packed integer values from the source operand (second operand) to the destination operand (first operand). This instruction can be used to load an XMM register from a 128-bit memory location, to store the contents of an XMM register into a 128-bit memory location, or to move data between two XMM registers. When the source or destination operand is a memory operand, the operand may be unaligned on a 16-byte boundary without causing a general-protection exception (#GP) to be generated.1

To move a double quadword to or from memory locations that are known to be aligned on 16-byte boundaries, use the MOVDQA instruction.

While executing in 16-bit addressing mode, a linear address for a 128-bit data access that overlaps the end of a 16-bit segment is not allowed and is defined as reserved behavior. A specific processor implementation may or may not generate a general-protection exception (#GP) in this situation, and the address that spans the end of the segment may or may not wrap around to the beginning of the segment.

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

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

When the source or destination operand is a memory operand, the operand may be unaligned to any alignment without causing a general-protection exception (#GP) to be generated.

VEX.128 encoded version: Bits (VMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: Moves 256 bits of packed integer values from the source operand (second operand) to the destination operand (first operand). This instruction can be used to load a YMM register from a 256-bit memory

1. If alignment checking is enabled (CR0.AM = 1, RFLAGS.AC = 1, and CPL = 3), an alignment-check exception (#AC) may or may not be generated (depending on processor implementation) when the operand is not aligned on an 8-byte boundary.
location, to store the contents of a YMM register into a 256-bit memory location, or to move data between two YMM
registers.
Note: In VEX-encoded versions, VEX.vvvv is reserved and must be 1111b otherwise instructions will #UD.

Operation

MOVDQU load and register copy (128-bit Legacy SSE version)
DEST[127:0] ← SRC[127:0]
DEST[VLMAX-1:128] (Unmodified)

(V)MOVDQU 128-bit store-form versions
DEST[127:0] ← SRC[127:0]

VMOVDQU (VEX.128 encoded version)
DEST[127:0] ← SRC[127:0]
DEST[VLMAX-1:128] ← 0

VMOVDQU (VEX.256 encoded version)
DEST[255:0] ← SRC[255:0]

Intel C/C++ Compiler Intrinsic Equivalent

MOVDQU: void _mm_storeu_si128 ( __m128i *p, __m128i a)
MOVDQU: __m128i _mm_loadu_si128 ( __m128i *p)
VMOVDQU: __m256i _mm256_loadu_si256 (__m256i * p);
VMOVDQU: _mm256_storeu_si256(_m256i *p, __m256i a);

SIMD Floating-Point Exceptions
None.

Other Exceptions
See Exceptions Type 4; additionally
#UD If VEX.vvvv ≠ 1111B.
MOVDQ2Q—Move Quadword from XMM to MMX Technology Register

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Comp/Le Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F2 0F D6 /r</td>
<td>MOVDQ2Q mm, xmm</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move low quadword from xmm to mmx register.</td>
</tr>
</tbody>
</table>

**Description**

Moves the low quadword from the source operand (second operand) to the destination operand (first operand). The source operand is an XMM register and the destination operand is an MMX technology register.

This 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 MOVDQ2Q instruction is executed.

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

**Operation**

DEST ← SRC[63:0];

**Intel C/C++ Compiler Intrinsic Equivalent**

MOVDQ2Q: __m64 _mm_movepi64_pi64 ( __m128i a)

**SIMD Floating-Point Exceptions**

None.

**Protected Mode Exceptions**

- #NM: If CR0.TS[bit 3] = 1.
- #UD: If CR0.EM[bit 2] = 1.
- #MF: If there is a pending x87 FPU exception.

**Real-Address Mode Exceptions**

Same exceptions as in protected mode.

**Virtual-8086 Mode Exceptions**

Same exceptions as in protected mode.

**Compatibility Mode Exceptions**

Same exceptions as in protected mode.

**64-Bit Mode Exceptions**

Same exceptions as in protected mode.
MOVHLPS— Move Packed Single-Precision Floating-Point Values High to Low

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 12 /r .MOVHLPS xmm1, xmm2</td>
<td>RM V/V</td>
<td>SSE</td>
<td>Move two packed single-precision floating-point values from high quadword of xmm2 to low quadword of xmm1.</td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.128.0F.WIG 12 /r .VMOVHLPS xmm1, xmm2, xmm3</td>
<td>RVM V/V</td>
<td>AVX</td>
<td>Merge two packed single-precision floating-point values from high quadword of xmm3 and low quadword of xmm2.</td>
<td></td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

This instruction cannot be used for memory to register moves.

128-bit two-argument form:

Moves two packed single-precision floating-point values from the high quadword of the second XMM argument (second operand) to the low quadword of the first XMM register (first argument). The high quadword of the destination operand is left unchanged. Bits (VLMAX-1:64) of the corresponding YMM destination register are unmodified.

128-bit three-argument form

Moves two packed single-precision floating-point values from the high quadword of the third XMM argument (third operand) to the low quadword of the destination (first operand). Copies the high quadword from the second XMM argument (second operand) to the high quadword of the destination (first operand). Bits (VLMAX-1:128) of the destination YMM register are zeroed.

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

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

Operation

MOVHLPS (128-bit two-argument form)
DEST[63:0] ← SRC[127:64]
DEST[VLMAX-1:64] (Unmodified)

VMOVHLPS (128-bit three-argument form)
DEST[63:0] ← SRC2[127:64]
DEST[127:64] ← SRC1[127:64]
DEST[VLMAX-1:128] ← 0

Intel C/C++ Compiler Intrinsic Equivalent

MOVHLPS: __m128 _mm_movehl_ps(__m128 a, __m128 b)

SIMD Floating-Point Exceptions

None.
Other Exceptions
See Exceptions Type 7; additionally
#UD If VEX.L = 1.
MOVHPD—Move High Packed Double-Precision Floating-Point Value

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 16 /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Move double-precision floating-point value from m64 to high quadword of xmm.</td>
</tr>
<tr>
<td>MOVHPD xmm, m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>66 0F 17 /r</td>
<td>MR</td>
<td>V/V</td>
<td>SSE2</td>
<td>Move double-precision floating-point value from high quadword of xmm to m64.</td>
</tr>
<tr>
<td>MOVHPD m64, xmm</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.128.66.0F.WIG 16 /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Merge double-precision floating-point value from m64 and the low quadword of xmm1.</td>
</tr>
<tr>
<td>VMOVHPD xmm2, xmm1, m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX128.66.0F.WIG 17/r</td>
<td>MR</td>
<td>V/V</td>
<td>AVX</td>
<td>Move double-precision floating-point values from high quadword of xmm1 to m64.</td>
</tr>
<tr>
<td>VMOVHPD m64, xmm1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MR</td>
<td>ModRM:r/m (w)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

This instruction cannot be used for register to register or memory to memory moves.

128-bit Legacy SSE load:

Moves a double-precision floating-point value from the source 64-bit memory operand and stores it in the high 64-bits of the destination XMM register. The lower 64-bits of the XMM register are preserved. The upper 128-bits of the corresponding YMM destination register are preserved.

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

VEX.128 encoded load:

Loads a double-precision floating-point value from the source 64-bit memory operand (third operand) and stores it in the upper 64-bits of the destination XMM register (first operand). The low 64-bits from second XMM register (second operand) are stored in the lower 64-bits of the destination. The upper 128-bits of the destination YMM register are zeroed.

128-bit store:

Stores a double-precision floating-point value from the high 64-bits of the XMM register source (second operand) to the 64-bit memory location (first operand).

Note: VMOVHPD (store) (VEX.128.66.0F 17 /r) is legal and has the same behavior as the existing 66 0F 17 store. For VMOVHPD (store) (VEX.128.66.0F 17 /r) instruction version, VEX.vvvv is reserved and must be 1111b otherwise instruction will #UD.

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

Operation

MOVHPD (128-bit Legacy SSE load)
DEST[63:0] (Unmodified)
DEST[127:64] ← SRC[63:0]
DEST[VLMAX-1:128] (Unmodified)
VMOVHPD (VEX.128 encoded load)
DEST[63:0] ← SRC1[63:0]
DEST[127:64] ← SRC2[63:0]
DEST[VLMAX-1:128] ← 0

VMOVHPD (store)
DEST[63:0] ← SRC[127:64]

Intel C/C++ Compiler Intrinsic Equivalent
MOVHPD: __m128d _mm_loadh_pd (__m128d a, double *p)
MOVHPD: void _mm_storeh_pd(double *p, __m128d a)

SIMD Floating-Point Exceptions
None.

Other Exceptions
See Exceptions Type 5; additionally
#UD If VEX.L = 1.
MOVHPS—Move High Packed Single-Precision Floating-Point Values

Instruction Set Reference, A-M

Op/En Instruction

0F 16 /r  MOVHPS xmm, m64
0F 17 /r  MOVHPS m64, xmm
VEX.NDS.128.0F.WIG 16 /r  VMOVHPS xmm2, xmm1, m64
VEX.128.0F.WIG 17/r  VMOVHPS m64, xmm1

Op/En 64/32-bit Mode CPUID Feature Flag Description
RM V/V SSE Move two packed single-precision floating-point values from m64 to high quadword of xmm.
MR V/V SSE Move two packed single-precision floating-point values from high quadword of xmm to m64.
RVM V/V AVX Merge two packed single-precision floating-point values from m64 and the low quadword of xmm1.
MR V/V AVX Move two packed single-precision floating-point values from high quadword of xmm1 to m64.

Operand Encoding

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

Description

This instruction cannot be used for register to register or memory to memory moves.

128-bit Legacy SSE load:
Moves two packed single-precision floating-point values from the source 64-bit memory operand and stores them in the high 64-bits of the destination XMM register. The lower 64bits of the XMM register are preserved. The upper 128-bits of the corresponding YMM destination register are preserved.

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

VEX.128 encoded load:

Loads two single-precision floating-point values from the source 64-bit memory operand (third operand) and stores it in the upper 64-bits of the destination XMM register (first operand). The low 64-bits from second XMM register (second operand) are stored in the lower 64-bits of the destination. The upper 128-bits of the destination YMM register are zeroed.

128-bit store:

Stores two packed single-precision floating-point values from the high 64-bits of the XMM register source (second operand) to the 64-bit memory location (first operand).

Note: VMOVHPS (store) (VEX.NDS.128.0F 17/r) is legal and has the same behavior as the existing 0F 17 store. For VMOVHPS (store) (VEX.NDS.128.0F 17/r) instruction version, VEX.vvvv is reserved and must be 1111b otherwise instruction will #UD.

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

**MOVHPS (128-bit Legacy SSE load)**
DEST[63:0] (Unmodified)
DEST[127:64] ← SRC[63:0]
DEST[VLMAX-1:128] (Unmodified)

**VMOVHPS (VEX.128 encoded load)**
DEST[63:0] ← SRC1[63:0]
DEST[127:64] ← SRC2[63:0]
DEST[VLMAX-1:128] ← 0

**VMOVHPS (store)**
DEST[63:0] ← SRC[127:64]

**Intel C/C++ Compiler Intrinsic Equivalent**

MOVHPS: __m128d _mm_loadh_pi ( __m128d a, __m64 *p)
MOVHPS: void _mm_storeh_pi ( __m64 *p, __m128d a)

**SIMD Floating-Point Exceptions**

None.

**Other Exceptions**

See Exceptions Type 5; additionally

#UD If VEX.L= 1.
MOVLHPS—Move Packed Single-Precision Floating-Point Values Low to High

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 16 /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE</td>
<td>Move two packed single-precision floating-point values from low quadword of xmm2 to high quadword of xmm1.</td>
</tr>
<tr>
<td>MOVLHPS xmm1, xmm2</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.128.0F.WIG 16 /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Merge two packed single-precision floating-point values from low quadword of xmm3 and low quadword of xmm2.</td>
</tr>
<tr>
<td>VMOVLHPS xmm1, xmm2, xmm3</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

This instruction cannot be used for memory to register moves.

**128-bit two-argument form:**

Moves two packed single-precision floating-point values from the low quadword of the second XMM argument (second operand) to the high quadword of the first XMM register (first argument). The low quadword of the destination operand is left unchanged. The upper 128 bits of the corresponding YMM destination register are unmodified.

**128-bit three-argument form**

Moves two packed single-precision floating-point values from the low quadword of the third XMM argument (third operand) to the high quadword of the destination (first operand). Copies the low quadword from the second XMM argument (second operand) to the low quadword of the destination (first operand). The upper 128-bits of the destination YMM register are zeroed.

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

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

### Operation

**MOVLHPS (128-bit two-argument form)**

DEST[63:0] (Unmodified)
DEST[127:64] ← SRC[63:0]
DEST[VLMAX-1:128] (Unmodified)

**VMOVLHPS (128-bit three-argument form)**

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

### Intel C/C++ Compiler Intrinsic Equivalent

MOVLHPS: 

```c
__m128 _mm_moveh_ps(__m128 a, __m128 b)
```

### SIMD Floating-Point Exceptions

None.
Other Exceptions

See Exceptions Type 7; additionally

#UD If VEX.L= 1.
MOVLPD—Move Low Packed Double-Precision Floating-Point Value

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 12 /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Move double-precision floating-point value from m64 to low quadword of xmm register.</td>
</tr>
<tr>
<td>MOVLPD xmm, m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>66 0F 13 /r</td>
<td>MR</td>
<td>V/V</td>
<td>SSE2</td>
<td>Move double-precision floating-point value from low quadword of xmm register to m64.</td>
</tr>
<tr>
<td>MOVLPD m64, xmm</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.128.66.0F.WIG 12 /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Merge double-precision floating-point value from m64 and the high quadword of xmm1.</td>
</tr>
<tr>
<td>VMOVLPD xmm2, xmm1, m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.128.66.0F.WIG 13/r</td>
<td>MR</td>
<td>V/V</td>
<td>AVX</td>
<td>Move double-precision floating-point values from low quadword of xmm1 to m64.</td>
</tr>
<tr>
<td>VMOVLPD m64, xmm1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRMr/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MR</td>
<td>ModRMr/m (w)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRMreg (w)</td>
<td>VEX.vvv (r)</td>
<td>ModRMr/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

This instruction cannot be used for register to register or memory to memory moves.

**128-bit Legacy SSE load:**

Moves a double-precision floating-point value from the source 64-bit memory operand and stores it in the low 64-bits of the destination XMM register. The upper 64-bits of the XMM register are preserved. The upper 128-bits of the corresponding YMM destination register are preserved.

