

# NASM – The Netwide Assembler

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# Chapter 1: Introduction

---

## 1.1 What Is NASM?

The Netwide Assembler, NASM, is an 80x86 and x86-64 assembler designed for portability and modularity. It supports a range of object file formats, including Linux and BSD `a.out`, ELF, Mach-O, 16-bit and 32-bit `.obj` (OMF) format, COFF (including its Win32 and Win64 variants.) It can also output plain binary files, Intel hex and Motorola S-Record formats. Its syntax is designed to be simple and easy to understand, similar to the syntax in the Intel Software Developer Manual with minimal complexity. It supports all currently known x86 architectural extensions, and has strong support for macros.

### 1.1.1 License

NASM is under the so-called 2-clause BSD license, also known as the simplified BSD license:

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# Chapter 2: Running NASM

---

## 2.1 NASM Command-Line Syntax

To assemble a file, you issue a command of the form

```
nasm -f <format> <filename> [-o <output>]
```

For example,

```
nasm -f elf myfile.asm
```

will assemble `myfile.asm` into an 32-bit ELF object file `myfile.o`. And

```
nasm -f bin myfile.asm -o myfile.com
```

will assemble `myfile.asm` into a raw binary file `myfile.com`.

To produce a listing file, with the hex codes output from NASM displayed on the left of the original sources, use the `-l` option to give a listing file name, for example:

```
nasm -f coff myfile.asm -l myfile.lst
```

To get further usage instructions from NASM, try typing

```
nasm -h
```

The option `--help` is an alias for the `-h` option.

Like Unix compilers and assemblers, NASM is silent unless it goes wrong: you won't see any output at all, unless it gives error messages.

### 2.1.1 The `-o` Option: Output File Name

NASM will normally choose the name of your output file for you; precisely how it does this is dependent on the object file format. For Microsoft object file formats (`obj`, `win32` and `win64`), it will remove the `.asm` extension (or whatever extension you like to use – NASM doesn't care) from your source file name and substitute `.obj`. For Unix object file formats (`oout`, `as86`, `coff`, `elf32`, `elf64`, `elfx32`, `ieee`, `macho32` and `macho64`) it will substitute `.o`. For `dbg`, `ith` and `srec`, it will use `.dbg`, `.ith` and `.srec`, respectively, and for the `bin` format it will simply remove the extension, so that `myfile.asm` produces the output file `myfile`.

If the output file already exists, NASM will overwrite it, unless it has the same name as the input file, in which case it will give a warning and use `nasm.out` as the output file name instead.

For situations in which this behaviour is unacceptable, NASM provides the `-o` command-line option, which allows you to specify your desired output file name. You invoke `-o` by following it with the name you wish for the output file, either with or without an intervening space. For example:

```
nasm -f bin program.asm -o program.com  
nasm -f bin driver.asm -odriver.sys
```

Note that this is a small `o`, and is different from a capital `O`, which is used to specify the number of optimization passes required. See section 2.1.24.

### 2.1.2 The `-f` Option: Output File Format

If you do not supply the `-f` option to NASM, it will choose an output file format for you itself. In the distribution versions of NASM, the default is always `bin`; if you've compiled your own copy of NASM, you can redefine `OF_DEFAULT` at compile time and choose what you want the default to be.

Like `-o`, the intervening space between `-f` and the output file format is optional; so `-f elf` and `-fel` are both valid.

A complete list of the available output file formats can be given by issuing the command `nasm -h`.

### 2.1.3 The `-l` Option: Generating a Listing File

If you supply the `-l` option to NASM, followed (with the usual optional space) by a file name, NASM will generate a source-listing file for you, in which addresses and generated code are listed on the left, and the actual source code, with expansions of multi-line macros (except those which specifically request no expansion in source listings: see section 5.6.11) on the right. For example:

```
nasm -f elf myfile.asm -l myfile.lst
```

If a list file is selected, you may turn off listing for a section of your source with `[list -]`, and turn it back on with `[list +]`, (the default, obviously). There is no "user form" (without the brackets). This can be used to list only sections of interest, avoiding excessively long listings.

### 2.1.4 The `-L` Option: Additional or Modified Listing Info

Use this option to specify listing output details.

Supported options are:

- `-Lb` show builtin macro packages (standard and `%use`)
- `-Ld` show byte and repeat counts in decimal, not hex
- `-Le` show the preprocessed input
- `-Lf` ignore `.no`list and force listing output
- `-LF` ignore `[LIST]` directives (see section 8.15)
- `-Lm` show multi-line macro calls with expanded parameters
- `-Lp` output a list file in every pass, in case of errors
- `-Ls` show all single-line macro definitions
- `-Lw` flush the output after every line (very slow, mainly useful to debug NASM crashes)
- `-L+` enable *all* listing options except `-Lw` (very verbose)

These options can be enabled or disabled at runtime using the `%pragma list options` directive:

```
%pragma list options [+]-]flags...
```

For example, to turn on the `d` and `m` flags but disable the `s` flag:

```
%pragma list options +dm -s
```

For forward compatibility reasons, an undefined flag will be ignored. Thus, a new flag introduced in a newer version of NASM can be specified without breaking older versions. Listing flags will always be a single alphanumeric character and are case sensitive.

### 2.1.5 The `-M` Option: Generate Makefile Dependencies

This option can be used to generate makefile dependencies on stdout. This can be redirected to a file for further processing. For example:

```
nasm -M myfile.asm > myfile.dep
```

### 2.1.6 The `-MG` Option: Generate Makefile Dependencies

This option can be used to generate makefile dependencies on stdout. This differs from the `-M` option in that if a nonexisting file is encountered, it is assumed to be a generated file and is added to the dependency list without a prefix.

### 2.1.7 The `-MF` Option: Set Makefile Dependency File

This option can be used with the `-M` or `-MG` options to send the output to a file, rather than to stdout. For example:

```
nasm -M -MF myfile.dep myfile.asm
```

### 2.1.8 The `-MD` Option: Assemble and Generate Dependencies

The `-MD` option acts as the combination of the `-M` and `-MF` options (i.e. a filename has to be specified.) However, unlike the `-M` or `-MG` options, `-MD` does *not* inhibit the normal operation of the assembler. Use this to automatically generate updated dependencies with every assembly session. For example:

```
nasm -f elf -o myfile.o -MD myfile.dep myfile.asm
```

If the argument after `-MD` is an option rather than a filename, then the output filename is the first applicable one of:

- the filename set in the `-MF` option;
- the output filename from the `-o` option with `.d` appended;
- the input filename with the extension set to `.d`.

### 2.1.9 The `-MT` Option: Dependency Target Name

The `-MT` option can be used to override the default name of the dependency target. This is normally the same as the output filename, specified by the `-o` option.

### 2.1.10 The `-MQ` Option: Dependency Target Name (Quoted)

The `-MQ` option acts as the `-MT` option, except it tries to quote characters that have special meaning in Makefile syntax. This is not foolproof, as not all characters with special meaning are quotable in `make`. The default output (if no `-MT` or `-MQ` option is specified) is automatically quoted.

### 2.1.11 The `-MP` Option: Emit Phony Makefile Targets

When used with any of the dependency generation options, the `-MP` option causes NASM to emit a phony target without dependencies for each header file. This prevents `make` from complaining if a header file has been removed.

### 2.1.12 The `-MW` Option: Watcom `make` quoting style

This option causes NASM to attempt to quote dependencies according to Watcom `make` conventions rather than POSIX `make` conventions (also used by most other `make` variants.) This quotes `#` as `$#` rather than `\#`, uses `&` rather than `\` for continuation lines, and encloses filenames containing whitespace in double quotes.

### 2.1.13 The `-F` Option: Debug Information Format

This option is used to select the format of the debug information emitted into the output file, to be used by a debugger (or *will* be). Prior to version 2.03.01, the use of this switch did *not* enable output of the selected debug info format. Use `-g`, see section 2.1.14, to enable output. Versions 2.03.01 and later automatically enable `-g` if `-F` is specified.

A complete list of the available debug file formats for an output format can be seen by issuing the command `nasm -h`. Not all output formats currently support debugging output.

This should not be confused with the `-f dbg` output format option, see section 9.14.

### 2.1.14 The `-g` Option: Enabling Debug Information.

This option can be used to generate debugging information in the specified format. See section 2.1.13. Using `-g` without `-F` results in emitting debug info in the default format, if any, for the selected output format. If no debug information is currently implemented in the selected output format, `-g` is *silently ignored*.

### 2.1.15 The `-x` Option: Selecting an Error Reporting Format

This option can be used to select an error reporting format for any error messages that might be produced by NASM.

Currently, two error reporting formats may be selected. They are the `-xvc` option and the `-xgnu` option. The GNU format is the default and looks like this:

```
filename.asm:65: error: specific error message
```

where `filename.asm` is the name of the source file in which the error was detected, `65` is the source file line number on which the error was detected, `error` is the severity of the error (this could be `warning`), and `specific error message` is a more detailed text message which should help pinpoint the exact problem.