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

**VEX.128 encoded load:**

Loads a double-precision floating-point value from the source 64-bit memory operand (third operand), merges it with the upper 64-bits of the first source XMM register (second operand), and stores it in the low 128-bits of the destination XMM register (first operand). The upper 128-bits of the destination YMM register are zeroed.

**128-bit store:**

Stores a double-precision floating-point value from the low 64-bits of the XMM register source (second operand) to the 64-bit memory location (first operand).

Note: VMOVLPD (store) (VEX.128.66.0F 13 /r) is legal and has the same behavior as the existing 66 0F 13 store. For VMOVLPD (store) (VEX.128.66.0F 13 /r) instruction version, VEX.vvvv is reserved and must be 1111b otherwise instruction will #UD.

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

**Operation**

MOVLPD (128-bit Legacy SSE load)

DEST[63:0] ← SRC[63:0]

DEST[VLMAX-1:64] (Unmodified)
VMOVLPD (VEX.128 encoded load)
DEST[63:0] ← SRC2[63:0]
DEST[127:64] ← SRC1[127:64]
DEST[VLMAX-1:128] ← 0

VMOVLPD (store)
DEST[63:0] ← SRC[63:0]

Intel C/C++ Compiler Intrinsic Equivalent
MOVLPD: __m128d _mm_loadl_pd (__m128d a, double *p)
MOVLPD: void _mm_storel_pd (double *p, __m128d a)

SIMD Floating-Point Exceptions
None.

Other Exceptions
See Exceptions Type 5; additionally
#UD If VEX.L = 1.
If VEX.vvvv ≠ 1111B.
**MOVLPS—Move Low Packed Single-Precision Floating-Point Values**

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 12 /r MOVLPS xmm, m64</td>
<td>RM</td>
<td>V/V</td>
<td>SSE</td>
<td>Move two packed single-precision floating-point values from m64 to low quadword of xmm.</td>
</tr>
<tr>
<td>0F 13 /r MOVLPS m64, xmm</td>
<td>MR</td>
<td>V/V</td>
<td>SSE</td>
<td>Move two packed single-precision floating-point values from low quadword of xmm to m64.</td>
</tr>
<tr>
<td>VEX.NDS.128.0F.WIG 12 /r VMOVLP L xmm2, xmm1, m64</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Merge two packed single-precision floating-point values from m64 and the high quadword of xmm1.</td>
</tr>
<tr>
<td>VEX.128.0F.WIG 13/r VMOVLP L m64, xmm1</td>
<td>MR</td>
<td>V/V</td>
<td>AVX</td>
<td>Move two packed single-precision floating-point values from low quadword of xmm1 to m64.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRMreg (r, w)</td>
<td>ModRMreg/r (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MR</td>
<td>ModRMreg/r (w)</td>
<td>ModRMreg/r (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRMreg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRMreg/r (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

This instruction cannot be used for register to register or memory to memory moves.

**128-bit Legacy SSE load:**

Moves two packed single-precision floating-point values from the source 64-bit memory operand and stores them in the low 64-bits of the destination XMM register. The upper 64-bits of the XMM register are preserved. The upper 128-bits of the corresponding YMM destination register are preserved.

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

**VEX.128 encoded load:**

Loads two packed single-precision floating-point values from the source 64-bit memory operand (third operand), merges them with the upper 64-bits of the first source XMM register (second operand), and stores them in the low 128-bits of the destination XMM register (first operand). The upper 128-bits of the destination YMM register are zeroed.

**128-bit store:**

Loads two packed single-precision floating-point values from the low 64-bits of the XMM register source (second operand) to the 64-bit memory location (first operand).

Note: VMOVLP L (store) (VEX.128.0F 13 /r) is legal and has the same behavior as the existing 0F 13 store. For VMOVLP L (store) (VEX.128.0F 13 /r) instruction version, VEX.vvvv is reserved and must be 1111b otherwise instruction will #UD.

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

**MOVLPS (128-bit Legacy SSE load)**
DEST[63:0] ← SRC[63:0]
DEST[VLMAX-1:64] (Unmodified)

**VMOVLPS (VEX.128 encoded load)**
DEST[63:0] ← SRC2[63:0]
DEST[127:64] ← SRC1[127:64]
DEST[VLMAX-1:128] ← 0

**VMOVLPS (store)**
DEST[63:0] ← SRC[63:0]

**Intel C/C++ Compiler Intrinsic Equivalent**
MOVLPS: __m128 _mm_loadl_pi (__m128 a, __m64 *p)
MOVLPS: void _mm_storel_pi (__m64 *p, __m128 a)

**SIMD Floating-Point Exceptions**
None.

**Other Exceptions**
See Exceptions Type 5; additionally
#UD If VEX.L = 1.
   If VEX.vvvv ≠ 1111B.
MOVMSKPD—Extract Packed Double-Precision Floating-Point Sign Mask

### Opcode/Instruction

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 50 /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Extract 2-bit sign mask from xmm and store in reg. The upper bits of r32 or r64 are filled with zeros.</td>
</tr>
<tr>
<td>MOVMSKPD reg, xmm</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.128.66.6F.WIG 50 /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Extract 2-bit sign mask from xmm2 and store in reg. The upper bits of r32 or r64 are zeroed.</td>
</tr>
<tr>
<td>VMOVMSKPD reg, xmm2</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.256.66.6F.WIG 50 /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Extract 4-bit sign mask from ymm2 and store in reg. The upper bits of r32 or r64 are zeroed.</td>
</tr>
<tr>
<td>VMOVMSKPD reg, ymm2</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

Extracts the sign bits from the packed double-precision floating-point values in the source operand (second operand), formats them into a 2-bit mask, and stores the mask in the destination operand (first operand). The source operand is an XMM register, and the destination operand is a general-purpose register. The mask is stored in the 2 low-order bits of the destination operand. Zero-extend the upper bits of the destination.

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.

128-bit versions: The source operand is a YMM register. The destination operand is a general purpose register.

VEX.256 encoded version: The source operand is a YMM register. The destination operand is a general purpose register.

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

### Operation

**(V)MOVMSKPD (128-bit versions)**

DEST[0] ← SRC[63]
DEST[1] ← SRC[127]
IF DEST = r32
    THEN DEST[31:2] ← 0;
    ELSE DEST[63:2] ← 0;
FI

**VMOVMSKPD (VEX.256 encoded version)**

DEST[0] ← SRC[63]
DEST[1] ← SRC[127]
DEST[2] ← SRC[191]
DEST[3] ← SRC[255]
IF DEST = r32
    THEN DEST[31:4] ← 0;
    ELSE DEST[63:4] ← 0;
FI

### Intel C/C++ Compiler Intrinsic Equivalent

MOVMSKPD: int _mm_movemask_pd (__m128d a)
SIMD Floating-Point Exceptions
None.

Other Exceptions
See Exceptions Type 7; additionally
#UD If VEX.vvv ≠ 111B.
MOVMSKPS—Extract Packed Single-Precision Floating-Point Sign Mask

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 50 /r MOVMSKPS reg, xmm</td>
<td>RM</td>
<td>V/V</td>
<td>SSE</td>
<td>Extract 4-bit sign mask from xmm and store in reg. The upper bits of r32 or r64 are filled with zeros.</td>
</tr>
<tr>
<td>VEX.128.0F.WIG 50 /r VMOVMSKPS reg, xmm2</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Extract 4-bit sign mask from xmm2 and store in reg. The upper bits of r32 or r64 are zeroed.</td>
</tr>
<tr>
<td>VEX.256.0F.WIG 50 /r VMOVMSKPS reg, ymm2</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Extract 8-bit sign mask from ymm2 and store in reg. The upper bits of r32 or r64 are zeroed.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Extracts the sign bits from the packed single-precision floating-point values in the source operand (second operand), formats them into a 4- or 8-bit mask, and stores the mask in the destination operand (first operand). The source operand is an XMM or YMM register, and the destination operand is a general-purpose register. The mask is stored in the 4 or 8 low-order bits of the destination operand. The upper bits of the destination operand beyond the mask are filled with zeros.

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.

128-bit versions: The source operand is a YMM register. The destination operand is a general purpose register.

VEX.256 encoded version: The source operand is a YMM register. The destination operand is a general purpose register.

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

Operation

DEST[0] ← SRC[31];
DEST[1] ← SRC[63];
DEST[2] ← SRC[95];
DEST[3] ← SRC[127];

IF DEST = r32
    THEN DEST[31:4] ← ZeroExtend;
ELSE DEST[63:4] ← ZeroExtend;
FI;

1. ModRM.MOD = 011B required
(V)MOVMSKPS (128-bit version)
DEST[0] ← SRC[31]
DEST[1] ← SRC[63]
DEST[2] ← SRC[95]
DEST[3] ← SRC[127]
IF DEST = r32
   THEN DEST[31:4] ← 0;
   ELSE DEST[63:4] ← 0;
FI

VMOVMSKPS (VEX.256 encoded version)
DEST[0] ← SRC[31]
DEST[1] ← SRC[63]
DEST[2] ← SRC[95]
DEST[3] ← SRC[127]
DEST[4] ← SRC[159]
DEST[5] ← SRC[191]
DEST[6] ← SRC[223]
DEST[7] ← SRC[255]
IF DEST = r32
   THEN DEST[31:8] ← 0;
   ELSE DEST[63:8] ← 0;
FI

Intel C/C++ Compiler Intrinsic Equivalent
int _mm_movemask_ps(__m128 a)
int _mm256_movemask_ps(__m256 a)

SIMD Floating-Point Exceptions
None.

Other Exceptions
See Exceptions Type 7; additionally
#UD                     If VEX.vvvv ≠ 1111B.
MOVNTDQA — Load Double Quadword Non-Temporal Aligned Hint

### Opcode/Instruction

<table>
<thead>
<tr>
<th>OpCode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 38 2A l r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE4_1</td>
<td>Move double quadword from m128 to xmm using non-temporal hint if WC memory type.</td>
</tr>
<tr>
<td>MOVNTDQA xmm1, m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.128.66.0F38.W1G 2A l r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Move double quadword from m128 to xmm using non-temporal hint if WC memory type.</td>
</tr>
<tr>
<td>VMOVNTDQA xmm1, m128</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.256.66.0F38.W1G 2A l r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX2</td>
<td>Move 256-bit data from m256 to ymm using non-temporal hint if WC memory type.</td>
</tr>
<tr>
<td>VMOVNTDQA ymm1, m256</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

### 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 MOVVDQA 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 destruc-
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.
MOVNTDQ—Store Double Quadword Using Non-Temporal Hint

**Opcode/Instruction** | **Op/En** | **64/32-bit Mode** | **CPUID Feature Flag** | **Description**
--- | --- | --- | --- | ---
66 0F E7 Ir MOVNTDQ m128, xmm | MR | V/V | SSE2 | Move double quadword from xmm to m128 using non-temporal hint.
VEX.128.66.0F:WIG E7 Ir VMOVNTDQ m128, xmm1 | MR | V/V | AVX | Move packed integer values in xmm1 to m128 using non-temporal hint.
VEX.256.66.0F:WIG E7 Ir VMOVNTDQ m256, ymm1 | MR | V/V | AVX | Move packed integer values in ymm1 to m256 using non-temporal hint.

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>MR</td>
<td>ModRM:r/m (w)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Moves the packed integers in the source operand (second operand) to the destination operand (first operand) using a non-temporal hint to prevent caching of the data during the write to memory. The source operand is an XMM register or YMM register, which is assumed to contain integer data (packed bytes, words, doublewords, or quadwords). The destination operand is a 128-bit or 256-bit memory location. The memory operand must be aligned on a 16-byte (128-bit version) or 32-byte (VEX.256 encoded version) boundary otherwise a general-protection exception (#GP) will be generated.

The non-temporal hint is implemented by using a write combining (WC) memory type protocol when writing the data to memory. Using this protocol, the processor does not write the data into the cache hierarchy, nor does it fetch the corresponding cache line from memory into the cache hierarchy. The memory type of the region being written to can override the non-temporal hint, if the memory address specified for the non-temporal store is in an uncacheable (UC) or write protected (WP) memory region. For more information on non-temporal stores, see “Caching of Temporal vs. Non-Temporal Data” in Chapter 10 in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1*.

Because the WC protocol uses a weakly-ordered memory consistency model, a fencing operation implemented with the SFENCE or MFENCE instruction should be used in conjunction with MOVNTDQ instructions if multiple processors might use different memory types to read/write the destination memory locations.

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

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

**Operation**

DEST ← SRC;

**Intel C/C++ Compiler Intrinsic Equivalent**

MOVNTDQ:  void _mm_stream_si128(__m128i *p, __m128i a);
VMOVNTDQ: void _mm256_stream_si256(__m256i * p, __m256i a);

**SIMD Floating-Point Exceptions**

None.

---

1. ModRM.MOD = 011B is not permitted
Other Exceptions
See Exceptions Type 1.SSE2; additionally
#UD If VEX.vvvv \neq 1111B.
MOVNTI—Store Doubleword Using Non-Temporal Hint

**Opcode**

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F C3 /r</td>
<td>MOVNTI m32, r32</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>Move doubleword from r32 to m32 using non-temporal hint.</td>
</tr>
<tr>
<td>REX.W + 0F C3 /r</td>
<td>MOVNTI m64, r64</td>
<td>MR</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move quadword from r64 to m64 using non-temporal hint.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>MR</td>
<td>ModRM:r/m (w)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Moves the doubleword integer in the source operand (second operand) to the destination operand (first operand) using a non-temporal hint to minimize cache pollution during the write to memory. The source operand is a general-purpose register. The destination operand is a 32-bit memory location.

The non-temporal hint is implemented by using a write combining (WC) memory type protocol when writing the data to memory. Using this protocol, the processor does not write the data into the cache hierarchy, nor does it fetch the corresponding cache line from memory into the cache hierarchy. The memory type of the region being written to can override the non-temporal hint, if the memory address specified for the non-temporal store is in an uncacheable (UC) or write-protected (WP) memory region. For more information on non-temporal stores, see “Caching of Temporal vs. Non-Temporal Data” in Chapter 10 in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1.

Because the WC protocol uses a weakly-ordered memory consistency model, a fencing operation implemented with the SFENCE or MFENCE instruction should be used in conjunction with MOVNTI instructions if multiple processors might use different memory types to read/write the destination memory locations.

In 64-bit mode, the instruction's default operation size is 32 bits. Use of the REX.R prefix permits access to additional registers (R8-R15). Use of the REX.W prefix promotes operation to 64 bits. See the summary chart at the beginning of this section for encoding data and limits.

**Operation**

DEST ← SRC;

**Intel C/C++ Compiler Intrinsic Equivalent**

MOVNTI: void _mm_stream_si32 (int *p, int a)
MOVNTI: void _mm_stream_si64(__int64 *p, __int64 a)

**SIMD Floating-Point Exceptions**

None.

**Protected Mode Exceptions**

- #GP(0) For an illegal memory operand effective address in the CS, DS, ES, FS or GS segments.
- #SS(0) For an illegal address in the SS segment.
- #PF(fault-code) For a page fault.
- #UD If CPUID.01H:EDX.SSE2[bit 26] = 0. If the LOCK prefix is used.
Real-Address Mode Exceptions
#GP If any part of the operand lies outside the effective address space from 0 to FFFFH.
#UD If CPUID.01H:EDX.SSE2[bit 26] = 0.
If the LOCK prefix is used.

Virtual-8086 Mode Exceptions
Same exceptions as in real address mode.
#PF(fault-code) For a page fault.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#PF(fault-code) For a page fault.
#UD If CPUID.01H:EDX.SSE2[bit 26] = 0.
If the LOCK prefix is used.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the
current privilege level is 3.
MOVNTPD—Store Packed Double-Precision Floating-Point Values Using Non-Temporal Hint

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 2B /r</td>
<td>MR</td>
<td>V/V</td>
<td>SSE2</td>
<td>Move packed double-precision floating-point values from xmm to m128 using non-temporal hint.</td>
</tr>
<tr>
<td>MOVNTPD m128, xmm</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.128.66.0F:WIG 2B /r</td>
<td>MR</td>
<td>V/V</td>
<td>AVX</td>
<td>Move packed double-precision values in xmm1 to m128 using non-temporal hint.</td>
</tr>
<tr>
<td>VMOVNTPD m128, xmm1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.256.66.0F:WIG 2B /r</td>
<td>MR</td>
<td>V/V</td>
<td>AVX</td>
<td>Move packed double-precision values in ymm1 to m256 using non-temporal hint.</td>
</tr>
<tr>
<td>VMOVNTPD m256, ymm1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>MR</td>
<td>ModRM:r/m (w)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Moves the packed double-precision floating-point values in the source operand (second operand) to the destination operand (first operand) using a non-temporal hint to prevent caching of the data during the write to memory. The source operand is an XMM register or YMM register, which is assumed to contain packed double-precision, floating-pointing data. The destination operand is a 128-bit or 256-bit memory location. The memory operand must be aligned on a 16-byte (128-bit version) or 32-byte (VEX.256 encoded version) boundary otherwise a general-protection exception (#GP) will be generated.

The non-temporal hint is implemented by using a write combining (WC) memory type protocol when writing the data to memory. Using this protocol, the processor does not write the data into the cache hierarchy, nor does it fetch the corresponding cache line from memory into the cache hierarchy. The memory type of the region being written to can override the non-temporal hint, if the memory address specified for the non-temporal store is in an uncacheable (UC) or write protected (WP) memory region. For more information on non-temporal stores, see “Caching of Temporal vs. Non-Temporal Data” in Chapter 10 in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1.

Because the WC protocol uses a weakly-ordered memory consistency model, a fencing operation implemented with the SFENCE or MFENCE instruction should be used in conjunction with MOVNTPD instructions if multiple processors might use different memory types to read/write the destination memory locations.

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

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

**Operation**

DEST ← SRC;

**Intel C/C++ Compiler Intrinsic Equivalent**

MOVNTPD: void _mm_stream_pd(double *p, __m128d a)  
VMOVNTPD: void _mm256_stream_pd (double * p, __m256d a);

**SIMD Floating-Point Exceptions**

None.

---

1. ModRM.MOD = 011B is not permitted
Other Exceptions
See Exceptions Type 1.SSE2; additionally
#UD If VEX.vvvv ≠ 1111B.
MOVNTPS—Store Packed Single-Precision Floating-Point Values Using Non-Temporal Hint

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 2B /r MOVNTPS m128, xmm</td>
<td>MR</td>
<td>V/V</td>
<td>SSE</td>
<td>Move packed single-precision floating-point values from xmm to m128 using non-temporal hint.</td>
</tr>
<tr>
<td>VEX.128.0F:WIG 2B /r VMOVNTPS m128, xmm1</td>
<td>MR</td>
<td>V/V</td>
<td>AVX</td>
<td>Move packed single-precision values xmm1 to mem using non-temporal hint.</td>
</tr>
<tr>
<td>VEX.256.0F:WIG 2B /r VMOVNTPS m256, ymm1</td>
<td>MR</td>
<td>V/V</td>
<td>AVX</td>
<td>Move packed single-precision values ymm1 to mem using non-temporal hint.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding1

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>MR</td>
<td>ModRM:r/m (w)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Moves the packed single-precision floating-point values in the source operand (second operand) to the destination operand (first operand) using a non-temporal hint to prevent caching of the data during the write to memory. The source operand is an XMM register or YMM register, which is assumed to contain packed single-precision, floating-pointing. The destination operand is a 128-bit or 256-bit memory location. The memory operand must be aligned on a 16-byte (128-bit version) or 32-byte (VEX.256 encoded version) boundary otherwise a general-protection exception (#GP) will be generated.

The non-temporal hint is implemented by using a write combining (WC) memory type protocol when writing the data to memory. Using this protocol, the processor does not write the data into the cache hierarchy, nor does it fetch the corresponding cache line from memory into the cache hierarchy. The memory type of the region being written to can override the non-temporal hint, if the memory address specified for the non-temporal store is in an uncacheable (UC) or write protected (WP) memory region. For more information on non-temporal stores, see “Caching of Temporal vs. Non-Temporal Data” in Chapter 10 in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1.

Because the WC protocol uses a weakly-ordered memory consistency model, a fencing operation implemented with the SFENCE or MFENCE instruction should be used in conjunction with MOVNTPS instructions if multiple processors might use different memory types to read/write the destination memory locations.

In 64-bit mode, use of the REX.R prefix permits this instruction to access additional registers (XMM8-XMM15). Note: In VEX-encoded versions, VEX.vvvv is reserved and must be 1111b otherwise instructions will #UD.

Operation

DEST ← SRC;

Intel C/C++ Compiler Intrinsic Equivalent

MOVNTDQ:  void _mm_stream_ps(float * p, __m128 a)
VMOVNTPS: void _mm256_stream_ps (float * p, __m256 a);

SIMD Floating-Point Exceptions

None.

1. ModRM.MOD = 011B is not permitted
Other Exceptions
See Exceptions Type 1.SSE; additionally
#UD If VEX.vvvv ≠ 111B.
MOVNTQ—Store of Quadword Using Non-Temporal Hint

MOVNTQ—Store of Quadword Using Non-Temporal Hint

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F E7 /r</td>
<td>MOVNTQ m64, mm</td>
<td>MR</td>
<td>Valid</td>
<td>Valid</td>
<td>Move quadword from mm to m64 using non-temporal hint.</td>
</tr>
</tbody>
</table>

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>MR</td>
<td>ModRM:r/m (w)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Moves the quadword in the source operand (second operand) to the destination operand (first operand) using a non-temporal hint to minimize cache pollution during the write to memory. The source operand is an MMX technology register, which is assumed to contain packed integer data (packed bytes, words, or doublewords). The destination operand is a 64-bit memory location.

The non-temporal hint is implemented by using a write combining (WC) memory type protocol when writing the data to memory. Using this protocol, the processor does not write the data into the cache hierarchy, nor does it fetch the corresponding cache line from memory into the cache hierarchy. The memory type of the region being written to can override the non-temporal hint, if the memory address specified for the non-temporal store is in an uncacheable (UC) or write protected (WP) memory region. For more information on non-temporal stores, see "Caching of Temporal vs. Non-Temporal Data" in Chapter 10 in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1*.

Because the WC protocol uses a weakly-ordered memory consistency model, a fencing operation implemented with the SFENCE or MFENCE instruction should be used in conjunction with MOVNTQ instructions if multiple processors might use different memory types to read/write the destination memory locations.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

**Operation**

DEST ← SRC;

**Intel C/C++ Compiler Intrinsic Equivalent**

MOVNTQ: void _mm_stream_pi(__m64 * p, __m64 a)

**SIMD Floating-Point Exceptions**

None.

**Other Exceptions**

See Table 22-8, "Exception Conditions for Legacy SIMD/MMX Instructions without FP Exception," in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3A*. 
MOVQ—Move Quadword

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 6F /r</td>
<td>RM</td>
<td>V/V</td>
<td>MMX</td>
<td>Move quadword from mm/m64 to mm.</td>
</tr>
<tr>
<td>MOVQ mm, mm/m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0F 7F /r</td>
<td>MR</td>
<td>V/V</td>
<td>MMX</td>
<td>Move quadword from mm to mm/m64.</td>
</tr>
<tr>
<td>MOVQ mm/m64, mm</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>F3 0F 7E /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Move quadword from xmm2/mem64 to xmm1.</td>
</tr>
<tr>
<td>MOVQ xmm1, xmm2/m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.128.F3.0F.WIG 7E /r</td>
<td></td>
<td>V/V</td>
<td>AVX</td>
<td>Move quadword from xmm2 to xmm1.</td>
</tr>
<tr>
<td>VMOVQ xmm1, xmm2</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.128.F3.0F.WIG 7E /r</td>
<td></td>
<td>V/V</td>
<td>AVX</td>
<td>Load quadword from m64 to xmm1.</td>
</tr>
<tr>
<td>VMOVQ xmm1, m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>66 0F D6 /r</td>
<td>MR</td>
<td>V/V</td>
<td>SSE2</td>
<td>Move quadword from xmm1 to xmm2/mem64.</td>
</tr>
<tr>
<td>MOVQ xmm2/m64, xmm1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.128.66.0F.WIG D6 /r</td>
<td></td>
<td>V/V</td>
<td>AVX</td>
<td>Move quadword from xmm2 register to xmm1/m64.</td>
</tr>
<tr>
<td>VMOVQ xmm1/m64, xmm2</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MR</td>
<td>ModRM:r/m (w)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Copies a quadword from the source operand (second operand) to the destination operand (first operand). The source and destination operands can be MMX technology registers, XMM registers, or 64-bit memory locations. This instruction can be used to move a quadword between two MMX technology registers or between an MMX technology register and a 64-bit memory location, or to move data between two XMM registers or between an XMM register and a 64-bit memory location. The instruction cannot be used to transfer data between memory locations.

When the source operand is an XMM register, the low quadword is moved; when the destination operand is an XMM register, the quadword is stored to the low quadword of the register, and the high quadword is cleared to all 0s.

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

Note: In VEX.128.66.0F D6 instruction version, VEX.vvvv and VEX.L=1 are reserved and the former must be 1111b otherwise instructions will #UD.

Note: In VEX.128.F3.0F 7E version, VEX.vvvv and VEX.L=1 are reserved and the former must be 1111b, otherwise instructions will #UD.

Operation

MOVQ instruction when operating on MMX technology registers and memory locations:

\[ \text{DEST} \leftarrow \text{SRC}; \]

MOVQ instruction when source and destination operands are XMM registers:

\[ \text{DEST}[63:0] \leftarrow \text{SRC}[63:0]; \]
\[ \text{DEST}[127:64] \leftarrow 0000000000000000H; \]
MOVQ instruction when source operand is XMM register and destination operand is memory location:
  DEST ← SRC[63:0];

MOVQ instruction when source operand is memory location and destination operand is XMM register:
  DEST[63:0] ← SRC;
  DEST[127:64] ← 0000000000000000H;

VMOVQ (VEX.NDS.128.F3.0F 7E) with XMM register source and destination:
  DEST[63:0] ← SRC[63:0]
  DEST[VLMAX-1:64] ← 0

VMOVQ (VEX.128.66.0F D6) with XMM register source and destination:
  DEST[63:0] ← SRC[63:0]
  DEST[VLMAX-1:64] ← 0

VMOVQ (7E) with memory source:
  DEST[63:0] ← SRC[63:0]
  DEST[VLMAX-1:64] ← 0

VMOVQ (D6) with memory dest:
  DEST[63:0] ← SRC2[63:0]

Flags Affected
None.

Intel C/C++ Compiler Intrinsic Equivalent
MOVQ: m128i _mm_mov_epi64(__m128i a)

SIMD Floating-Point Exceptions
None.

Other Exceptions
See Table 22-8, “Exception Conditions for Legacy SIMD/MMX Instructions without FP Exception,” in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 3B.
MOVQ2DQ—Move Quadword from MMX Technology to XMM Register

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F3 OF D6 /r</td>
<td>MOVQ2DQ xmm, mm</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move quadword from mmm to low quadword of xmm.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

Moves the quadword from the source operand (second operand) to the low quadword of the destination operand (first operand). The source operand is an MMX technology register and the destination operand is an XMM register.

This 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 MOVQ2DQ instruction is executed.

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

Operation

DEST[63:0] ← SRC[63:0];
DEST[127:64] ← 00000000000000000H;

Intel C/C++ Compiler Intrinsic Equivalent

MOVQ2DQ: __128i _mm_movpi64_pi64 (__m64 a)

SIMD Floating-Point Exceptions

None.

Protected Mode Exceptions

#NM If CR0.TS[bit 3] = 1.
#UD If CR0.EM[bit 2] = 1.
If CR4.OSFXSR[bit 9] = 0.
If CPUID.01H:EDX.SSE2[bit 26] = 0.
If the LOCK prefix is used.
#MF If there is a pending x87 FPU exception.

Real-Address Mode Exceptions

Same exceptions as in protected mode.