The other format, specified by `-xvc` is the style used by Microsoft Visual C++ and some other programs. It looks like this:

```
filename.asm(65) : error: specific error message
```

where the only difference is that the line number is in parentheses instead of being delimited by colons.

See also the `visual c++` output format, section 9.6.

### 2.1.16 The `-z` Option: Send Errors to a File

Under MS-DOS it can be difficult (though there are ways) to redirect the standard-error output of a program to a file. Since NASM usually produces its warning and error messages on `stderr`, this can make it hard to capture the errors if (for example) you want to load them into an editor.

NASM therefore provides the `-z` option, taking a filename argument which causes errors to be sent to the specified files rather than standard error. Therefore you can redirect the errors into a file by typing

```
nasm -Z myfile.err -f obj myfile.asm
```

In earlier versions of NASM, this option was called `-E`, but it was changed since `-E` is an option conventionally used for preprocessing only, with disastrous results. See section 2.1.22.

### 2.1.17 The `-s` Option: Send Errors to `stdout`

The `-s` option redirects error messages to `stdout` rather than `stderr`, so it can be redirected under MS-DOS. To assemble the file `myfile.asm` and pipe its output to the `more` program, you can type:

```
nasm -s -f obj myfile.asm | more
```

See also the `-z` option, section 2.1.16.

### 2.1.18 The `-i` Option: Include File Search Directories

When NASM sees the `%include` or `%pathsearch` directive in a source file (see section 5.9.1, section 5.9.2 or section 3.2.3), it will search for the given file not only in the current directory, but also in

any directories specified on the command line by the use of the `-i` option. Therefore you can include files from a macro library, for example, by typing

```
nasm -ic:\macrolib\ -f obj myfile.asm
```

(As usual, a space between `-i` and the path name is allowed, and optional).

Prior NASM 2.14 a path provided in the option has been considered as a verbatim copy and providing a path separator been up to a caller. One could implicitly concatenate a search path together with a filename. Still this was rather a trick than something useful. Now the trailing path separator is made to always present, thus `-ifoo` will be considered as the `-ifoo/` directory.

If you want to define a *standard* include search path, similar to `/usr/include` on Unix systems, you should place one or more `-i` directives in the `NASMENV` environment variable (see section 2.1.36).

For Makefile compatibility with many C compilers, this option can also be specified as `-I`.

### 2.1.19 The `-p` Option: Pre-Include a File

NASM allows you to specify files to be *pre-included* into your source file, by the use of the `-p` option. So running

```
nasm myfile.asm -p myinc.inc
```

is equivalent to running `nasm myfile.asm` and placing the directive `%include "myinc.inc"` at the start of the file.

`--include` option is also accepted.

For consistency with the `-I`, `-D` and `-U` options, this option can also be specified as `-P`.

### 2.1.20 The `-d` Option: Pre-Define a Macro

Just as the `-p` option gives an alternative to placing `%include` directives at the start of a source file, the `-d` option gives an alternative to placing a `%define` directive. You could code

```
nasm myfile.asm -dF00=100
```

as an alternative to placing the directive

```
%define F00 100
```

at the start of the file. You can miss off the macro value, as well: the option `-dF00` is equivalent to coding `%define F00`. This form of the directive may be useful for selecting assembly-time options which are then tested using `%ifdef`, for example `-dDEBUG`.

For Makefile compatibility with many C compilers, this option can also be specified as `-D`.

### 2.1.21 The `-u` Option: Undefine a Macro

The `-u` option undefines a macro that would otherwise have been pre-defined, either automatically or by a `-p` or `-d` option specified earlier on the command lines.

For example, the following command line:

```
nasm myfile.asm -dF00=100 -uF00
```

would result in `F00` *not* being a predefined macro in the program. This is useful to override options specified at a different point in a Makefile.

For Makefile compatibility with many C compilers, this option can also be specified as `-U`.

### 2.1.22 The `-E` Option: Preprocess Only

NASM allows the preprocessor to be run on its own, up to a point. Using the `-E` option (which requires no arguments) will cause NASM to preprocess its input file, expand all the macro

references, remove all the comments and preprocessor directives, and print the resulting file on standard output (or save it to a file, if the `-o` option is also used).

This option cannot be applied to programs which require the preprocessor to evaluate expressions which depend on the values of symbols: so code such as

```
%assign tablesize ($-tablestart)
```

will cause an error in preprocess-only mode.

For compatibility with older version of NASM, this option can also be written `-e`. `-E` in older versions of NASM was the equivalent of the current `-z` option, section 2.1.16.

### 2.1.23 The `-a` Option: Suppress Preprocessing

If NASM is being used as the back end to a compiler, it might be desirable to suppress preprocessing completely and assume the compiler has already done it, to save time and increase compilation speeds. The `-a` option, requiring no argument, instructs NASM to replace its powerful preprocessor with a stub preprocessor which does nothing.

### 2.1.24 The `-o` Option: Multipass Optimization

Using the `-o` option, you can tell NASM to carry out different levels of optimization. Multiple flags can be specified after the `-o` options, some of which can be combined in a single option, e.g. `-oxv`.

- `-o0`: No optimization. All operands take their long forms, if a short form is not specified, except conditional jumps. This is intended to match NASM 0.98 behavior.
- `-o1`: Minimal optimization. As above, but immediate operands which will fit in a signed byte are optimized, unless the long form is specified. Conditional jumps default to the long form unless otherwise specified.
- `-ox` (where `x` is the actual letter `x`): Multipass optimization. Minimize branch offsets and signed immediate bytes, overriding size specification unless the `strict` keyword has been used (see section 3.7). For compatibility with earlier releases, the letter `x` may also be any number greater than one. This number has no effect on the actual number of passes.
- `-ov`: At the end of assembly, print the number of passes actually executed.

The `-ox` mode is recommended for most uses, and is the default since NASM 2.09. *Any other mode will generate worse quality output.* Use `-o0` or `-o1` only if you need the finer programmer-level control of output and `strict` is not suitable for your use case.

Note that this is a capital `o`, and is different from a small `o`, which is used to specify the output file name. See section 2.1.1.

### 2.1.25 The `-t` Option: TASM Compatibility Mode

NASM includes a limited form of compatibility with Borland's TASM. When NASM's `-t` option is used, the following changes are made:

- local labels may be prefixed with `@@` instead of `.`
- size override is supported within brackets. In TASM compatible mode, a size override inside square brackets changes the size of the operand, and not the address type of the operand as it does in NASM syntax. E.g. `mov eax, [DWORD va1]` is valid syntax in TASM compatibility mode. Note that you lose the ability to override the default address type for the instruction.
- unprefixed forms of some directives supported (`arg`, `elif`, `else`, `endif`, `if`, `ifdef`, `ifdifi`, `ifndef`, `include`, `local`)

### 2.1.26 The `-w` and `-W` Options: Enable or Disable Assembly Warnings

NASM can observe many conditions during the course of assembly which are worth mentioning to the user, but not a sufficiently severe error to justify NASM refusing to generate an output file. These conditions are reported like errors, but come up with the word 'warning' before the message. Warnings do not prevent NASM from generating an output file and returning a success status to the operating system.

Some conditions are even less severe than that: they are only sometimes worth mentioning to the user. Therefore NASM supports the `-w` command-line option, which enables or disables certain classes of assembly warning. Such warning classes are described by a name, for example `label-orphan`; you can enable warnings of this class by the command-line option `-w+label-orphan` and disable it by `-w-label-orphan`.

Since version 2.15, NASM has group aliases for all prefixed warnings, so they can be used to enable or disable all warnings in the group. For example, `-w+float` enables all warnings with names starting with `float-*`.

Since version 2.00, NASM has also supported the gcc-like syntax `-Wwarning-class` and `-Wno-warning-class` instead of `-w+warning-class` and `-w-warning-class`, respectively; both syntaxes work identically.

The option `-w+error` or `-Werror` can be used to treat warnings as errors. This can be controlled on a per warning class basis (`-w+error=warning-class` or `-Werror=warning-class`); if no *warning-class* is specified NASM treats it as `-w+error=all`; the same applies to `-w-error` or `-Wno-error`, of course.

In addition, you can control warnings in the source code itself, using the `[WARNING]` directive. See section 8.14.

See appendix A for the complete list of warning classes.

### 2.1.27 The `-v` Option: Display Version Info

Typing `NASM -v` will display the version of NASM which you are using, and the date on which it was compiled.

You will need the version number if you report a bug.

For command-line compatibility with Yasm, the form `--v` is also accepted for this option starting in NASM version 2.11.05.

### 2.1.28 The `--[g1]prefix` and `--[g1]postfix` Options

The `--gprefix` option prepends the given argument to all `extern`, `common`, `static`, and `global` symbols, and the `--lprefix` option prepends to all other symbols. Similarly, `--gpostfix` and `--lpostfix` options append the argument, in a manner similar to the `--[g1]prefix` options.