Virtual-8086 Mode Exceptions

Same exceptions as in protected mode.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

Same exceptions as in protected mode.
MOVS/MOVSB/MOVSW/MOVSD/MOVSD—Move Data from String to String

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/ En</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>A4</td>
<td>MOVS m8, m8</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>For legacy mode, Move byte from address DS:(E)SI to ES:(E)DI. For 64-bit mode move byte from address (R</td>
</tr>
<tr>
<td>A5</td>
<td>MOVS m16, m16</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>For legacy mode, move word from address DS:(E)SI to ES:(E)DI. For 64-bit mode move word at address (R</td>
</tr>
<tr>
<td>A5</td>
<td>MOVS m32, m32</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>For legacy mode, move dword from address DS:(E)SI to ES:(E)DI. For 64-bit mode move dword from address (R</td>
</tr>
<tr>
<td>REX.W + A5</td>
<td>MOVS m64, m64</td>
<td>NP</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move qword from address (R</td>
</tr>
<tr>
<td>A4</td>
<td>MOVSB</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>For legacy mode, Move byte from address DS:(E)SI to ES:(E)DI. For 64-bit mode move byte from address (R</td>
</tr>
<tr>
<td>A5</td>
<td>MOVSW</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>For legacy mode, move word from address DS:(E)SI to ES:(E)DI. For 64-bit mode move word at address (R</td>
</tr>
<tr>
<td>A5</td>
<td>MOVSD</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>For legacy mode, move dword from address DS:(E)SI to ES:(E)DI. For 64-bit mode move dword from address (R</td>
</tr>
<tr>
<td>REX.W + A5</td>
<td>MOVSQ</td>
<td>NP</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move qword from address (R</td>
</tr>
</tbody>
</table>

Description

Moves the byte, word, or doubleword specified with the second operand (source operand) to the location specified with the first operand (destination operand). Both the source and destination operands are located in memory. The address of the source operand is read from the DS:ESI or the DS:SI registers (depending on the address-size attribute of the instruction, 32 or 16, respectively). The address of the destination operand is read from the ES:EDI or the ES:DI registers (again depending on the address-size attribute of the instruction). The DS segment may be overridden with a segment override prefix, but the ES segment cannot be overridden.

At the assembly-code level, two forms of this instruction are allowed: the "explicit-operands" form and the "no-operands" form. The explicit-operands form (specified with the MOVS mnemonic) allows the source and destination operands to be specified explicitly. Here, the source and destination operands should be symbols that indicate the size and location of the source value and the destination, respectively. This explicit-operands form is provided to allow documentation; however, note that the documentation provided by this form can be misleading. That is, the source and destination operand symbols must specify the correct type (size) of the operands (bytes, words, or doublewords), but they do not have to specify the correct location. The locations of the source and destination operands are always specified by the DS:(E)SI and ES:(E)DI registers, which must be loaded correctly before the move string instruction is executed.

The no-operands form provides "short forms" of the byte, word, and doubleword versions of the MOVS instructions. Here also DS:(E)SI and ES:(E)DI are assumed to be the source and destination operands, respectively. The size of the source and destination operands is selected with the mnemonic: MOVSB (byte move), MOVSW (word move), or MOVSD (doubleword move).

After the move operation, the (E)SI and (E)DI registers are incremented or decremented automatically according to the setting of the DF flag in the EFLAGS register. (If the DF flag is 0, the (E)SI and (E)DI register are incre-
mented; if the DF flag is 1, the (E)SI and (E)DI registers are decremented.) The registers are incremented or decremented by 1 for byte operations, by 2 for word operations, or by 4 for doubleword operations.

NOTE

To improve performance, more recent processors support modifications to the processor’s operation during the string store operations initiated with MOVS and MOVSB. See Section 7.3.9.3 in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1* for additional information on fast-string operation.

The MOVS, MOVSB, MOVSW, and MOVSD instructions can be preceded by the REP prefix (see "REP/REPE/REPZ /REPN/REPNZ—Repeat String Operation Prefix" in Chapter 4 of the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 2B*, for a description of the REP prefix) for block moves of ECX bytes, words, or doublewords.

In 64-bit mode, the instruction’s default address size is 64 bits, 32-bit address size is supported using the prefix 67H. The 64-bit addresses are specified by RSI and RDI; 32-bit address are specified by ESI and EDI. Use of the REX.W prefix promotes doubleword operation to 64 bits. See the summary chart at the beginning of this section for encoding data and limits.

**Operation**

DEST ← SRC;

Non-64-bit Mode:

IF (Byte move)
THEN IF DF = 0
THEN
(E)SI ← (E)SI + 1;
(E)DI ← (E)DI + 1;
ELSE
(E)SI ← (E)SI – 1;
(E)DI ← (E)DI – 1;
FI;
ELSE IF (Word move)
THEN IF DF = 0
(E)SI ← (E)SI + 2;
(E)DI ← (E)DI + 2;
FI;
ELSE
(E)SI ← (E)SI – 2;
(E)DI ← (E)DI – 2;
FI;
ELSE IF (Doubleword move)
THEN IF DF = 0
(E)SI ← (E)SI + 4;
(E)DI ← (E)DI + 4;
FI;
ELSE
(E)SI ← (E)SI – 4;
(E)DI ← (E)DI – 4;
FI;
FI;

64-bit Mode:

IF (Byte move)
THEN IF DF = 0
THEN  
(R)ESI ← (R)ESI + 1;
(R)EDI ← (R)EDI + 1;
ELSE  
(R)ESI ← (R)ESI - 1;
(R)EDI ← (R)EDI - 1;
FI;
ELSE IF (Word move)  
THEN IF DF = 0  
(R)ESI ← (R)ESI + 2;
(R)EDI ← (R)EDI + 2;
FI;  
ELSE  
(R)ESI ← (R)ESI - 2;
(R)EDI ← (R)EDI - 2;
FI;  
ELSE IF (Doubleword move)  
THEN IF DF = 0  
(R)ESI ← (R)ESI + 4;
(R)EDI ← (R)EDI + 4;
FI;  
ELSE  
(R)ESI ← (R)ESI - 4;
(R)EDI ← (R)EDI - 4;
FI;  
ELSE IF (Quadword move)  
THEN IF DF = 0  
(R)ESI ← (R)ESI + 8;
(R)EDI ← (R)EDI + 8;
FI;  
ELSE  
(R)ESI ← (R)ESI - 8;
(R)EDI ← (R)EDI - 8;
FI;  
FI;

Flags Affected
None.

Protected Mode Exceptions
#GP(0) If the destination is located in a non-writable segment.
If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
If the DS, ES, FS, or GS register contains a NULL segment selector.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.

Real-Address Mode Exceptions
#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#UD If the LOCK prefix is used.

Virtual-8086 Mode Exceptions
#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.
MOVSD—Move Scalar Double-Precision Floating-Point Value

### Opcode/Instruction

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F2 0F 10 /r MOVSD xmm1, xmm2/m64</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Move scalar double-precision floating-point value from xmm2/m64 to xmm1 register.</td>
</tr>
<tr>
<td>VEX.NDS.LIG.F2.0F:WIG 10 /r VMOVSD xmm1, xmm2, xmm3</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Merge scalar double-precision floating-point value from xmm2 and xmm3 to xmm1 register.</td>
</tr>
<tr>
<td>VEX.LIG.F2.0F:WIG 10 /r VMOVSD xmm1, m64</td>
<td>XM</td>
<td>V/V</td>
<td>AVX</td>
<td>Load scalar double-precision floating-point value from m64 to xmm1 register.</td>
</tr>
<tr>
<td>F2 0F 11 /r MOVSD xmm2/m64, xmm1</td>
<td>MR</td>
<td>V/V</td>
<td>SSE2</td>
<td>Move scalar double-precision floating-point value from xmm1 register to xmm2/m64.</td>
</tr>
<tr>
<td>VEX.NDS.LIG.F2.0F:WIG 11 /r VMOVSD xmm1, xmm2, xmm3</td>
<td>MVR</td>
<td>V/V</td>
<td>AVX</td>
<td>Merge scalar double-precision floating-point value from xmm2 and xmm3 registers to xmm1.</td>
</tr>
<tr>
<td>VEX.LIG.F2.0F:WIG 11 /r VMOVSD m64, xmm1</td>
<td>MR</td>
<td>V/V</td>
<td>AVX</td>
<td>Move scalar double-precision floating-point value from xmm1 register to m64.</td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
<tr>
<td>MR</td>
<td>ModRM:r/m (w)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>XM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MVR</td>
<td>ModRM:r/m (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

MOVSD moves a scalar double-precision floating-point value from the source operand (second operand) to the destination operand (first operand). The source and destination operands can be XMM registers or 64-bit memory locations. This instruction can be used to move a double-precision floating-point value to and from the low quadword of an XMM register and a 64-bit memory location, or to move a double-precision floating-point value between the low quadwords of two XMM registers. The instruction cannot be used to transfer data between memory locations.

For non-VEX encoded instruction syntax and when the source and destination operands are XMM registers, the high quadword of the destination operand remains unchanged. When the source operand is a memory location and destination operand is an XMM registers, the high quadword of the destination operand is cleared to all 0s.

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

Note: For the “VMOVSD m64, xmm1” (memory store form) instruction version, VEX.vvvv is reserved and must be 1111b, otherwise instruction will #UD.

Note: For the “VMOVSD xmm1, m64” (memory load form) instruction version, VEX.vvvv is reserved and must be 1111b otherwise instruction will #UD.

VEX encoded instruction syntax supports two source operands and a destination operand if ModR/M.mod field is 11b. VEX.vvvv is used to encode the first source operand (the second operand). The low 128 bits of the destination operand stores the result of merging the low quadword of the second source operand with the quad word in bits 127:64 of the first source operand. The upper bits of the destination operand are cleared.
Operation

**MOVSD (128-bit Legacy SSE version: MOVSD XMM1, XMM2)**
DEST[63:0] ← SRC[63:0]
DEST[VLMAX-1:64] (Unmodified)

**MOVSD/VMOVSD (128-bit versions: MOVSD m64, xmm1 or VMOVSD m64, xmm1)**
DEST[63:0] ← SRC[63:0]

**MOVSD (128-bit Legacy SSE version: MOVSD XMM1, m64)**
DEST[63:0] ← SRC[63:0]
DEST[127:64] ← 0
DEST[VLMAX-1:128] (Unmodified)

**VMOVSD (VEX.NDS.128.F2.0F 11 /r: VMOVSD xmm1, xmm2, xmm3)**
DEST[63:0] ← SRC2[63:0]
DEST[127:64] ← SRC1[127:64]
DEST[VLMAX-1:128] ← 0

**VMOVSD (VEX.NDS.128.F2.0F 10 /r: VMOVSD xmm1, xmm2, xmm3)**
DEST[63:0] ← SRC2[63:0]
DEST[127:64] ← SRC1[127:64]
DEST[VLMAX-1:128] ← 0

**VMOVSD (VEX.NDS.128.F2.0F 10 /r: VMOVSD xmm1, m64)**
DEST[63:0] ← SRC[63:0]
DEST[VLMAX-1:64] ← 0

Intel C/C++ Compiler Intrinsic Equivalent
MOVSD: __m128d _mm_load_sd (double *p)
MOVSD: void _mm_store_sd (double *p, __m128d a)
MOVSD: __m128d _mm_store_sd (__m128d a, __m128d b)

SIMD Floating-Point Exceptions
None.

Other Exceptions
See Exceptions Type 5; additionally
#UD If VEX.vvvv ≠ 1111B.
MOVSHDUP—Move Packed Single-FP High and Duplicate

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/ En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F3 0F 16 /r MOVSHDUP xmm1, xmm2/m128</td>
<td>RM V/V</td>
<td>SSE3</td>
<td>Move two single-precision floating-point values from the higher 32-bit operand of each qword in xmm2/m128 to xmm1 and duplicate each 32-bit operand to the lower 32-bits of each qword.</td>
<td></td>
</tr>
<tr>
<td>VEX.128.F3.0F:WIG 16 /r VMOVSHDUP xmm1, xmm2/m128</td>
<td>RM V/V</td>
<td>AVX</td>
<td>Move odd index single-precision floating-point values from xmm2/mem and duplicate each element into xmm1.</td>
<td></td>
</tr>
<tr>
<td>VEX.256.F3.0F:WIG 16 /r VMOVSHDUP ymm1, ymm2/m256</td>
<td>RM V/V</td>
<td>AVX</td>
<td>Move odd index single-precision floating-point values from ymm2/mem and duplicate each element into ymm1.</td>
<td></td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

The linear address corresponds to the address of the least-significant byte of the referenced memory data. When a memory address is indicated, the 16 bytes of data at memory location m128 are loaded and the single-precision elements in positions 1 and 3 are duplicated. When the register-register form of this operation is used, the same operation is performed but with data coming from the 128-bit source register. See Figure 3-25.

![Figure 3-25. MOVSHDUP—Move Packed Single-FP High and Duplicate](image)

In 64-bit mode, use of the 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.

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

**MOVSHDUP (128-bit Legacy SSE version)**

<table>
<thead>
<tr>
<th>Destination Offset</th>
<th>Source Offset</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:0]</td>
<td>[63:32]</td>
</tr>
<tr>
<td>[63:32]</td>
<td>[63:32]</td>
</tr>
<tr>
<td>[95:64]</td>
<td>[127:96]</td>
</tr>
<tr>
<td>[127:96]</td>
<td>[127:96]</td>
</tr>
<tr>
<td>[VLMAX-1:128]</td>
<td>Unmodified</td>
</tr>
</tbody>
</table>

**VMOVSHDUP (VEX.128 encoded version)**

<table>
<thead>
<tr>
<th>Destination Offset</th>
<th>Source Offset</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:0]</td>
<td>[63:32]</td>
</tr>
<tr>
<td>[63:32]</td>
<td>[63:32]</td>
</tr>
<tr>
<td>[95:64]</td>
<td>[127:96]</td>
</tr>
<tr>
<td>[127:96]</td>
<td>[127:96]</td>
</tr>
<tr>
<td>[VLMAX-1:128]</td>
<td>0</td>
</tr>
</tbody>
</table>

**VMOVSHDUP (VEX.256 encoded version)**

<table>
<thead>
<tr>
<th>Destination Offset</th>
<th>Source Offset</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:0]</td>
<td>[63:32]</td>
</tr>
<tr>
<td>[63:32]</td>
<td>[63:32]</td>
</tr>
<tr>
<td>[95:64]</td>
<td>[127:96]</td>
</tr>
<tr>
<td>[127:96]</td>
<td>[127:96]</td>
</tr>
<tr>
<td>[159:128]</td>
<td>[191:160]</td>
</tr>
<tr>
<td>[191:160]</td>
<td>[191:160]</td>
</tr>
<tr>
<td>[223:192]</td>
<td>[255:224]</td>
</tr>
<tr>
<td>[255:224]</td>
<td>[255:224]</td>
</tr>
</tbody>
</table>

**Intel C/C++ Compiler Intrinsic Equivalent**

(V)MOVSHDUP: **__m128 _mm_movehdup_ps(__m128 a)**

VMOVSHDUP: **__m256 _mm256_movehdup_ps (__m256 a);**

**Exceptions**

General protection exception if not aligned on 16-byte boundary, regardless of segment.

**Numeric Exceptions**

None

**Other Exceptions**

See Exceptions Type 2.
MOVSLDUP—Move Packed Single-FP Low and Duplicate

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F3 0F 12 /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE3</td>
<td>Move two single-precision floating-point values from the lower 32-bit operand of each qword in \textit{xmm2/m128} to \textit{xmm1} and duplicate each 32-bit operand to the higher 32-bits of each qword.</td>
</tr>
<tr>
<td>VEX.128.F3.0F:W1G 12 /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Move even index single-precision floating-point values from \textit{xmm2/mem} and duplicate each element into \textit{xmm1}.</td>
</tr>
<tr>
<td>VEX.256.F3.0F:W1G 12 /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Move even index single-precision floating-point values from \textit{ymmm2/mem} and duplicate each element into \textit{ymmm1}.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

The linear address corresponds to the address of the least-significant byte of the referenced memory data. When a memory address is indicated, the 16 bytes of data at memory location m128 are loaded and the single-precision elements in positions 0 and 2 are duplicated. When the register-register form of this operation is used, the same operation is performed but with data coming from the 128-bit source register.

See Figure 3-26.

![Figure 3-26. MOVSLDUP—Move Packed Single-FP Low and Duplicate](OM15999)

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

128-bit Legacy SSE version: Bits (VMAX1:128) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: Bits (VMAX1:128) of the destination YMM register are zeroed.
Note: In VEX-encoded versions, VEX.vvvv is reserved and must be 1111b otherwise instructions will #UD.

**Operation**

MOVSLDUP (128-bit Legacy SSE version)

```
DEST[31:0] ← SRC[31:0]
DEST[63:32] ← SRC[31:0]
DEST[95:64] ← SRC[95:64]
DEST[127:96] ← SRC[95:64]
DEST[VLMAX-1:128] (Unmodified)
```

VMOVSLDUP (VEX.128 encoded version)

```
DEST[31:0] ← SRC[31:0]
DEST[63:32] ← SRC[31:0]
DEST[95:64] ← SRC[95:64]
DEST[127:96] ← SRC[95:64]
DEST[VLMAX-1:128] ← 0
```

VMOVSLDUP (VEX.256 encoded version)

```
DEST[31:0] ← SRC[31:0]
DEST[63:32] ← SRC[31:0]
DEST[95:64] ← SRC[95:64]
DEST[127:96] ← SRC[95:64]
DEST[159:128] ← SRC[159:128]
```

**Intel C/C++ Compiler Intrinsic Equivalent**

```
(V)MOVSLDUP: __m128 _mm_moveldup_ps(__m128 a)
VMOVSLDUP: __m256 _mm256_moveldup_ps (__m256 a);
```

**Exceptions**

General protection exception if not aligned on 16-byte boundary, regardless of segment.

**Numeric Exceptions**

None.

**Other Exceptions**

See Exceptions Type 4; additionally

#UD If VEX.vvvv ≠ 1111B.
### MOVSS—Move Scalar Single-Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F3 0F 10 Ir</td>
<td>RM</td>
<td>V/V</td>
<td>SSE</td>
<td>Move scalar single-precision floating-point value from xmm2/m32 to xmm1 register.</td>
</tr>
<tr>
<td>MOVSS xmm1, xmm2/m32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.LIG.F3.0F:WIG 10 Ir</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Merge scalar single-precision floating-point value from xmm2 and xmm3 to xmm1 register.</td>
</tr>
<tr>
<td>VMOVSS xmm1, xmm2, xmm3</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.LIG.F3.0F:WIG 10 Ir</td>
<td>XM</td>
<td>V/V</td>
<td>AVX</td>
<td>Load scalar single-precision floating-point value from m32 to xmm1 register.</td>
</tr>
<tr>
<td>VMOVSS xmm1, m32</td>
<td>MR</td>
<td>V/V</td>
<td>SSE</td>
<td>Move scalar single-precision floating-point value from xmm1 register to xmm2/m32.</td>
</tr>
<tr>
<td>VEX.NDS.LIG.F3.0F:WIG 11 Ir</td>
<td>MVR</td>
<td>V/V</td>
<td>AVX</td>
<td>Move scalar single-precision floating-point value from xmm2 and xmm3 to xmm1 register.</td>
</tr>
<tr>
<td>VMOVSS xmm1, xmm2, xmm3</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.LIG.F3.0F:WIG 11 Ir</td>
<td>MR</td>
<td>V/V</td>
<td>AVX</td>
<td>Move scalar single-precision floating-point value from xmm1 register to m32.</td>
</tr>
<tr>
<td>VMOVSS m32, xmm1</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRMreg (w)</td>
<td>ModRMreg/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRMreg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRMreg/m (r)</td>
<td>NA</td>
</tr>
<tr>
<td>MR</td>
<td>ModRMreg/m (w)</td>
<td>ModRMreg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>XM</td>
<td>ModRMreg (w)</td>
<td>ModRMreg/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MVR</td>
<td>ModRMreg/m (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRMreg (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

Moves a scalar single-precision floating-point value from the source operand (second operand) to the destination operand (first operand). The source and destination operands can be XMM registers or 32-bit memory locations. This instruction can be used to move a single-precision floating-point value to and from the low doubleword of an XMM register and a 32-bit memory location, or to move a single-precision floating-point value between the low doublewords of two XMM registers. The instruction cannot be used to transfer data between memory locations.

For non-VEX encoded syntax and when the source and destination operands are XMM registers, the high doublewords of the destination operand remains unchanged. When the source operand is a memory location and destination operand is an XMM registers, the high doublewords of the destination operand is cleared to all 0s.

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

VEX encoded instruction syntax supports two source operands and a destination operand if ModR/M.mod field is 11B. VEX.vvvv is used to encode the first source operand (the second operand). The low 128 bits of the destination operand stores the result of merging the low dword of the second source operand with three dwords in bits 127:32 of the first source operand. The upper bits of the destination operand are cleared.

Note: For the “VMOVSS m32, xmm1” (memory store form) instruction version, VEX.vvvv is reserved and must be 1111b otherwise instruction will #UD.

Note: For the “VMOVSS xmm1, m32” (memory load form) instruction version, VEX.vvvv is reserved and must be 1111b otherwise instruction will #UD.
Operation

**MOVSS (Legacy SSE version when the source and destination operands are both XMM registers)**
DEST[31:0] ← SRC[31:0]
DEST[VLMAX-1:32] (Unmodified)

**MOVSS/VMOVSS (when the source operand is an XMM register and the destination is memory)**
DEST[31:0] ← SRC[31:0]

**MOVSS (Legacy SSE version when the source operand is memory and the destination is an XMM register)**
DEST[31:0] ← SRC[31:0]
DEST[127:32] ← 0
DEST[VLMAX-1:128] (Unmodified)

**VMOVSS (VEX.NDS.128.F3.0F 11 /r where the destination is an XMM register)**
DEST[31:0] ← SRC2[31:0]
DEST[VLMAX-1:128] ← 0

**VMOVSS (VEX.NDS.128.F3.0F 10 /r where the source and destination are XMM registers)**
DEST[31:0] ← SRC2[31:0]
DEST[VLMAX-1:128] ← 0

**VMOVSS (VEX.NDS.128.F3.0F 10 /r when the source operand is memory and the destination is an XMM register)**
DEST[31:0] ← SRC[31:0]
DEST[VLMAX-1:32] ← 0

**Intel C/C++ Compiler Intrinsic Equivalent**

MOVSS:  
__m128 _mm_load_ss(float * p)
MOVSS:  
void _mm_store_ss(float * p, __m128 a)
MOVSS:  
__m128 _mm_move_ss(__m128 a, __m128 b)

**SIMD Floating-Point Exceptions**
None.

**Other Exceptions**
See Exceptions Type 5; additionally

#UD  
If VEX.vvvv ≠ 1111B.
## MOV SX/MOV XD—Move with Sign-Extension

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F BE /r</td>
<td>MOV SX r16, r/m8</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move byte to word with sign-extension.</td>
</tr>
<tr>
<td>0F BE /r</td>
<td>MOV SX r32, r/m8</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move byte to doubleword with sign-extension.</td>
</tr>
<tr>
<td>REX + 0F BE /r</td>
<td>MOV SX r64, r/m8*</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move byte to quadword with sign-extension.</td>
</tr>
<tr>
<td>0F BF /r</td>
<td>MOV SX r32, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move word to doubleword, with sign-extension.</td>
</tr>
<tr>
<td>REX.W + 0F BF /r</td>
<td>MOV SX r64, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move word to quadword with sign-extension.</td>
</tr>
<tr>
<td>REX.W** + 63 /r</td>
<td>MOV SXD r64, r/m32</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move doubleword to quadword with sign-extension.</td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

Copies the contents of the source operand (register or memory location) to the destination operand (register) and sign extends the value to 16 or 32 bits (see Figure 7-6 in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1). The size of the converted value depends on the operand-size attribute.

In 64-bit mode, the instruction’s default operation size is 32 bits. Use of the REX.R prefix permits access to additional registers (R8-R15). Use of the REX.W prefix promotes operation to 64 bits. See the summary chart at the beginning of this section for encoding data and limits.

### Operation

DEST ← SignExtend(SRC);

### Flags Affected

None.

### Protected Mode Exceptions

- **#GP(0)**
  - If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
  - If the DS, ES, FS, or GS register contains a NULL segment selector.
- **#SS(0)**
  - If a memory operand effective address is outside the SS segment limit.
- **#PF(fault-code)**
  - If a page fault occurs.
- **#AC(0)**
  - If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
- **#UD**
  - If the LOCK prefix is used.
Real-Address Mode Exceptions
#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#UD If the LOCK prefix is used.

Virtual-8086 Mode Exceptions
#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#UD If the LOCK prefix is used.

Compatibility Mode Exceptions
Same exceptions as in protected mode.

64-Bit Mode Exceptions
#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.
MOVUPD—Move Unaligned Packed Double-Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/ Instruction</th>
<th>Op/ En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>66 0F 10 /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Move packed double-precision floating-point values from xmm2/m128 to xmm1.</td>
</tr>
<tr>
<td>VEX.128.66.0F:WIG 10 /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Move unaligned packed double-precision floating-point from xmm2/mem to xmm1.</td>
</tr>
<tr>
<td>VEX.256.66.0F:WIG 10 /r</td>
<td>RM</td>
<td>V/V</td>
<td>AVX</td>
<td>Move unaligned packed double-precision floating-point from ymm2/mem to ymm1.</td>
</tr>
<tr>
<td>66 0F 11 /r</td>
<td>MR</td>
<td>V/V</td>
<td>SSE2</td>
<td>Move packed double-precision floating-point values from xmm1 to xmm2/m128.</td>
</tr>
<tr>
<td>VEX.128.66.0F:WIG 11 /r</td>
<td>MR</td>
<td>V/V</td>
<td>AVX</td>
<td>Move unaligned packed double-precision floating-point from xmm1 to xmm2/mem.</td>
</tr>
<tr>
<td>VEX.256.66.0F:WIG 11 /r</td>
<td>MR</td>
<td>V/V</td>
<td>AVX</td>
<td>Move unaligned packed double-precision floating-point from ymm1 to ymm2/mem.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MR</td>
<td>ModRM:r/m (w)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

Description

128-bit versions:

Moves a double quadword containing two packed double-precision floating-point values from the source operand (second operand) to the destination operand (first operand). This instruction can be used to load an XMM register from a 128-bit memory location, store the contents of an XMM register into a 128-bit memory location, or move data between two 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: Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

When the source or destination operand is a memory operand, the operand may be unaligned on a 16-byte boundary without causing a general-protection exception (#GP) to be generated.\(^1\)

To move double-precision floating-point values to and from memory locations that are known to be aligned on 16-byte boundaries, use the MOVAPD instruction.

While executing in 16-bit addressing mode, a linear address for a 128-bit data access that overlaps the end of a 16-bit segment is not allowed and is defined as reserved behavior. A specific processor implementation may or may not generate a general-protection exception (#GP) in this situation, and the address that spans the end of the segment may or may not wrap around to the beginning of the segment.

VEX.128 encoded version: Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: Moves 256 bits of packed double-precision floating-point values from the source operand (second operand) to the destination operand (first operand). This instruction can be used to load a YMM register from a 256-bit memory location, to store the contents of a YMM register into a 256-bit memory location, or to move data between two YMM registers.

---

\(^1\) If alignment checking is enabled (CR0.AM = 1, RFLAGS.AC = 1, and CPL = 3), an alignment-check exception (#AC) may or may not be generated (depending on processor implementation) when the operand is not aligned on an 8-byte boundary.
Note: In VEX-encoded versions, VEX.vvvv is reserved and must be 1111b otherwise instructions will #UD.

Operation

MOVUPD (128-bit load and register-copy form Legacy SSE version)
DEST[127:0] ← SRC[127:0]
DEST[VLMAX-1:128] (Unmodified)

(V)MOVUPD (128-bit store form)
DEST[127:0] ← SRC[127:0]

VMOVUPD (VEX.128 encoded version)
DEST[127:0] ← SRC[127:0]
DEST[VLMAX-1:128] ← 0

VMOVUPD (VEX.256 encoded version)
DEST[255:0] ← SRC[255:0]

Intel C/C++ Compiler Intrinsic Equivalent

MOVUPD: __m128 _mm_loadu_pd(double * p)
MOVUPD: void _mm_storeu_pd(double *p, __m128 a)
VMOVUPD: __m256d _mm256_loadu_pd(__m256d * p);
VMOVUPD: _mm256_storeu_pd(_m256d *p, __m256d a);

SIMD Floating-Point Exceptions

None.