Running this:

```
nasm -f macho --gprefix _
```

is equivalent to placing the directive `%pragma macho gprefix _` at the start of the file (section 8.10). It will prepend the underscore to all global and external variables, as C requires it in some, but not all, system calling conventions.

`--prefix` is an alias for `--gprefix`.

See section 8.10 for the equivalent directives and pragmas.

Earlier versions of NASM called the pragmas `suffix` and the options `--postfix`, and did not implement directives at all despite being so documented. Since NASM 3.01, the directive forms are implemented, and directives, pragmas and options all support all spellings.

### 2.1.29 The `--pragma` Option

NASM accepts an argument as `%pragma` option, which is like placing a `%pragma` preprocess statement at the beginning of the source. Running this:

```
nasm -f macho --pragma "macho gprefix _"
```

is equivalent to the example in section 2.1.28. See section 5.13.

### 2.1.30 The `--before` Option

Insert a statement (usually, but not necessarily) a preprocess statement before the input file. The example shown in section 2.1.29 is the same as running this:

```
nasm -f macho --before "%pragma macho gprefix _"
```

### 2.1.31 The `--bits` Option

Set the processor mode by inserting a `BITS` directive (see section 8.1) before the input file. The following two statements are exactly equivalent:

```
nasm -f bin --bits 16 file.asm  
nasm -f bin --before "BITS 16" file.asm
```

The `--bits` option was introduced in NASM 3.01; the `--before` form can be used for compatibility with older versions of NASM.

### 2.1.32 The `--limit-` Options

These options allow user to setup various maximum values after which NASM will terminate with a fatal error rather than consume arbitrary amount of compute time. Each limit can be set to a positive number, `unlimited`, `maximum`, or `default`.

- `--limit-passes`: Number of maximum allowed passes. Default is `unlimited`.
- `--limit-stalled-passes`: Maximum number of allowed unfinished passes. Default is 1000.
- `--limit-macro-levels`: Define maximum depth of macro expansion (in preprocess). Default is 10000
- `--limit-macro-tokens`: Maximum number of tokens processed during single-line macro expansion. Default is 10000000.
- `--limit-mmacros`: Maximum number of multi-line macros processed before returning to the top-level input. Default is 100000.
- `--limit-rep`: Maximum number of allowed preprocessor loop, defined under `%rep`. Default is 1000000.
- `--limit-eval`: This number sets the maximum allowed expression length. Default is 8192 on most systems.
- `--limit-lines`: Total number of source lines allowed to be processed. Default is 2000000000.
- `--limit-params`: Maximum number of multi-line macro parameters. Default is 16383.

For example, set the maximum line count to 1000:

```
nasm --limit-lines 1000
```

Limits can also be set via the directive `%pragma limit`, for example:

```
%pragma limit lines 1000
```

Specifying the limit value as `*` or `reset` resets the limit to the value specified on the command line or the default value, undoing any previous `%pragma limit`.

See also the `%limit()` preprocessor function (section 5.5.13) and the `__?NASM_LIMITS?__` standard macro (section 6.8).

### 2.1.33 The `--keep-all` Option

This option prevents NASM from deleting any output files even if an error happens.

### 2.1.34 The `--no-line` Option

If this option is given, all `%line` directives in the source code are ignored. This can be useful for debugging already preprocessed code. See section 5.14.1.

### 2.1.35 The `--reproducible` Option

If this option is given, NASM will not emit information that is inherently dependent on the NASM version or different from run to run (such as timestamps) into the output file.

### 2.1.36 The `NASMENV` Environment Variable

If you define an environment variable called `NASMENV`, the program will interpret it as a list of extra command-line options, which are processed before the real command line. You can use this to define standard search directories for include files, by putting `-i` options in the `NASMENV` variable.

The value of the variable is split up at white space, so that the value `-s -ic:\nasmlib\` will be treated as two separate options. However, that means that the value `-dNAME="my name"` won't do what you might want, because it will be split at the space and the NASM command-line processing will get confused by the two nonsensical words `-dNAME="my` and `name"`.

To get round this, NASM provides a feature whereby, if you begin the `NASMENV` environment variable with some character that isn't a minus sign, then NASM will treat this character as the separator character for options. So setting the `NASMENV` variable to the value `!-s!-ic:\nasmlib\` is equivalent to setting it to `-s -ic:\nasmlib\`, but `!-dNAME="my name"` will work.

This environment variable was previously called `NASM`. This was changed with version 0.98.31.

## 2.2 Quick Start for MASM Users

If you're used to writing programs with MASM, or with TASM in MASM-compatible (non-Ideal) mode, or with `a86`, this section attempts to outline the major differences between MASM's syntax and NASM's. If you're not already used to MASM, it's probably worth skipping this section.

### 2.2.1 NASM Is Case-Sensitive

One simple difference is that NASM is case-sensitive. It makes a difference whether you call your label `foo`, `Foo` or `F00`. If you're assembling to DOS or OS/2 `.OBJ` files, you can invoke the `UPPERCASE` directive (documented in section 9.4) to ensure that all symbols exported to other code modules are forced to be upper case; but even then, *within* a single module, NASM will distinguish between labels differing only in case.

### 2.2.2 NASM Requires Square Brackets For Memory References

NASM was designed with simplicity of syntax in mind. One of the design goals of NASM is that it should be possible, as far as is practical, for the user to look at a single line of NASM code and tell what opcode is generated by it. You can't do this in MASM: if you declare, for example,

```
foo    equ    1
bar    dw     2
```

then the two lines of code

```
    mov     ax, foo
    mov     ax, bar
```

generate completely different opcodes, despite having identical-looking syntaxes.

NASM avoids this undesirable situation by having a much simpler syntax for memory references. The rule is simply that any access to the *contents* of a memory location requires square brackets around the address, and any access to the *address* of a variable doesn't. So an instruction of the form `mov ax, foo` will *always* refer to a compile-time constant, whether it's an EQU or the address of a variable; and to access the *contents* of the variable `bar`, you must code `mov ax, [bar]`.

This also means that NASM has no need for MASM's `OFFSET` keyword, since the MASM code `mov ax, offset bar` means exactly the same thing as NASM's `mov ax, bar`. If you're trying to get large amounts of MASM code to assemble sensibly under NASM, you can always code `%define offset` to make the preprocessor treat the `OFFSET` keyword as a no-op.

This issue is even more confusing in `a86`, where declaring a label with a trailing colon defines it to be a 'label' as opposed to a 'variable' and causes `a86` to adopt NASM-style semantics; so in `a86`, `mov ax, var` has different behaviour depending on whether `var` was declared as `var: dw 0` (a label) or `var dw 0` (a word-size variable). NASM is very simple by comparison: *everything* is a label.

NASM, in the interests of simplicity, also does not support the hybrid syntaxes supported by MASM and its clones, such as `mov ax, table[bx]`, where a memory reference is denoted by one portion outside square brackets and another portion inside. The correct syntax for the above is `mov ax, [table+bx]`. Likewise, `mov ax, es:[di]` is wrong and `mov ax, [es:di]` is right.

### 2.2.3 NASM Doesn't Store Variable Types

NASM, by design, chooses not to remember the types of variables you declare. Whereas MASM will remember, on seeing `var dw 0`, that you declared `var` as a word-size variable, and will then be able to fill in the ambiguity in the size of the instruction `mov var, 2`, NASM will deliberately remember nothing about the symbol `var` except where it begins, and so you must explicitly code `mov word [var], 2`.

For this reason, NASM doesn't support the `LODS`, `MOVS`, `STOS`, `SCAS`, `CMPS`, `INS`, or `OUTS` instructions, but only supports the forms such as `LODSB`, `MOVSW`, and `SCASD`, which explicitly specify the size of the components of the strings being manipulated.

### 2.2.4 NASM Doesn't ASSUME

As part of NASM's drive for simplicity, it also does not support the `ASSUME` directive. NASM will not keep track of what values you choose to put in your segment registers, and will never *automatically* generate a segment override prefix.

### 2.2.5 NASM Doesn't Support Memory Models

NASM also does not have any directives to support different 16-bit memory models. The programmer has to keep track of which functions are supposed to be called with a far call and which with a near call, and is responsible for putting the correct form of `RET` instruction (`RETN` or `RETF`; NASM accepts `RET` itself as an alternate form for `RETN`); in addition, the programmer is responsible for coding `CALL FAR` instructions where necessary when calling *external* functions, and must also keep track of which external variable definitions are far and which are near.

### 2.2.6 Floating-Point Differences

NASM uses different names to refer to floating-point registers from MASM: where MASM would call them `ST(0)`, `ST(1)` and so on, and `a86` would call them simply `0`, `1` and so on, NASM chooses to call them `st0`, `st1` etc.

### 2.2.7 Other Differences

For historical reasons, NASM uses the keyword `TWORD` where MASM and compatible assemblers use `TBYTE`.

Historically, NASM does not declare uninitialized storage in the same way as MASM: where a MASM programmer might use `stack db 64 dup (?)`, NASM requires `stack resb 64`, intended to be read as 'reserve 64 bytes'. As of NASM 2.15, the MASM syntax is also supported.