Other Exceptions

See Exceptions Type 4
Note treatment of #AC varies; additionally
#UD If VEX.vvvv ≠ 1111B.
MOVUPS—Move Unaligned Packed Single-Precision Floating-Point Values

**Opcode/Instruction** | **Op/En** | **64/32-bit Mode** | **CPUID Feature Flag** | **Description**
--- | --- | --- | --- | ---
0F 10 /r | RM | V/V | SSE | Move packed single-precision floating-point values from xmm2/m128 to xmm1.
VEX.128.0F.WIG 10 /r | RM | V/V | AVX | Move unaligned packed single-precision floating-point from xmm2/mem to xmm1.
VEX.256.0F.WIG 10 /r | RM | V/V | AVX | Move unaligned packed single-precision floating-point from ymm2/mem to ymm1.
0F 11 /r | MR | V/V | SSE | Move packed single-precision floating-point values from xmm1 to xmm2/m128.
VEX.128.0F.WIG 11 /r | MR | V/V | AVX | Move unaligned packed single-precision floating-point from xmm1 to xmm2/mem.
VEX.256.0F.WIG 11 /r | MR | V/V | AVX | Move unaligned packed single-precision floating-point from ymm1 to ymm2/mem.

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>MR</td>
<td>ModRM:r/m (w)</td>
<td>ModRM:reg (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

128-bit versions: Moves a double quadword containing four packed single-precision floating-point values from the source operand (second operand) to the destination operand (first operand). This instruction can be used to load an XMM register from a 128-bit memory location, store the contents of an XMM register into a 128-bit memory location, or move data between two 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: Bits (VLMAX-1:128) of the corresponding YMM destination register remain unchanged.

When the source or destination operand is a memory operand, the operand may be unaligned on a 16-byte boundary without causing a general-protection exception (#GP) to be generated.\(^1\)

To move packed single-precision floating-point values to and from memory locations that are known to be aligned on 16-byte boundaries, use the MOVAPS instruction.

While executing in 16-bit addressing mode, a linear address for a 128-bit data access that overlaps the end of a 16-bit segment is not allowed and is defined as reserved behavior. A specific processor implementation may or may not generate a general-protection exception (#GP) in this situation, and the address that spans the end of the segment may or may not wrap around to the beginning of the segment.

VEX.128 encoded version: Bits (VLMAX-1:128) of the destination YMM register are zeroed.

VEX.256 encoded version: Moves 256 bits of packed single-precision floating-point values from the source operand (second operand) to the destination operand (first operand). This instruction can be used to load a YMM register from a 256-bit memory location, to store the contents of a YMM register into a 256-bit memory location, or to move data between two YMM registers.

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

\(^1\) If alignment checking is enabled (CR0.AM = 1, RFLAGS.AC = 1, and CPL = 3), an alignment-check exception (#AC) may or may not be generated (depending on processor implementation) when the operand is not aligned on an 8-byte boundary.
Operation
MOVUPS (128-bit load and register-copy form Legacy SSE version)
DEST[127:0] ← SRC[127:0]
DEST[VLMAX-1:128] (Unmodified)

(V)MOVUPS (128-bit store form)
DEST[127:0] ← SRC[127:0]

VMOVUPS (VEX.128 encoded load-form)
DEST[127:0] ← SRC[127:0]
DEST[VLMAX-1:128] ← 0

VMOVUPS (VEX.256 encoded version)
DEST[255:0] ← SRC[255:0]

Intel C/C++ Compiler Intrinsic Equivalent
MOVUPS: __m128 _mm_loadu_ps(double * p)
MOVUPS: void _mm_storeu_ps(double *p, __m128 a)
VMOVUPS: __m256 _mm256_loadu_ps(__m256 * p);
VMOVUPS: __mm256_storeu_ps(__m256 *p, __m256 a);

SIMD Floating-Point Exceptions
None.

Other Exceptions
See Exceptions Type 4
Note treatment of #AC varies; additionally
#UD If VEX.vvvv ≠ 1111B.
MOVZX—Move with Zero-Extend

### Opcode

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F B6 /r</td>
<td>MOVZX r16, r/m8</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move byte to word with zero-extension.</td>
</tr>
<tr>
<td>0F B6 /r</td>
<td>MOVZX r32, r/m8</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move byte to doubleword, zero-extension.</td>
</tr>
<tr>
<td>REX.W + 0F B6 /r</td>
<td>MOVZX r64, r/m8*</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move byte to quadword, zero-extension.</td>
</tr>
<tr>
<td>0F B7 /r</td>
<td>MOVZX r32, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>Valid</td>
<td>Move word to doubleword, zero-extension.</td>
</tr>
<tr>
<td>REX.W + 0F B7 /r</td>
<td>MOVZX r64, r/m16</td>
<td>RM</td>
<td>Valid</td>
<td>N.E.</td>
<td>Move word to quadword, zero-extension.</td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

Copies the contents of the source operand (register or memory location) to the destination operand (register) and zero extends the value. The size of the converted value depends on the operand-size attribute.

In 64-bit mode, the instruction’s default operation size is 32 bits. Use of the REX.R prefix permits access to additional registers (R8-R15). Use of the REX.W prefix promotes operation to 64 bit operands. See the summary chart at the beginning of this section for encoding data and limits.

### Operation

DEST ← ZeroExtend(SRC);

### Flags Affected

None.

### Protected Mode Exceptions

- **#GP(0)** If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS(0)** If a memory operand effective address is outside the SS segment limit.
- **#PF(fault-code)** If a page fault occurs.
- **#AC(0)** If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
- **#UD** If the LOCK prefix is used.

### Real-Address Mode Exceptions

- **#GP** If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
- **#SS** If a memory operand effective address is outside the SS segment limit.
- **#UD** If the LOCK prefix is used.
Virtual-8086 Mode Exceptions

#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.
MPSADBW — Compute Multiple Packed Sums of Absolute Difference

**MPSADBW** calculates packed word results of sum-absolute-difference (SAD) of unsigned bytes from two blocks of 32-bit dword elements, using two select fields in the immediate byte to select the offsets of the two blocks within the first source operand and the second operand. Packed SAD word results are calculated within each 128-bit lane. Each SAD word result is calculated between a stationary block_2 (whose offset within the second source operand is selected by a two bit select control, multiplied by 32 bits) and a sliding block_1 at consecutive byte-granular position within the first source operand. The offset of the first 32-bit block of block_1 is selectable using a one bit select control, multiplied by 32 bits.

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.

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RMI</td>
<td>ModRMreg (r, w)</td>
<td>ModRMreg/r/m (r)</td>
<td>imm8</td>
<td>NA</td>
</tr>
<tr>
<td>RVMI</td>
<td>ModRMreg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRMreg/r/m (r)</td>
<td>imm8</td>
</tr>
</tbody>
</table>

### Description

(V)MPSADBW calculates packed word results of sum-absolute-difference (SAD) of unsigned bytes from two blocks of 32-bit dword elements, using two select fields in the immediate byte to select the offsets of the two blocks within the first source operand and the second operand. Packed SAD word results are calculated within each 128-bit lane. Each SAD word result is calculated between a stationary block_2 (whose offset within the second source operand is selected by a two bit select control, multiplied by 32 bits) and a sliding block_1 at consecutive byte-granular position within the first source operand. The offset of the first 32-bit block of block_1 is selectable using a one bit select control, multiplied by 32 bits.

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.

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.

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.
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. 256-bit VMPSADBW Operation**

**Operation**

**VMPSADBW (VEX.256 encoded version)**

- BLK2_OFFSET ← \(\text{imm8}[1:0]*32\)
- BLK1_OFFSET ← \(\text{imm8}[2]*32\)
- SRC1_BYTE0 ← SRC1[BLK1_OFFSET+7:BLK1_OFFSET]
- SRC1_BYTE1 ← SRC1[BLK1_OFFSET+15:BLK1_OFFSET+8]
- SRC1_BYTE2 ← SRC1[BLK1_OFFSET+23:BLK1_OFFSET+16]
- SRC1_BYTE3 ← SRC1[BLK1_OFFSET+31:BLK1_OFFSET+24]
- SRC1_BYTE4 ← SRC1[BLK1_OFFSET+39:BLK1_OFFSET+32]
- SRC1_BYTE5 ← SRC1[BLK1_OFFSET+47:BLK1_OFFSET+40]
SRC1_BYTE6 ← SRC1[BLK1_OFFSET+55:BLK1_OFFSET+48]
SRC1_BYTE7 ← SRC1[BLK1_OFFSET+63:BLK1_OFFSET+56]
SRC1_BYTE8 ← SRC1[BLK1_OFFSET+71:BLK1_OFFSET+64]
SRC1_BYTE9 ← SRC1[BLK1_OFFSET+79:BLK1_OFFSET+72]
SRC1_BYTE10 ← SRC1[BLK1_OFFSET+87:BLK1_OFFSET+80]
SRC2_BYTE0 ← SRC2[BLK2_OFFSET+7:BLK2_OFFSET]
SRC2_BYTE1 ← SRC2[BLK2_OFFSET+15:BLK2_OFFSET+8]
SRC2_BYTE2 ← SRC2[BLK2_OFFSET+23:BLK2_OFFSET+16]
SRC2_BYTE3 ← SRC2[BLK2_OFFSET+31:BLK2_OFFSET+24]

TEMPO ← 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] ← TEMPO + TEMP1 + TEMP2 + TEMP3

TEMPO ← 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] ← TEMPO + TEMP1 + TEMP2 + TEMP3

TEMPO ← 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] ← TEMPO + TEMP1 + TEMP2 + TEMP3

TEMPO ← 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] ← TEMPO + TEMP1 + TEMP2 + TEMP3

TEMPO ← 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] ← TEMPO + TEMP1 + TEMP2 + TEMP3

TEMPO ← 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] ← TEMPO + TEMP1 + TEMP2 + TEMP3

TEMPO ← 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] ← TEMPO + TEMP1 + TEMP2 + TEMP3

TEMPO ← ABS(SRC1_BYTE7 - SRC2_BYTE0)
TEMP1 ← ABS(SRC1_BYTE8 - SRC2_BYTE1)
TEMP2 ← \( \text{ABS}(\text{SRC1\_BYTE9} - \text{SRC2\_BYTE2}) \)
TEMP3 ← \( \text{ABS}(\text{SRC1\_BYTE10} - \text{SRC2\_BYTE3}) \)
\( \text{DEST}[127:112] \) ← \( \text{TEMP0} + \text{TEMP1} + \text{TEMP2} + \text{TEMP3} \)

\( \text{BLK2\_OFFSET} \) ← \( \text{imm8}[4:3] \times 32 + 128 \)
\( \text{BLK1\_OFFSET} \) ← \( \text{imm8}[5] \times 32 + 128 \)
\( \text{SRC1\_BYTE0} \) ← \( \text{SRC1}[\text{BLK1\_OFFSET}+7: \text{BLK1\_OFFSET}] \)
\( \text{SRC1\_BYTE1} \) ← \( \text{SRC1}[\text{BLK1\_OFFSET}+15: \text{BLK1\_OFFSET}+8] \)
\( \text{SRC1\_BYTE2} \) ← \( \text{SRC1}[\text{BLK1\_OFFSET}+23: \text{BLK1\_OFFSET}+16] \)
\( \text{SRC1\_BYTE3} \) ← \( \text{SRC1}[\text{BLK1\_OFFSET}+31: \text{BLK1\_OFFSET}+24] \)
\( \text{SRC1\_BYTE4} \) ← \( \text{SRC1}[\text{BLK1\_OFFSET}+39: \text{BLK1\_OFFSET}+32] \)
\( \text{SRC1\_BYTE5} \) ← \( \text{SRC1}[\text{BLK1\_OFFSET}+47: \text{BLK1\_OFFSET}+40] \)
\( \text{SRC1\_BYTE6} \) ← \( \text{SRC1}[\text{BLK1\_OFFSET}+55: \text{BLK1\_OFFSET}+48] \)
\( \text{SRC1\_BYTE7} \) ← \( \text{SRC1}[\text{BLK1\_OFFSET}+63: \text{BLK1\_OFFSET}+56] \)
\( \text{SRC1\_BYTE8} \) ← \( \text{SRC1}[\text{BLK1\_OFFSET}+71: \text{BLK1\_OFFSET}+64] \)
\( \text{SRC1\_BYTE9} \) ← \( \text{SRC1}[\text{BLK1\_OFFSET}+79: \text{BLK1\_OFFSET}+72] \)
\( \text{SRC1\_BYTE10} \) ← \( \text{SRC1}[\text{BLK1\_OFFSET}+87: \text{BLK1\_OFFSET}+80] \)

\( \text{SRC2\_BYTE0} \) ← \( \text{SRC2}[\text{BLK2\_OFFSET}+7: \text{BLK2\_OFFSET}] \)
\( \text{SRC2\_BYTE1} \) ← \( \text{SRC2}[\text{BLK2\_OFFSET}+15: \text{BLK2\_OFFSET}+8] \)
\( \text{SRC2\_BYTE2} \) ← \( \text{SRC2}[\text{BLK2\_OFFSET}+23: \text{BLK2\_OFFSET}+16] \)
\( \text{SRC2\_BYTE3} \) ← \( \text{SRC2}[\text{BLK2\_OFFSET}+31: \text{BLK2\_OFFSET}+24] \)

\( \text{TEMP0} \) ← \( \text{ABS}(\text{SRC1\_BYTE0} - \text{SRC2\_BYTE0}) \)
\( \text{TEMP1} \) ← \( \text{ABS}(\text{SRC1\_BYTE1} - \text{SRC2\_BYTE1}) \)
\( \text{TEMP2} \) ← \( \text{ABS}(\text{SRC1\_BYTE2} - \text{SRC2\_BYTE2}) \)
\( \text{TEMP3} \) ← \( \text{ABS}(\text{SRC1\_BYTE3} - \text{SRC2\_BYTE3}) \)
\( \text{DEST}[143:128] \) ← \( \text{TEMP0} + \text{TEMP1} + \text{TEMP2} + \text{TEMP3} \)

\( \text{TEMP0} \) ← \( \text{ABS}(\text{SRC1\_BYTE1} - \text{SRC2\_BYTE0}) \)
\( \text{TEMP1} \) ← \( \text{ABS}(\text{SRC1\_BYTE2} - \text{SRC2\_BYTE1}) \)
\( \text{TEMP2} \) ← \( \text{ABS}(\text{SRC1\_BYTE3} - \text{SRC2\_BYTE2}) \)
\( \text{TEMP3} \) ← \( \text{ABS}(\text{SRC1\_BYTE4} - \text{SRC2\_BYTE3}) \)
\( \text{DEST}[159:144] \) ← \( \text{TEMP0} + \text{TEMP1} + \text{TEMP2} + \text{TEMP3} \)