In addition to all of this, macros and directives work completely differently to MASM. See chapter 5 and chapter 8 for further details.

### **2.2.8 MASM compatibility package**

The MASM compatibility macro package can be used to improve MASM compatibility. See section 7.5.



# Chapter 3: The NASM Language

---

## 3.1 Layout of a NASM Source Line

Like most assemblers, each NASM source line contains (unless it is a macro, a preprocessor directive or an assembler directive: see chapter 5 and chapter 8) some combination of the four fields

```
label:    instruction operands          ; comment
```

As usual, most of these fields are optional; the presence or absence of any combination of a label, an instruction and a comment is allowed. Of course, the operand field is either required or forbidden by the presence and nature of the instruction field.

NASM uses backslash (\) as the line continuation character; if a line ends with backslash, the next line is considered to be a part of the backslash-ended line.

NASM places no restrictions on white space within a line: labels may have white space before them, or instructions may have no space before them, or anything. The colon after a label is also optional. (Note that this means that if you intend to code `lods b` alone on a line, and type `loda b` by accident, then that's still a valid source line which does nothing but define a label. Running NASM with the command-line option `-w+orphan-labels` will cause it to warn you if you define a label alone on a line without a trailing colon.)

Valid characters in labels are letters, numbers, `_`, `$`, `#`, `@`, `~`, `.`, and `?`. The only characters which may be used as the *first* character of an identifier are letters, `.` (with special meaning: see section 3.9), `_` and `?`. An identifier may also be prefixed with a `$` to indicate that it is intended to be read as an identifier and not a reserved word; thus, if some other module you are linking with defines a symbol called `eax`, you can refer to `$eax` in NASM code to distinguish the symbol from the register. Maximum length of an identifier is 4095 characters.

The instruction field may contain any machine instruction: Pentium and P6 instructions, FPU instructions, MMX instructions and even undocumented instructions are all supported. The instruction may be prefixed by `LOCK`, `REP`, `REPE/REPZ`, `REPNE/REPNZ`, `XACQUIRE/XRELEASE` or `BND/NOBND`, in the usual way. Explicit address-size and operand-size prefixes `A16`, `A32`, `A64`, `O16` and `O32`, `O64` are provided – one example of their use is given in chapter 12. You can also use the name of a segment register as an instruction prefix: coding `es mov [bx],ax` is equivalent to coding `mov [es:bx],ax`. We recommend the latter syntax, since it is consistent with other syntactic features of the language, but for instructions such as `LODSB`, which has no operands and yet can require a segment override, there is no clean syntactic way to proceed apart from `es lods b`.

An instruction is not required to use a prefix: prefixes such as `CS`, `A32`, `LOCK` or `REPE` can appear on a line by themselves, and NASM will just generate the prefix bytes.

In addition to actual machine instructions, NASM also supports a number of pseudo-instructions, described in section 3.2.

Instruction operands may take a number of forms: they can be registers, described simply by the register name (e.g. `ax`, `bp`, `ebx`, `cr0`: NASM does not use the `gas`-style syntax in which register names must be prefixed by a `%` sign), or they can be effective addresses (see section 3.3), constants (section 3.4) or expressions (section 3.5).

For x87 floating-point instructions, NASM accepts a wide range of syntaxes: you can use two-operand forms like MASM supports, or you can use NASM's native single-operand forms in most cases. For example, you can code:

```
fadd    st1                ; this sets st0 := st0 + st1
fadd    st0,st1           ; so does this
```

```

fadd    st1,st0      ; this sets st1 := st1 + st0
fadd    to st1       ; so does this

```

Almost any x87 floating-point instruction that references memory must use one of the prefixes `DWORD`, `QWORD` or `TWORD` to indicate what size of memory operand it refers to.

## 3.2 Pseudo-Instructions

Pseudo-instructions are things which, though not real x86 machine instructions, are used in the instruction field anyway because that's the most convenient place to put them. The current pseudo-instructions are `DB`, `DW`, `DD`, `DQ`, `DT`, `DO`, `DY` and `DZ`; their uninitialized counterparts `RESB`, `RESW`, `RESD`, `RESQ`, `REST`, `RESO`, `RESY` and `RESZ`; the `INCBIN` command, the `EQU` command, and the `TIMES` prefix.

In this documentation, the notation "dx" and "RESX" is used to indicate all the `DB` and `RESB` type directives, respectively.

### 3.2.1 dx: Declaring Initialized Data

`DB`, `DW`, `DD`, `DQ`, `DT`, `DO`, `DY` and `DZ` (collectively "dx" in this documentation) are used, much as in MASM, to declare initialized data in the output file. They can be invoked in a wide range of ways:

```

db      0x55          ; just the byte 0x55
db      0x55,0x56,0x57 ; three bytes in succession
db      'a',0x55      ; character constants are OK
db      'hello',13,10,'$' ; so are string constants
dw      0x1234        ; 0x34 0x12
dw      'a'          ; 0x61 0x00 (it's just a number)
dw      'ab'         ; 0x61 0x62 (character constant)
dw      'abc'        ; 0x61 0x62 0x63 0x00 (string)
dd      0x12345678    ; 0x78 0x56 0x34 0x12
dd      1.234567e20   ; floating-point constant
dq      0x123456789abcdef0 ; eight byte constant
dq      1.234567e20   ; double-precision float
dt      1.234567e20   ; extended-precision float

```

`DT`, `DO`, `DY` and `DZ` do not accept integer numeric constants as operands.

Starting in NASM 2.15, a the following MASM-like features have been implemented:

- A `?` argument to declare uninitialized storage:

```

db      ?            ; uninitialized

```

- A superset of the `DUP` syntax. The NASM version of this has the following syntax specification; capital letters indicate literal keywords:

```

dx      := DB | DW | DD | DQ | DT | DO | DY | DZ
type    := BYTE | WORD | DWORD | QWORD | TWORD | OWORD | YWORD | ZWORD
atom    := expression | string | float | '?'
parlist := '(' value [',' value ...] ')'
duplist := expression DUP [type] [%] parlist
list    := duplist | '%' parlist | type [%] parlist
value   := [type] atom | list

stmt    := dx value [',' value ...]

```

Note that a *list* needs to be prefixed with a `%` sign unless prefixed by either `DUP` or a *type* in order to avoid confusing it with a parenthesis starting an expression. The following expressions are all valid:

```

db 33
db (44)          ; Integer expression
; db (44,55)     ; Invalid - error
db %(44,55)
db %('XX','YY')
db ('AA')       ; Integer expression - outputs single byte

```

```

db %('BB')           ; List, containing a string
db ?
db 6 dup (33)
db 6 dup (33, 34)
db 6 dup (33, 34), 35
db 7 dup (99)
db 7 dup dword (?, word ?, ?)
dw byte (?,44)
dw 3 dup (0xcc, 4 dup byte ('PQR'), ?), 0xabcd
dd 16 dup (0xaaaa, ?, 0xbbbbb)
dd 64 dup (?)

```

The use of \$ (current address) in a dx statement is undefined in the current version of NASM, *except in the following cases*:

- For the first expression in the statement, either a DUP or a data item.
- An expression of the form "value - \$" , which is converted to a self-relative relocation.

Future versions of NASM is likely to produce a different result or issue an error this case.

There is no such restriction on using \$\$ or section-relative symbols.

### 3.2.2 RESB and Friends: Declaring Uninitialized Data

RESB, RESW, RESD, RESQ, REST, RESO, RESY and RESZ are designed to be used in the BSS section of a module: they declare *uninitialized* storage space. Each takes a single operand, which is the number of bytes, words, doublewords or whatever to reserve. The operand to a RESB-type pseudo-instruction *would* be a *critical expression* (see section 3.8), except that for legacy compatibility reasons forward references are permitted, however *the code will be extremely fragile and this should be considered a severe programming error*. A warning will be issued; code generating this warning should be remedied as quickly as possible (see the forward class in appendix A.)

For example:

```

buffer:      resb    64           ; reserve 64 bytes
wordvar:    resw     1           ; reserve a word
realarray   resq    10          ; array of ten reals
ymmval:     resy     1           ; one YMM register
zmmvals:    resz    32          ; 32 ZMM registers

```

Since NASM 2.15, the MASM syntax of using ? and DUP in the dx directives is also supported. Thus, the above example could also be written:

```

buffer:      db      64 dup (?)   ; reserve 64 bytes
wordvar:    dw      ?            ; reserve a word
realarray   dq     10 dup (?)   ; array of ten reals
ymmval:     dy      ?            ; one YMM register
zmmvals:    dz     32 dup (?)   ; 32 ZMM registers

```

### 3.2.3 INCBIN: Including External Binary Files

INCBIN includes binary file data verbatim into the output file. This can be handy for (for example) including graphics and sound data directly into a game executable file. It can be called in one of these three ways:

```

incbin "file.dat"           ; include the whole file
incbin "file.dat",1024     ; skip the first 1024 bytes
incbin "file.dat",1024,512 ; skip the first 1024, and
                           ; actually include at most 512

```

INCBIN is both a directive and a standard macro; the standard macro version searches for the file in the include file search path and adds the file to the dependency lists. This macro can be overridden if desired.