\( \text{TEMP0} \) ← \( \text{ABS}(\text{SRC1\_BYTE2} - \text{SRC2\_BYTE0}) \)
\( \text{TEMP1} \) ← \( \text{ABS}(\text{SRC1\_BYTE3} - \text{SRC2\_BYTE1}) \)
\( \text{TEMP2} \) ← \( \text{ABS}(\text{SRC1\_BYTE4} - \text{SRC2\_BYTE2}) \)
\( \text{TEMP3} \) ← \( \text{ABS}(\text{SRC1\_BYTE5} - \text{SRC2\_BYTE3}) \)
\( \text{DEST}[175:160] \) ← \( \text{TEMP0} + \text{TEMP1} + \text{TEMP2} + \text{TEMP3} \)

\( \text{TEMP0} \) ← \( \text{ABS}(\text{SRC1\_BYTE3} - \text{SRC2\_BYTE0}) \)
\( \text{TEMP1} \) ← \( \text{ABS}(\text{SRC1\_BYTE4} - \text{SRC2\_BYTE1}) \)
\( \text{TEMP2} \) ← \( \text{ABS}(\text{SRC1\_BYTE5} - \text{SRC2\_BYTE2}) \)
\( \text{TEMP3} \) ← \( \text{ABS}(\text{SRC1\_BYTE6} - \text{SRC2\_BYTE3}) \)
\( \text{DEST}[191:176] \) ← \( \text{TEMP0} + \text{TEMP1} + \text{TEMP2} + \text{TEMP3} \)

\( \text{TEMP0} \) ← \( \text{ABS}(\text{SRC1\_BYTE4} - \text{SRC2\_BYTE0}) \)
\( \text{TEMP1} \) ← \( \text{ABS}(\text{SRC1\_BYTE5} - \text{SRC2\_BYTE1}) \)
\( \text{TEMP2} \) ← \( \text{ABS}(\text{SRC1\_BYTE6} - \text{SRC2\_BYTE2}) \)
\( \text{TEMP3} \) ← \( \text{ABS}(\text{SRC1\_BYTE7} - \text{SRC2\_BYTE3}) \)
\( \text{DEST}[207:192] \) ← \( \text{TEMP0} + \text{TEMP1} + \text{TEMP2} + \text{TEMP3} \)

\( \text{TEMP0} \) ← \( \text{ABS}(\text{SRC1\_BYTE5} - \text{SRC2\_BYTE0}) \)
TEMP1 ← ABS(SRC1_BYTE6 - SRC2_BYTE1)
TEMP2 ← ABS(SRC1_BYTE7 - SRC2_BYTE2)
TEMP3 ← ABS(SRC1_BYTE8 - SRC2_BYTE3)
DEST[223:208] ← TEMPO + 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] ← TEMPO + 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] ← TEMPO + TEMP1 + TEMP2 + TEMP3

VMPSADBW (VEX.128 encoded version)

BLK2_OFFSET ← imm8[1:0]*32
BLK1_OFFSET ← imm8[2]*32
SRC1_BYTE0 ← SRC1[BLK1_OFFSET+7:BLK1_OFFSET]
SRC1_BYTE1 ← SRC1[BLK1_OFFSET+15:BLK1_OFFSET+8]
SRC1_BYTE2 ← SRC1[BLK1_OFFSET+23:BLK1_OFFSET+16]
SRC1_BYTE3 ← SRC1[BLK1_OFFSET+31:BLK1_OFFSET+24]
SRC1_BYTE4 ← SRC1[BLK1_OFFSET+39:BLK1_OFFSET+32]
SRC1_BYTE5 ← SRC1[BLK1_OFFSET+47:BLK1_OFFSET+40]
SRC1_BYTE6 ← SRC1[BLK1_OFFSET+55:BLK1_OFFSET+48]
SRC1_BYTE7 ← SRC1[BLK1_OFFSET+63:BLK1_OFFSET+56]
SRC1_BYTE8 ← SRC1[BLK1_OFFSET+71:BLK1_OFFSET+64]
SRC1_BYTE9 ← SRC1[BLK1_OFFSET+79:BLK1_OFFSET+72]
SRC1_BYTE10 ← SRC1[BLK1_OFFSET+87:BLK1_OFFSET+80]

SRC2_BYTE0 ← SRC2[BLK2_OFFSET+7:BLK2_OFFSET]
SRC2_BYTE1 ← SRC2[BLK2_OFFSET+15:BLK2_OFFSET+8]
SRC2_BYTE2 ← SRC2[BLK2_OFFSET+23:BLK2_OFFSET+16]
SRC2_BYTE3 ← SRC2[BLK2_OFFSET+31:BLK2_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] ← TEMPO + 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] ← TEMPO + 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] ← TEMPO + TEMP1 + TEMP2 + TEMP3
TEMP0 ← |SRC1_BYTE3 - SRC2_BYTE0|
TEMP1 ← |SRC1_BYTE4 - SRC2_BYTE1|
TEMP2 ← |SRC1_BYTE5 - SRC2_BYTE2|
TEMP3 ← |SRC1_BYTE6 - SRC2_BYTE3|
DEST[63:48] ← TEMP0 + TEMP1 + TEMP2 + TEMP3

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

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

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

TEMP0 ← |SRC1_BYTE7 - SRC2_BYTE0|
TEMP1 ← |SRC1_BYTE8 - SRC2_BYTE1|
TEMP2 ← |SRC1_BYTE9 - SRC2_BYTE2|
TEMP3 ← |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 ← |DEST_BYTE0 - SRC_BYTE0|
TEMP1 ← |DEST_BYTE1 - SRC_BYTE1|
TEMP2 ← ABS(DEST_BYTE2 - SRC_BYTE2)
TEMP3 ← ABS(DEST_BYTE3 - SRC_BYTE3)
DEST[15:0] ← TEMPO + 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] ← TEMPO + 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] ← TEMPO + 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] ← TEMPO + 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] ← TEMPO + 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] ← TEMPO + 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] ← TEMPO + 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] ← TEMPO + TEMP1 + TEMP2 + TEMP3

VLMAX-1:128] (Unmodified)

Intel C/C++ Compiler Intrinsic Equivalent

(V)MPSADBW: __m128i _mm_mpsadbw_epi8 (__m128i s1, __m128i s2, const int mask);
VMPSADBW: __m256i _mm256_mpsadbw_epi8 (__m256i s1, __m256i s2, const int mask);

Flags Affected
None

MPSADBW — Compute Multiple Packed Sums of Absolute Difference
Other Exceptions
See Exceptions Type 4; additionally
#UD If VEX.L = 1.
MUL—Unsigned Multiply

**Op and Encoding**

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/En</th>
<th>64-Bit Mode</th>
<th>Comp/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F6 /4</td>
<td>MUL r/m8</td>
<td>M</td>
<td>Valid</td>
<td>Valid</td>
<td>Unsigned multiply (AX ← AL * r/m8).</td>
</tr>
<tr>
<td>REX + F6 /4</td>
<td>MUL r/m8*</td>
<td>M</td>
<td>Valid</td>
<td>N.E.</td>
<td>Unsigned multiply (AX ← AL * r/m8).</td>
</tr>
<tr>
<td>F7 /4</td>
<td>MUL r/m16</td>
<td>M</td>
<td>Valid</td>
<td>Valid</td>
<td>Unsigned multiply (DX:AX ← AX * r/m16).</td>
</tr>
<tr>
<td>F7 /4</td>
<td>MUL r/m32</td>
<td>M</td>
<td>Valid</td>
<td>Valid</td>
<td>Unsigned multiply (EDX:EAX ← EAX * r/m32).</td>
</tr>
<tr>
<td>REX.W + F7 /4</td>
<td>MUL r/m64</td>
<td>M</td>
<td>Valid</td>
<td>N.E.</td>
<td>Unsigned multiply (RDX:RAX ← RAX * r/m64).</td>
</tr>
</tbody>
</table>

**NOTES:**

* In 64-bit mode, r/m8 can not be encoded to access the following byte registers if a REX prefix is used: AH, BH, CH, DH.

**Instruction Operand Encoding**

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>M</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

Performs an unsigned multiplication of the first operand (destination operand) and the second operand (source operand) and stores the result in the destination operand. The destination operand is an implied operand located in register AL, AX or EAX (depending on the size of the operand); the source operand is located in a general-purpose register or a memory location. The action of this instruction and the location of the result depends on the opcode and the operand size as shown in Table 3-66.

The result is stored in register AX, register pair DX:AX, or register pair EDX:EAX (depending on the operand size), with the high-order bits of the product contained in register AH, DX, or EDX, respectively. If the high-order bits of the product are 0, the CF and OF flags are cleared; otherwise, the flags are set.

In 64-bit mode, the instruction’s default operation size is 32 bits. Use of the REX.R prefix permits access to additional registers (R8-R15). Use of the REX.W prefix promotes operation to 64 bits.

See the summary chart at the beginning of this section for encoding data and limits.

**Table 3-66. MUL Results**

<table>
<thead>
<tr>
<th>Operand Size</th>
<th>Source 1</th>
<th>Source 2</th>
<th>Destination</th>
</tr>
</thead>
<tbody>
<tr>
<td>Byte</td>
<td>AL</td>
<td>r/m8</td>
<td>AX</td>
</tr>
<tr>
<td>Word</td>
<td>AX</td>
<td>r/m16</td>
<td>DX:AX</td>
</tr>
<tr>
<td>Doubleword</td>
<td>EAX</td>
<td>r/m32</td>
<td>EDX:EAX</td>
</tr>
<tr>
<td>Quadword</td>
<td>RAX</td>
<td>r/m64</td>
<td>RDX:RAX</td>
</tr>
</tbody>
</table>
Operation

IF (Byte operation)
   THEN
      AX ← AL * SRC;
   ELSE (* Word or doubleword operation *)
      IF OperandSize = 16
         THEN
            DX:AX ← AX * SRC;
         ELSE IF OperandSize = 32
            THEN EDX:EAX ← EAX * SRC; Fl;
            ELSE (* OperandSize = 64 *)
               RDX:RAX ← RAX * SRC;
         FI;
      Fl;
   FI;

Flags Affected

The OF and CF flags are set to 0 if the upper half of the result is 0; otherwise, they are set to 1. The SF, ZF, AF, and PF flags are undefined.

Protected Mode Exceptions

#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
#UD If the LOCK prefix is used.

Real-Address Mode Exceptions

#GP If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS If a memory operand effective address is outside the SS segment limit.
#UD If the LOCK prefix is used.

Virtual-8086 Mode Exceptions

#GP(0) If a memory operand effective address is outside the CS, DS, ES, FS, or GS segment limit.
#SS(0) If a memory operand effective address is outside the SS segment limit.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made.
#UD If the LOCK prefix is used.

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

#SS(0) If a memory address referencing the SS segment is in a non-canonical form.
#GP(0) If the memory address is in a non-canonical form.
#PF(fault-code) If a page fault occurs.
#AC(0) If alignment checking is enabled and an unaligned memory reference is made while the current privilege level is 3.
MULPD—Multiply Packed Double-Precision Floating-Point Values

MULPD (128-bit Legacy SSE version)
DEST[63:0] ← DEST[63:0] * SRC[63:0]
DEST[127:64] ← DEST[127:64] * SRC[127:64]
DEST[VLMAX-1:128] (Unmodified)

VMULPD (VEX.128 encoded version)
DEST[63:0] ← SRC1[63:0] * SRC2[63:0]
DEST[127:64] ← SRC1[127:64] * SRC2[127:64]

VMULPD (VEX.256 encoded version)
DEST[63:0] ← SRC1[63:0] * SRC2[63:0]
DEST[127:64] ← SRC1[127:64] * SRC2[127:64]

Description
Performs a SIMD multiply of the two or four packed double-precision floating-point values from the source operand (second operand) and the destination operand (first operand), and stores the packed double-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 11-3 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, use of the REX.R prefix 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 destination 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.

Opcode/Instruction

<table>
<thead>
<tr>
<th>Op/ En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Multiply packed double-precision floating-point values in xmm2/m128 by xmm1.</td>
</tr>
<tr>
<td>VEX.NDS.128.66.0F.WIG 59</td>
<td>RVM V/V</td>
<td>AVX</td>
<td>Multiply packed double-precision floating-point values from xmm3/mem to xmm2 and stores result in xmm1.</td>
</tr>
<tr>
<td>VEX.NDS.256.66.0F.WIG 59</td>
<td>RVM V/V</td>
<td>AVX</td>
<td>Multiply packed double-precision floating-point values from ymm3/mem to ymm2 and stores result in ymm1.</td>
</tr>
</tbody>
</table>

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRMreg (r, w)</td>
<td>ModRMreg</td>
<td>m128 (r)</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRMreg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRMreg</td>
<td>m128 (r)</td>
</tr>
</tbody>
</table>
**Intel C/C++ Compiler Intrinsic Equivalent**

MULPD: __m128d _mm_mul_pd (m128d a, m128d b)
VMULPD: __m256d _mm256_mul_pd (__m256d a, __m256d b);

**SIMD Floating-Point Exceptions**

Overflow, Underflow, Invalid, Precision, Denormal.

**Other Exceptions**

See Exceptions Type 2
MULPS—Multiply Packed Single-Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>OF 59 r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE</td>
<td>Multiply packed single-precision floating-point values in xmm2/mem by xmm1.</td>
</tr>
<tr>
<td>MULPS xmm1, xmm2/m128</td>
<td>VEX.NDS.128.0F.WIG 59 r</td>
<td>RVM V/V</td>
<td>AVX</td>
<td>Multiply packed single-precision floating-point values from xmm3/mem to xmm2 and stores result in xmm1.</td>
</tr>
<tr>
<td>VMULPS xmm1, xmm2, xmm3/m128</td>
<td>VEX.NDS.256.0F.WIG 59 r</td>
<td>RVM V/V</td>
<td>AVX</td>
<td>Multiply packed single-precision floating-point values from ymm3/mem to ymm2 and stores result in ymm1.</td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRMreg (r, w)</td>
<td>ModRMr/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRMreg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRMr/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

Performs a SIMD multiply of the four packed single-precision floating-point values from the source operand (second operand) and the destination operand (first operand), and stores the packed single-precision floating-point results in the destination operand. See Figure 10-5 in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1*, for an illustration of a SIMD single-precision floating-point operation.