### 3.2.4 EQU: Defining Constants

EQU defines a symbol to a given constant value: when EQU is used, the source line must contain a label. The action of EQU is to define the given label name to the value of its (only) operand. This definition is absolute, and cannot change later. So, for example,

```
message      db      'hello, world'
msglen       equ     $-message
```

defines `msglen` to be the constant 12. `msglen` may not then be redefined later. This is not a preprocessor definition either: the value of `msglen` is evaluated *once*, using the value of `$` (see section 3.5 for an explanation of `$`) at the point of definition, rather than being evaluated wherever it is referenced and using the value of `$` at the point of reference.

### 3.2.5 TIMES: Repeating Instructions or Data

The `TIMES` prefix causes the instruction to be assembled multiple times. This is partly present as NASM's equivalent of the `DUP` syntax supported by MASM-compatible assemblers, in that you can code

```
zerobuf:     times 64 db 0
```

or similar things; but `TIMES` is more versatile than that. The argument to `TIMES` is not just a numeric constant, but a numeric *expression*, so you can do things like

```
buffer: db    'hello, world'
         times 64-$(buffer) db ' '
```

which will store exactly enough spaces to make the total length of `buffer` up to 64. Finally, `TIMES` can be applied to ordinary instructions, so you can code trivial unrolled loops in it:

```
times 100 movsb
```

Note that there is no effective difference between `times 100 resb 1` and `resb 100`, except that the latter will be assembled about 100 times faster due to the internal structure of the assembler.

The operand to `TIMES` is a critical expression (section 3.8).

Note also that `TIMES` can't be applied to macros: the reason for this is that `TIMES` is processed after the macro phase, which allows the argument to `TIMES` to contain expressions such as `64-$(buffer)` as above. To repeat more than one line of code, or a complex macro, use the preprocessor `%rep` directive.

## 3.3 Effective Addresses

An effective address is any operand to an instruction which references memory. Effective addresses, in NASM, have a very simple syntax: they consist of an expression evaluating to the desired address, enclosed in square brackets. For example:

```
wordvar dw    123
mov     ax, [wordvar]
mov     ax, [wordvar+1]
mov     ax, [es:wordvar+bx]
```

Anything not conforming to this simple system is not a valid memory reference in NASM, for example `es:wordvar[bx]`.

More complicated effective addresses, such as those involving more than one register, work in exactly the same way:

```
mov     eax, [ebx*2+ecx+offset]
mov     ax, [bp+di+8]
```

NASM is capable of doing algebra on these effective addresses, so that things which don't necessarily *look* legal are perfectly all right:

```

mov    eax,[ebx*5]           ; assembles as [ebx*4+ebx]
mov    eax,[label1*2-label2] ; ie [label1+(label1-label2)]

```

Some forms of effective address have more than one assembled form; in most such cases NASM will generate the smallest form it can. For example, there are distinct assembled forms for the 32-bit effective addresses `[eax*2+0]` and `[eax+eax]`, and NASM will generally generate the latter on the grounds that the former requires four bytes to store a zero offset.

NASM has a hinting mechanism which will cause `[eax+ebx]` and `[ebx+eax]` to generate different opcodes; this is occasionally useful because `[esi+ebp]` and `[ebp+esi]` have different default segment registers.

However, you can force NASM to generate an effective address in a particular form by the use of the keywords `BYTE`, `WORD`, `DWORD` and `NOSPLIT`. If you need `[eax+3]` to be assembled using a double-word offset field instead of the one byte NASM will normally generate, you can code `[dword eax+3]`. Similarly, you can force NASM to use a byte offset for a small value which it hasn't seen on the first pass (see section 3.8 for an example of such a code fragment) by using `[byte eax+offset]`. As special cases, `[byte eax]` will code `[eax+0]` with a byte offset of zero, and `[dword eax]` will code it with a double-word offset of zero. The normal form, `[eax]`, will be coded with no offset field.

The form described in the previous paragraph is also useful if you are trying to access data in a 32-bit segment from within 16 bit code. For more information on this see the section on mixed-size addressing (section 12.2). In particular, if you need to access data with a known offset that is larger than will fit in a 16-bit value, if you don't specify that it is a dword offset, nasm will cause the high word of the offset to be lost.

Similarly, NASM will split `[eax*2]` into `[eax+eax]` because that allows the offset field to be absent and space to be saved; in fact, it will also split `[eax*2+offset]` into `[eax+eax+offset]`. You can combat this behaviour by the use of the `NOSPLIT` keyword: `[nosplit eax*2]` will force `[eax*2+0]` to be generated literally. `[nosplit eax*1]` also has the same effect. In another way, a split EA form `[0, eax*2]` can be used, too. However, `NOSPLIT` in `[nosplit eax+eax]` will be ignored because user's intention here is considered as `[eax+eax]`.

In 64-bit mode, NASM will by default generate absolute addresses. The `REL` keyword makes it produce RIP-relative addresses. Since this is frequently the normally desired behaviour, see the `DEFAULT` directive (section 8.2). The keyword `ABS` overrides `REL`.

A new syntax for split EA (effective addressing) is also supported in NASM. It's mainly intended for MPX instructions that use the MIB operands, but it can be used for any memory reference. It's described in more detail in section 4.4.

When broadcasting decorator is used, the `opsize` keyword should match the size of each element.

```

VDIVPS zmm4, zmm5, dword [rbx]{1to16} ; single-precision float
VDIVPS zmm4, zmm5, zword [rbx]        ; packed 512 bit memory

```

## 3.4 Constants

NASM understands four different types of constant: numeric, character, string and floating-point.

### 3.4.1 Numeric Constants

A numeric constant is simply a number. NASM allows you to specify numbers in a variety of number bases, in a variety of ways: you can suffix `H` or `X`, `D` or `T`, `Q` or `O`, and `B` or `Y` for hexadecimal, decimal, octal and binary respectively, or you can prefix `0h` or `0x`, `0d` or `0t`, `0q` or `0o`, and `0b` or `0y` in the style of C. Please note that unlike C, a `0` prefix by itself does *not* imply an octal constant (this is deprecated in C23.)

Previous versions of NASM allowed prefixing `$` for hexadecimal in the style of Borland Pascal or Motorola Assemblers. Unfortunately though, the `$` prefix does double duty as a prefix on

identifiers (see section 3.1), so a hex number prefixed with a \$ sign would have to have a digit after the \$ rather than a letter, which is *not* what users would typically expect. This syntax is strongly deprecated, and can be disabled entirely with the [DOLLARHEX] directive, see section 8.12.

Numeric constants can have underscores (\_) interspersed to break up long strings.

Some examples (all producing exactly the same code):

```
mov ax,200           ; decimal
mov ax,0200          ; still decimal
mov ax,0200d         ; explicitly decimal
mov ax,0d200         ; also decimal
mov ax,0c8h          ; hex
mov ax,0xc8          ; hex yet again
mov ax,0hc8          ; still hex
mov ax,310q          ; octal
mov ax,310o          ; octal again
mov ax,0o310         ; octal yet again
mov ax,0q310         ; octal yet again
mov ax,11001000b     ; binary
mov ax,1100_1000b    ; same binary constant
mov ax,1100_1000y    ; same binary constant once more
mov ax,0b1100_1000  ; same binary constant yet again
mov ax,0y1100_1000  ; same binary constant yet again

; Deprecated syntax:
mov ax,$0c8          ; hex again: the 0 is required
```

### 3.4.2 Character Strings

A character string consists of up to eight characters enclosed in either single quotes ('...'), double quotes ("...") or backquotes ('...'). Single or double quotes are equivalent in NASM (except of course that surrounding the constant with single quotes allows double quotes to appear within it and vice versa); the contents of those are represented verbatim. Strings enclosed in backquotes support C-style \-escapes for special characters.

The following escape sequences are recognized by backquoted strings:

```
\'      single quote (')
\"      double quote (")
\`      backquote (`)
\\      backslash (\)
\?      question mark (?)
\a      BEL (ASCII 7)
\b      BS (ASCII 8)
\t      TAB (ASCII 9)
\n      LF (ASCII 10)
\v      VT (ASCII 11)
\f      FF (ASCII 12)
\r      CR (ASCII 13)
\e      ESC (ASCII 27)
\377    Up to 3 octal digits - literal byte
\xFF    Up to 2 hexadecimal digits - literal byte
\u1234  4 hexadecimal digits - Unicode character
\U12345678 8 hexadecimal digits - Unicode character
```

NASM 3.02 added the following additional sequences:

```
\o377   Up to 3 octal digits - literal byte (from C2y)
\d255   Up to 3 decimal digits - literal byte (NASM extension)
\^?     ASCII DEL (\d127, \177)
\^X     Convert X to a control character (e.g.
```

Since NASM 3.02, the numeric escape sequences starting with \x, \o, \d or \u can have their argument enclosed in curly braces to delimit their length, instead of terminating after a certain number of digits or a non-digit another character:

```

\x{FF}      Hexadecimal, literal byte
\o{377}    Octal, literal byte
\d{255}    Decimal, literal byte
\u{1234}   Unicode character
\u{12345}  Unicode character

```

All other escape sequences are reserved. Note that `\0`, meaning a NUL character (ASCII 0), is a special case of the octal escape sequence.

Unicode characters specified with `\u` or `\U` are converted to UTF-8. For example, the following lines are all equivalent:

```

db '\u263a'           ; UTF-8 smiley face
db '\U0000263a'      ; UTF-8 smiley face
db '\u{263a}'        ; UTF-8 smiley face
db '\xe2\x98\xba'    ; UTF-8 smiley face
db 0E2h, 098h, 0BAh ; UTF-8 smiley face

```

### 3.4.3 Character Constants

A character constant consists of a string up to eight bytes long, used in an expression context. It is treated as if it was an integer.

A character constant with more than one byte will be arranged with little-endian order in mind: if you code

```
mov eax, 'abcd'
```

then the constant generated is not `0x61626364`, but `0x64636261`, so that if you were then to store the value into memory, it would read `abcd` rather than `dcb4`. This is also the sense of character constants understood by the Pentium's `CPUID` instruction.

### 3.4.4 String Constants

String constants are character strings used in the context of some pseudo-instructions, namely the `DB` family and `INCBIN` (where it represents a filename). They are also used in certain preprocessor directives.

A string constant looks like a character constant, only longer. It is treated as a concatenation of maximum-size character constants for the conditions. So the following are equivalent:

```

db 'hello'           ; string constant
db 'h','e','l','l','o' ; equivalent character constants

```

And the following are also equivalent:

```

dd 'ninechars'       ; doubleword string constant
dd 'nine','char','s' ; becomes three doublewords
db 'ninechars',0,0,0 ; and really looks like this

```

Note that when used in a string-supporting context, quoted strings are treated as a string constants even if they are short enough to be a character constant, because otherwise `db 'ab'` would have the same effect as `db 'a'`, which would be silly. Similarly, three-character or four-character constants are treated as strings when they are operands to `DW`, and so forth.

### 3.4.5 Unicode Strings

The special operators `__?utf16?__`, `__?utf16le?__`, `__?utf16be?__`, `__?utf32?__`, `__?utf32le?__` and `__?utf32be?__` allows definition of Unicode strings. They take a string in UTF-8 format and converts it to UTF-16 or UTF-32, respectively. Unless the `be` forms are specified, the output is little endian.

For example:

```

#define u(x) __?utf16?__(x)
#define w(x) __?utf32?__(x)

```

```

dw u('C:\WINDOWS'), 0 ; Pathname in UTF-16
dd w('A + B = \u206a'), 0 ; String in UTF-32

```

The UTF operators can be applied either to strings passed to the `DB` family instructions, or to character constants in an expression context.

### 3.4.6 Floating-Point Constants

Floating-point constants are acceptable only as arguments to `DB`, `DW`, `DD`, `DQ`, `DT`, and `DO`, or as arguments to the special operators `__?float8?__`, `__?float16?__`, `__?bfloat16?__`, `__?float32?__`, `__?float64?__`, `__?float80m?__`, `__?float80e?__`, `__?float128l?__`, and `__?float128h?__`. See also section 7.3.

Floating-point constants are expressed in the traditional form: digits, then a period, then optionally more digits, then optionally an `E` followed by an exponent. The period is mandatory, so that NASM can distinguish between `dd 1`, which declares an integer constant, and `dd 1.0` which declares a floating-point constant.

NASM also support C99-style hexadecimal floating-point: `0x`, hexadecimal digits, period, optionally more hexadecimal digits, then optionally a `P` followed by a *binary* (not hexadecimal) exponent in decimal notation. As an extension, NASM additionally supports the `0h` and `$` prefixes for hexadecimal, as well binary and octal floating-point, using the `0b` or `0y` and `0o` or `0q` prefixes, respectively. As with integers, the `$` prefix for hexadecimal is deprecated.

Underscores to break up groups of digits are permitted in floating-point constants as well.

Some examples:

```

db    -0.2 ; "Quarter precision"
dw    -0.5 ; IEEE 754r/SSE5 half precision
dd    1.2 ; an easy one
dd    1.222_222_222 ; underscores are permitted
dd    0x1p+2 ; 1.0x2^2 = 4.0
dq    0x1p+32 ; 1.0x2^32 = 4 294 967 296.0
dq    1.e10 ; 10 000 000 000.0
dq    1.e+10 ; synonymous with 1.e10
dq    1.e-10 ; 0.000 000 000 1
dt    3.141592653589793238462 ; pi
do    1.e+4000 ; IEEE 754r quad precision

```

The 8-bit "quarter-precision" floating-point format is sign:exponent:mantissa = 1:4:3 with an exponent bias of 7. This appears to be the most frequently used 8-bit floating-point format, although it is not covered by any formal standard. This is sometimes called a "minifloat."

The `bfloat16` format is effectively a compressed version of the 32-bit single precision format, with a reduced mantissa. It is effectively the same as truncating the 32-bit format to the upper 16 bits, except for rounding. There is no `Dx` directive that corresponds to `bfloat16` as it obviously has the same size as the IEEE standard 16-bit half precision format, see however section 7.3.

The special operators are used to produce floating-point numbers in other contexts. They produce the binary representation of a specific floating-point number as an integer, and can use anywhere integer constants are used in an expression. `__?float80m?__` and `__?float80e?__` produce the 64-bit mantissa and 16-bit exponent of an 80-bit floating-point number, and `__?float128l?__` and `__?float128h?__` produce the lower and upper 64-bit halves of a 128-bit floating-point number, respectively.

For example:

```

mov    rax, __?float64?__(3.141592653589793238462)

```

... would assign the binary representation of pi as a 64-bit floating point number into `RAX`. This is exactly equivalent to:

```
mov    rax,0x400921fb54442d18
```

NASM cannot do compile-time arithmetic on floating-point constants. This is because NASM is designed to be portable – although it always generates code to run on x86 processors, the assembler itself can run on any system with an ANSI C compiler. Therefore, the assembler cannot guarantee the presence of a floating-point unit capable of handling the Intel number formats, and so for NASM to be able to do floating arithmetic it would have to include its own complete set of floating-point routines, which would significantly increase the size of the assembler for very little benefit.

The special tokens `__?Infinity?__`, `__?QNaN?__` (or `__?NaN?__`) and `__?SNaN?__` can be used to generate infinities, quiet NaNs, and signalling NaNs, respectively. These are normally used as macros:

```
%define Inf __?Infinity?__
%define NaN __?QNaN?__

dq    +1.5, -Inf, NaN          ; Double-precision constants
```

The `%use fp` standard macro package contains a set of convenience macros. See section 7.3.

### 3.4.7 Packed BCD Constants

x87-style packed BCD constants can be used in the same contexts as 80-bit floating-point numbers. They are suffixed with `p` or prefixed with `0p`, and can include up to 18 decimal digits.

As with other numeric constants, underscores can be used to separate digits.

For example:

```
dt 12_345_678_901_245_678p
dt -12_345_678_901_245_678p
dt +0p33
dt 33p
```

## 3.5 Expressions

Expressions in NASM are similar in syntax to those in C. Expressions are evaluated as 64-bit integers which are then adjusted to the appropriate size.

NASM supports two special tokens in expressions, allowing calculations to involve the current assembly position: the `$` and `$$` tokens. `$` evaluates to the assembly position at the beginning of the line containing the expression; so you can code an infinite loop using `JMP $`. `$$` evaluates to the beginning of the current section; so you can tell how far into the section you are by using `($-$$)`.

The arithmetic operators provided by NASM are listed here, in increasing order of precedence.

A *boolean* value is true if nonzero and false if zero. The operators which return a boolean value always return 1 for true and 0 for false.

### 3.5.1 ? ... :: Conditional Operator

The syntax of this operator, similar to the C conditional operator, is:

```
boolean ? trueval : falseval
```

This operator evaluates to *trueval* if *boolean* is true, otherwise to *falseval*.

Note that NASM allows `?` characters in symbol names. Therefore, it is highly advisable to always put spaces around the `?` and `:` characters.

### 3.5.2 : ||: Boolean OR Operator

The || operator gives a boolean OR: it evaluates to 1 if either side of the expression is nonzero, otherwise 0.

### 3.5.3 : ^^: Boolean XOR Operator

The ^^ operator gives a boolean XOR: it evaluates to 1 if exactly one side of the expression is nonzero, otherwise 0.

### 3.5.4 : &&: Boolean AND Operator

The && operator gives a boolean AND: it evaluates to 1 if both sides of the expression is nonzero, otherwise 0.