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 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 (VMAX-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 (VMAX-1:128) of the destination 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

**MULPS (128-bit Legacy SSE version)**

DEST[31:0] ← SRC1[31:0] * SRC2[31:0]
DEST[95:64] ← SRC1[95:64] * SRC2[95:64]
DEST[VLMAX-1:128] (Unmodified)

**VMULPS (VEX.128 encoded version)**

DEST[31:0] ← SRC1[31:0] * SRC2[31:0]
DEST[95:64] ← SRC1[95:64] * SRC2[95:64]
DEST[VLMAX-1:128] ← 0
VMULPS (VEX.256 encoded version)
DEST[31:0] ← SRC1[31:0] * SRC2[31:0]
DEST[95:64] ← SRC1[95:64] * SRC2[95:64]

Intel C/C++ Compiler Intrinsic Equivalent
MULPS: __m128 _mm_mul_ps(__m128 a, __m128 b)
VMULPS: __m256 _mm256_mul_ps (__m256 a, __m256 b);

SIMD Floating-Point Exceptions
Overflow, Underflow, Invalid, Precision, Denormal.

Other Exceptions
See Exceptions Type 2
MULSD—Multiply Scalar Double-Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F2 0F 59 /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE2</td>
<td>Multiply the low double-precision floating-point value in xmm1/mem64 by low double-precision floating-point value in xmm2.</td>
</tr>
<tr>
<td>MULSD xmm1, xmm2/m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.LIG.F2.0F.WIG 59/r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Multiply the low double-precision floating-point value in xmm3/mem64 by low double precision floating-point value in xmm2.</td>
</tr>
<tr>
<td>VMULSD xmm1,xmm2, xmm3/m64</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

### Description

Multiplies the low double-precision floating-point value in the source operand (second operand) by the low double-precision floating-point value in the destination operand (first operand), and stores the double-precision floating-point result in the destination operand. The source operand can be an XMM register or a 64-bit memory location. The destination operand is an XMM register. The high quadword of the destination operand remains unchanged.

See Figure 11-4 in the *Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1*, for an illustration of a scalar double-precision floating-point operation.

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 first source operand and the destination operand are the same. Bits (VLMAX-1:64) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: Bits (VLMAX-1:128) of the destination YMM register are zeroed.

### Operation

**MULSD (128-bit Legacy SSE version)**

DEST[63:0] ← DEST[63:0] * SRC[63:0]
DEST[VLMAX-1:64] (Unmodified)

**VMULSD (VEX.128 encoded version)**

DEST[63:0] ← SRC1[63:0] * SRC2[63:0]
DEST[127:64] ← SRC1[127:64]
DEST[VLMAX-1:128] ← 0

### Intel C/C++ Compiler Intrinsic Equivalent

MULSD: __m128d _mm_mul_sd (m128d a, m128d b)

### SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal.

### Other Exceptions

See Exceptions Type 3
### MULSS—Multiply Scalar Single-Precision Floating-Point Values

<table>
<thead>
<tr>
<th>Opcode/Instruction</th>
<th>Op/En</th>
<th>64/32-bit Mode</th>
<th>CPUID Feature Flag</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>F3 0F 59 /r</td>
<td>RM</td>
<td>V/V</td>
<td>SSE</td>
<td>Multiply the low single-precision floating-point value in <code>xmm2/mem</code> by the low single-precision floating-point value in <code>xmm1</code>.</td>
</tr>
<tr>
<td>MULSS xmm1, xmm2/m32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>VEX.NDS.UIG.F3.0F:WIG 59 /r</td>
<td>RVM</td>
<td>V/V</td>
<td>AVX</td>
<td>Multiply the low single-precision floating-point value in <code>xmm3/mem</code> by the low single-precision floating-point value in <code>xmm2</code>.</td>
</tr>
<tr>
<td>VMULSS xmm1,xmm2, xmm3/m32</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

#### Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RM</td>
<td>ModRM:reg (r, w)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
<td>NA</td>
</tr>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (r)</td>
<td>ModRM:r/m (r)</td>
<td>NA</td>
</tr>
</tbody>
</table>

#### Description

Multiplies the low single-precision floating-point value from the source operand (second operand) by the low single-precision floating-point value in the destination operand (first operand), and stores the single-precision floating-point result in the destination operand. The source operand can be an XMM register or a 32-bit memory location. The destination operand is an XMM register. The three high-order doublewords of the destination operand remain unchanged. See Figure 10-6 in the Intel® 64 and IA-32 Architectures Software Developer’s Manual, Volume 1, for an illustration of a scalar single-precision floating-point operation.

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 first source operand and the destination operand are the same. Bits (VLMAX-1:32) of the corresponding YMM destination register remain unchanged.

VEX.128 encoded version: Bits (VLMAX-1:128) of the destination YMM register are zeroed.

#### Operation

**MULSS (128-bit Legacy SSE version)**

DEST[31:0] ← DEST[31:0] * SRC[31:0]
DEST[VLMAX-1:32] (Unmodified)

**VMULSS (VEX.128 encoded version)**

DEST[31:0] ← SRC1[31:0] * SRC2[31:0]
DEST[VLMAX-1:128] ← 0

#### Intel C/C++ Compiler Intrinsic Equivalent

MULSS: `__m128_mm_mul_ss(__m128 a, __m128 b)`

#### SIMD Floating-Point Exceptions

Overflow, Underflow, Invalid, Precision, Denormal.

#### Other Exceptions

See Exceptions Type 3
MULX — Unsigned Multiply Without Affecting Flags

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

Instruction Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>RVM</td>
<td>ModRM:reg (w)</td>
<td>VEX.vvvv (w)</td>
<td>ModRM:r/m (r)</td>
<td>RDX/EDX is implied 64/32 bits source</td>
</tr>
</tbody>
</table>

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 mulp_u32(unsigned int a, unsigned int b, unsigned int * hi);
unsigned __int64 mulp_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.
MWAIT—Monitor Wait

<table>
<thead>
<tr>
<th>Opcode</th>
<th>Instruction</th>
<th>Op/ En</th>
<th>64-Bit Mode</th>
<th>Compat/ Leg Mode</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0F 01 C9</td>
<td>MWAIT</td>
<td>NP</td>
<td>Valid</td>
<td>Valid</td>
<td>A hint that allow the processor to stop instruction execution and enter an implementation-dependent optimized state until occurrence of a class of events.</td>
</tr>
</tbody>
</table>

**Op/En** Operand Encoding

<table>
<thead>
<tr>
<th>Op/En</th>
<th>Operand 1</th>
<th>Operand 2</th>
<th>Operand 3</th>
<th>Operand 4</th>
</tr>
</thead>
<tbody>
<tr>
<td>NP</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
<td>NA</td>
</tr>
</tbody>
</table>

**Description**

MWAIT instruction provides hints to allow the processor to enter an implementation-dependent optimized state. There are two principal targeted usages: address-range monitor and advanced power management. Both usages of MWAIT require the use of the MONITOR instruction.

CPUID.01H:ECX.MONITOR[bit 3] indicates the availability of MONITOR and MWAIT in the processor. When set, MWAIT may be executed only at privilege level 0 (use at any other privilege level results in an invalid-opcode exception). The operating system or system BIOS may disable this instruction by using the IA32_MISC_ENABLE MSR; disabling MWAIT clears the CPUID feature flag and causes execution to generate an invalid-opcode exception.

This instruction’s operation is the same in non-64-bit modes and 64-bit mode.

ECX specifies optional extensions for the MWAIT instruction. EAX may contain hints such as the preferred optimized state the processor should enter. The first processors to implement MWAIT supported only the zero value for EAX and ECX. Later processors allowed setting ECX[0] to enable masked interrupts as break events for MWAIT (see below). Software can use the CPUID instruction to determine the extensions and hints supported by the processor.

**MWAIT for Address Range Monitoring**

For address-range monitoring, the MWAIT instruction operates with the MONITOR instruction. The two instructions allow the definition of an address at which to wait (MONITOR) and a implementation-dependent-optimized operation to commence at the wait address (MWAIT). The execution of MWAIT is a hint to the processor that it can enter an implementation-dependent-optimized state while waiting for an event or a store operation to the address range armed by MONITOR.

The following cause the processor to exit the implementation-dependent-optimized state: a store to the address range armed by the MONITOR instruction, an NMI or SMI, a debug exception, a machine check exception, the BINIT# signal, the INIT# signal, and the RESET# signal. Other implementation-dependent events may also cause the processor to exit the implementation-dependent-optimized state.

In addition, an external interrupt causes the processor to exit the implementation-dependent-optimized state either (1) if the interrupt would be delivered to software (e.g., as it would be if HLT had been executed instead of MWAIT); or (2) if ECX[0] = 1. Software can execute MWAIT with ECX[0] = 1 only if CPUID.05H:ECX[bit 1] = 1. (Implementation-specific conditions may result in an interrupt causing the processor to exit the implementation-dependent-optimized state even if interrupts are masked and ECX[0] = 0.)

Following exit from the implementation-dependent-optimized state, control passes to the instruction following the MWAIT instruction. A pending interrupt that is not masked (including an NMI or an SMI) may be delivered before execution of that instruction. Unlike the HLT instruction, the MWAIT instruction does not support a restart at the MWAIT instruction following the handling of an SMI.

If the preceding MONITOR instruction did not successfully arm an address range or if the MONITOR instruction has not been executed prior to executing MWAIT, then the processor will not enter the implementation-dependent-optimized state. Execution will resume at the instruction following the MWAIT.
MWAIT for Power Management

MWAIT accepts a hint and optional extension to the processor that it can enter a specified target C state while waiting for an event or a store operation to the address range armed by MONITOR. Support for MWAIT extensions for power management is indicated by CPUID.05H:ECX[bit 0] reporting 1.

EAX and ECX are used to communicate the additional information to the MWAIT instruction, such as the kind of optimized state the processor should enter. ECX specifies optional extensions for the MWAIT instruction. EAX may contain hints such as the preferred optimized state the processor should enter. Implementation-specific conditions may cause a processor to ignore the hint and enter a different optimized state. Future processor implementations may implement several optimized "waiting" states and will select among those states based on the hint argument. Table 3-67 describes the meaning of ECX and EAX registers for MWAIT extensions.

<table>
<thead>
<tr>
<th>Bits</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Treat interrupts as break events even if masked (e.g., even if EFLAGS.IF=0). May be set only if CPUID.05H:ECX[bit 1] = 1.</td>
</tr>
<tr>
<td>31: 1</td>
<td>Reserved</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Bits</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>3 : 0</td>
<td>Sub C-state within a C-state, indicated by bits [7:4]</td>
</tr>
<tr>
<td>7 : 4</td>
<td>Target C-state*</td>
</tr>
<tr>
<td></td>
<td>Value of 0 means C1; 1 means C2 and so on</td>
</tr>
<tr>
<td></td>
<td>Value of 01111B means C0</td>
</tr>
<tr>
<td></td>
<td>Note: Target C states for MWAIT extensions are processor-specific C-states, not ACPI C-states</td>
</tr>
<tr>
<td>31: 8</td>
<td>Reserved</td>
</tr>
</tbody>
</table>

Note that if MWAIT is used to enter any of the C-states that are numerically higher than C1, a store to the address range armed by the MONITOR instruction will cause the processor to exit MWAIT only if the store was originated by other processor agents. A store from non-processor agent might not cause the processor to exit MWAIT in such cases.

For additional details of MWAIT extensions, see Chapter 14, "Power and Thermal Management," of Intel® 64 and IA-32 Architectures Software Developer's Manual, Volume 3A.

Operation

(* MWAIT takes the argument in EAX as a hint extension and is architected to take the argument in ECX as an instruction extension MWAIT EAX, ECX *)

```
[  
  WHILE ("Monitor Hardware is in armed state") {  
    implementation_dependent_optimized_state(EAX, ECX); }  
Set the state of Monitor Hardware as triggered;  
}  
```

Intel C/C++ Compiler Intrinsic Equivalent

MWAIT: `void _mm_mwait(unsigned extensions, unsigned hints)`
Example

The MONITOR/MWAIT instruction pair must be coded in the same loop because execution of the MWAIT instruction will trigger the monitor hardware. It is not a proper usage to execute MONITOR once and then execute MWAIT in a loop. Setting up MONITOR without executing MWAIT has no adverse effects.

Typically the MONITOR/MWAIT pair is used in a sequence, such as:

```c
EAX = Logical Address(Trigger)
ECX = 0 (*Hints *)
EDX = 0 (*Hints *)

IF (!trigger_store_happened) {
    MONITOR EAX, ECX, EDX
    IF (!trigger_store_happened) {
        MWAIT EAX, ECX
    }
}
```

The above code sequence makes sure that a triggering store does not happen between the first check of the trigger and the execution of the monitor instruction. Without the second check that triggering store would go un-noticed. Typical usage of MONITOR and MWAIT would have the above code sequence within a loop.

Numeric Exceptions

None

Protected Mode Exceptions

- **#GP(0)** If ECX[31:1] ≠ 0.
  - If ECX[0] = 1 and CPUID.05H:ECX[bit 1] = 0.
- **#UD** If CPUID.01H:ECX.MONITOR[bit 3] = 0.
  - If current privilege level is not 0.

Real Address Mode Exceptions

- **#GP** If ECX[31:1] ≠ 0.
  - If ECX[0] = 1 and CPUID.05H:ECX[bit 1] = 0.
- **#UD** If CPUID.01H:ECX.MONITOR[bit 3] = 0.

Virtual 8086 Mode Exceptions

- **#UD** The MWAIT instruction is not recognized in virtual-8086 mode (even if CPUID.01H:ECX.MONITOR[bit 3] = 1).

Compatibility Mode Exceptions

Same exceptions as in protected mode.

64-Bit Mode Exceptions

- **#GP(0)** If RCX[63:1] ≠ 0.
  - If RCX[0] = 1 and CPUID.05H:ECX[bit 1] = 0.
- **#UD** If the current privilege level is not 0.
  - If CPUID.01H:ECX.MONITOR[bit 3] = 0.
INSTRUCTION SET REFERENCE, A-M