### 3.5.5 : Comparison Operators

NASM supports the following comparison operators:

- = or == compare for equality.
- != or <> compare for inequality.
- < compares signed less than.
- <= compares signed less than or equal.
- > compares signed greater than.
- >= compares signed greater than or equal.

These operators evaluate to 0 for false or 1 for true.

- <=> does a signed comparison, and evaluates to -1 for less than, 0 for equal, and 1 for greater than.

At this time, NASM does not provide unsigned comparison operators.

### 3.5.6 |: Bitwise OR Operator

The | operator gives a bitwise OR, exactly as performed by the OR machine instruction.

### 3.5.7 ^: Bitwise XOR Operator

^ provides the bitwise XOR operation.

### 3.5.8 &: Bitwise AND Operator

& provides the bitwise AND operation.

### 3.5.9 Bit Shift Operators

<< gives a bit-shift to the left, just as it does in C. So 5<<3 evaluates to 5 times 8, or 40. >> gives an *unsigned* (logical) bit-shift to the right; the bits shifted in from the left are set to zero.

<<< gives a bit-shift to the left, exactly equivalent to the << operator; it is included for completeness. >>> gives an *signed* (arithmetic) bit-shift to the right; the bits shifted in from the left are filled with copies of the most significant (sign) bit.

### 3.5.10 + and -: Addition and Subtraction Operators

The + and - operators do perfectly ordinary addition and subtraction.

### 3.5.11 Multiplication, Division and Modulo

\* is the multiplication operator.

/ and // are both division operators: / is unsigned division and // is signed division.

Similarly, % and %% provide unsigned and signed modulo operators respectively.

Since the % character is used extensively by the macro preprocessor, you should ensure that both the signed and unsigned modulo operators are followed by white space wherever they appear.

NASM, like ANSI C, provides no guarantees about the sensible operation of the signed modulo operator. On most systems it will match the signed division operator, such that:

```
b * (a // b) + (a %% b) = a      (b != 0)
```

### 3.5.12 Unary Operators

The highest-priority operators in NASM's expression grammar are those which only apply to one argument. These are:

- - negates (2's complement) its operand.
- + does nothing; it's provided for symmetry with -.
- ~ computes the bitwise negation (1's complement) of its operand.
- ! is the boolean negation operator. It evaluates to 1 if the argument is 0, otherwise 0.
- SEG provides the segment address of its operand (explained in more detail in section 3.6).
- A set of additional operators with leading and trailing double underscores are used to implement the `integer` functions of the `ifunc` macro package, see section 7.4.

## 3.6 SEG and WRT

When writing large 16-bit programs, which must be split into multiple segments, it is often necessary to be able to refer to the segment part of the address of a symbol. NASM supports the `SEG` operator to perform this function.

The `SEG` operator evaluates to the *preferred* segment base of a symbol, defined as the segment base relative to which the offset of the symbol makes sense. So the code

```
mov    ax,seg symbol
mov    es,ax
mov    bx,symbol
```

will load `ES:BX` with a valid pointer to the symbol `symbol`.

Things can be more complex than this: since 16-bit segments and groups may overlap, you might occasionally want to refer to some symbol using a different segment base from the preferred one. NASM lets you do this, by the use of the `WRT` (With Reference To) keyword. So you can do things like

```
mov    ax,weird_seg      ; weird_seg is a segment base
mov    es,ax
mov    bx,symbol wrt weird_seg
```

to load `ES:BX` with a different, but functionally equivalent, pointer to the symbol `symbol`.

The `WRT` keyword is also used in far (inter-segment) calls and jumps. It's synonymous to the

```
call far procedure
```

syntax which is documented in section 4.1.5.

## 3.7 STRICT: Inhibiting Optimization

When assembling with the optimizer set to level 2 or higher (see section 2.1.24), NASM will use size specifiers (`BYTE`, `WORD`, `DWORD`, `QWORD`, `TWORD`, `OWORD`, `YWORD` or `ZWORD`), but will give them the smallest possible size. The keyword `STRICT` can be used to inhibit optimization and force a

particular operand to be emitted in the specified size. For example, with the optimizer on, and in BITS 16 mode,

```
push dword 33
```

is encoded in three bytes 66 6A 21, whereas

```
push strict dword 33
```

is encoded in six bytes, with a full dword immediate operand 66 68 21 00 00 00.

With the optimizer off, the same code (six bytes) is generated whether the STRICT keyword was used or not.

### 3.8 Critical Expressions

Although NASM has an optional multi-pass optimizer, there are some expressions which must be resolvable on the first pass. These are called *Critical Expressions*.

The first pass is used to determine the size of all the assembled code and data, so that the second pass, when generating all the code, knows all the symbol addresses the code refers to. So one thing NASM can't handle is code whose size depends on the value of a symbol declared after the code in question. For example,

```
times (label-$) db 0
label: db 'Where am I?'
```

The argument to TIMES in this case could equally legally evaluate to anything at all; NASM will reject this example because it cannot tell the size of the TIMES line when it first sees it. It will just as firmly reject the slightly paradoxical code

```
times (label-$$+1) db 0
label: db 'NOW where am I?'
```

in which any value for the TIMES argument is by definition wrong!

NASM rejects these examples by means of a concept called a *critical expression*, which is defined to be an expression whose value is required to be computable in the first pass, and which must therefore depend only on symbols defined before it. The argument to the TIMES prefix is a critical expression.

### 3.9 Local Labels

NASM gives special treatment to symbols beginning with a period. A label beginning with a single period is treated as a *local* label, which means that it is associated with the previous non-local label. So, for example:

```
label1 ; some code

.loop
    ; some more code
    jne .loop
    ret

label2 ; some code

.loop
    ; some more code
    jne .loop
    ret
```

In the above code fragment, each JNE instruction jumps to the line immediately before it, because the two definitions of `.loop` are kept separate by virtue of each being associated with the previous non-local label.

This form of local label handling is borrowed from the old Amiga assembler DevPac; however, NASM goes one step further, in allowing access to local labels from other parts of the code. This is achieved by means of *defining* a local label in terms of the previous non-local label: the first definition of `.loop` above is really defining a symbol called `label1.loop`, and the second defines a symbol called `label2.loop`. So, if you really needed to, you could write

```
label3  ; some more code
        ; and some more

        jmp label1.loop
```

Sometimes it is useful – in a macro, for instance – to be able to define a label which can be referenced from anywhere but which doesn't interfere with the normal local-label mechanism. Such a label can't be non-local because it would interfere with subsequent definitions of, and references to, local labels; and it can't be local because the macro that defined it wouldn't know the label's full name. NASM therefore introduces a third type of label, which is probably only useful in macro definitions: if a label begins with the special prefix `..@`, then it does nothing to the local label mechanism. So you could code

```
label1:                ; a non-local label
.local:                ; this is really label1.local
..@foo:               ; this is a special symbol
label2:                ; another non-local label
.local:                ; this is really label2.local

        jmp    ..@foo    ; this will jump three lines up
```

NASM has the capacity to define other special symbols beginning with a double period: for example, `..start` is used to specify the entry point in the `obj` output format (see section 9.4.6), `..imagebase` is used to find out the offset from a base address of the current image in the `win64` output format (see section 9.7.1), `..symtab` is used to emit the COFF symbol table index (see section 9.6.3). So just keep in mind that symbols beginning with a double period are special.



# Chapter 4: Syntax Quirks and Summaries

---

## 4.1 Summary of the JMP and CALL Syntax

The JMP and CALL instructions support a variety of syntaxes to simplify their specific use cases. Some of the following chapters explain how these two instructions interact with various special symbols that NASM uses and some document non-obvious scenarios regarding differently sized modes of operation.

### 4.1.1 Near Jumps

Near jumps are jumps within a single segment. Probably the most common way to use them is through labels, as explained in section 3.9. APX added a near jump instruction – JMPABS, that allows jumps to any 64-bit address specified with an immediate operand. The instruction works with absolute addresses and the syntax options are shown in section 4.1.6.

### 4.1.2 Infinite Loop Trick

One of the ways to quickly implement an infinite loop is using the \$ token which evaluates to the current position in the code. So a one line infinite loop can simply look like:

```
jmp $
```

### 4.1.3 Jumps and Mixed Sizes

In some special circumstances one might need to jump between 16-bit mode and 32-bit mode. A similar issue is addressing between 16 and 32 bit segments. The possible cases and the relevant syntax for both problems are explained in section 12.1 and section 12.2 respectively.

### 4.1.4 Calling Procedures Outside of a Shared Library

When writing shared libraries it's often necessary to call external code. In the ELF format the keyword takes on a different meaning than normally when it helps reference a segment – it's used to refer to some special symbols (more about it can be found in section 9.7.1). In the case described here, "wrt ..plt" references a PLT (procedure linkage table) entry. It can be used to call external routines in a way explained in section 11.2.5.

### 4.1.5 FAR Calls and Jumps

NASM supports FAR (inter-segment) calls and jumps by means of the syntax `call segment:offset`, where `segment` and `offset` both represent immediate values. So to call a far procedure, you could code either of

```
call (seg procedure):procedure
call weird_seg:(procedure wrt weird_seg)
```

(The parentheses are included for clarity, to show the intended parsing of the above instructions. They are not necessary in practice.)

NASM also supports the syntax `call far procedure` as a synonym for the first of the above usages. JMP works identically to CALL in these examples.

To declare a far pointer to a data item in a data segment, you must code

```
dw symbol, seg symbol          ; 16 bit
dd symbol, word seg symbol     ; 32 bit
```

NASM supports no convenient synonym for this, though you can always invent one using the macro processor.

### 4.1.6 64-bit absolute jump (JMPABS)

Defined as part of the APX specification, `JMPABS` is a new near jump instruction that takes a 64-bit *absolute* address immediate. It is the only *direct* jump instruction that can jump anywhere in the address space in 64-bit mode.

NASM allows this instruction to be specified either as:

```
    jmpabs target  
  
... or:  
  
    jmp abs target
```

The generated code is identical. The `ABS` is required regardless of the `DEFAULT` setting.

### 4.1.7 Optimizing jump lengths and sizes

`JMP` lengths can be specified using keywords such as `SHORT` and `NEAR`. The keyword used also has consequences in how many bytes will be emitted in the final assembled instruction. It's worth to note the behavior of `SHORT` and `NEAR` for example in 16 bit mode. If it's specifically required to emit a 3 byte encoding of the jump instruction, then the `NEAR` version shall always fulfill this requirement, even if the jump is made within a `SHORT` distance (so up to a byte away). If the optimized version is expected then it's best to not use a length specifier at all and let the assembler pick the relevant version by itself.

Using size specifiers with jumps (and therefore with labels which are just immediates) will be optimized down to the shortest possible encoding since the size specifier is relevant to the operation size and not to the jump length.

```
00000000 EB09          jmp label  
00000002 EB07          jmp SHORT label  
00000004 E90400        jmp NEAR label  
00000007 EB02          jmp BYTE label  
00000009 EB00          jmp WORD label  
  
label:
```

## 4.2 Compact NDS/NDD Operands

Some instructions that use the `VEX` prefix, mainly `AVX` ones, use `NDS` (Non-Destructive Source) or `NDD` (New Data Destination) operands. Semantically it works by passing another operand to the instruction so that none of the source operands are modified as a result of the operation.

Syntactically NASM allows both the obvious format mentioned above and a compact format – compact meaning that if a user passes two operands instead of three, one of them is simply copied to be used as the source or destination. Thereby these instructions have exactly the same encoding:

```
vaddpd xmm0, xmm0, xmm1  
vaddpd xmm0, xmm1
```

Here the `XMM0` register is used as the "non-destructive source" even though in this case it will of course be modified.

## 4.3 64-bit *moffs*

The *moffs* operand can be used with the `MOV` instruction, only using the "A" register (`AL`, `AX`, `EAX`, or `RAX`), and for non-64-bit operand size means to address memory at an offset from a segment. For 64-bit operands it simply accesses memory at a specified offset (since segment based addressing is mostly unavailable in 64-bit mode). Syntax to use 64-bit offsets to address memory is showcased in section 13.2.2.

## 4.4 Split EA Addressing Syntax

Instructions that use the mib operand, (that is memory addressed with a base register, with some offset, with an added index register that's multiplied by some scale factor) can also utilize the split EA (effective addressing). The new form is mainly intended for MPX instructions that use the mib operands, but can be used for any memory reference. The basic concept of this form is splitting base and index:

```
mov eax,[ebx+8,ecx*4] ; ebx=base, ecx=index, 4=scale, 8=disp
```

NASM supports all currently possible forms of the mib syntax:

```
; bndstx
; next 5 lines are parsed same
; base=rax, index=rbx, scale=1, displacement=3
bndstx [rax+0x3,rbx], bnd0 ; NASM - split EA
bndstx [rbx*1+rax+0x3], bnd0 ; GAS - '*1' indicates an index reg
bndstx [rax+rbx+3], bnd0 ; GAS - without hints
bndstx [rax+0x3], bnd0, rbx ; ICC-1
bndstx [rax+0x3], rbx, bnd0 ; ICC-2
```

## 4.5 No Syntax for Ternary Logic Instruction

VPTERNLOGD and VPTERNLOGQ are instructions that implement an arbitrary logic function for three inputs. They take three register operands and one immediate value that determines what logic function the instruction shall implement on execution. Specifically the output of the desired logic function is encoded in the immediate 8-bit operand. 3 binary inputs can be configured in 8 possible ways giving 8 output bits that could implement any one of 256 possible logic functions. Therefore it's not practical to have any syntax around different possible logic functions.

However there are some macro solutions that can help avoid writing out truth tables in order to use the ternary logic instructions. The simple, more manual way is to calculate the logic operation encoding on the fly with a few lines of arithmetic directives:

```
a equ 0xaa
b equ 0xcc
c equ 0xf0
imm equ a | b & c
```

Here, values for "a", "b" and "c" together are all possible bit configurations that a 3 input function can take ("a" being the least significant bit and "c" being the most significant one). Then the "imm" variable is calculated by evaluating the desired logic function, in this case "a or b and c", thereby getting the function's output column that one would get when writing out the truth tables.

Note that only the expression must be written using the bitwise operators &, |, ^, and ~. Using the boolean operators &&, ||, ^^, ! and ? : will not work correctly.

The vtern standard macro package, section 7.6, allows for these kinds of expressions without introducing the symbols a, b and c into the global namespace:

```
%use vtern
vpternlogd xmm1, xmm2, xmm3, a | b & c
vpternlogq ymm4, ymm5, xmm6, (b ^ c) & ~a
; a, b, and c are not defined as symbols elsewhere
```

## 4.6 APX Instruction Syntax

Intel APX (Advanced Performance Extensions) introduces multiple new features, mostly to existing instructions. APX is only available in 64-bit mode.

- There are 16 new general purpose registers, R16 to R31.
- Many instructions now support a non-destructive destination operand.

- The ability to suppress the setting of the arithmetic flags.
- The ability to zero the upper parts of a full 64-bit register for 8- and 16-bit operation size instructions. (This zeroing is always performed for 32-bit operations; this has been the case since 64-bit mode was first introduced.)
- New instructions to conditionally set the arithmetic flags to a user-specified value.
- Performance-enhanced versions of the PUSH and POP instructions.
- A 64-bit absolute jump instruction.
- A new REX2 prefix.

See <https://www.nasm.us/specs/apx> for a link to the APX technical documentation. NASM generally follows the syntax specified in the *Assembly Syntax Recommendations for Intel APX* document although some syntax is relaxed, see below.

#### 4.6.1 Extended General Purpose Registers (EGPRs)

When it comes to register size, the new registers (R16–R31) work the same way as registers R8–R15 (see also section 13.1):

- R31 is the 64-bit form of register 31,
- R31D is the 32-bit form,
- R31W is the 16-bit form, and
- R31B is the 8-bit form. The form R31L can also be used if the `altreg` macro package is used (`%use altreg`), see section 7.1.

Extended registers require that either a REX2 prefix (the default, if possible) or an EVEX prefix is used.

There are some instructions that don't support EGPRs. In that case, NASM will generate an error if they are used.

#### 4.6.2 New Data Destination (NDD)

Using the new data destination register (when supported) is specified by adding an additional register in place of the first operand. For example an ADD instruction:

```
add rax, rbx, rcx
```

... which would add RBX and RCX and store the result in RAX, without modifying neither RBX nor RCX.

#### 4.6.3 Suppress Modifying Flags (NF)

The `{nf}` prefix on a supported instruction inhibits the update of the flags, for example:

```
{nf} add rax, rbx
```

... will add RAX and RBX together, storing the result in RAX, while leaving the flags register unchanged.

NASM also allows the `{nf}` prefix (or any other curly-brace prefix) to be specified *after* the instruction mnemonic. Spaces around curly-brace prefixes are optional:

```
{nf} add rax, rbx      ; Standard syntax
{nf}add rax, rbx      ; Prefix without space
add {nf} rax, rbx     ; Suffix syntax
add{nf} rax, rbx     ; Suffix without space
```

#### 4.6.4 Zero Upper (ZU)

The {zu} prefix can be used meaning – "zero-upper", which disables retaining the upper parts of the registers and instead zero-extends the value into the full 64-bit register when the operand size is 8 or 16 bits (this is always done when the operand size is 32 bits, even without APX). For example:

```
{zu} setb al
```

... zeroes out bits [63:8] of the RAX register. For this specific instruction, NASM also accepts these alternate syntaxes:

```
{zu} setb ax
setb {zu} al
setb {zu} ax
setb {zu} eax
setb {zu} rax
setb eax
setb rax
```

#### 4.6.5 Source Condition Code (SCC) and Default Flags Value (DFV)

The source condition code (SCC) instructions, `CCMPSCC` and `CTESTSCC`, perform a test which if successful set the arithmetic flags to a user specified value and otherwise leave them unchanged.

NASM allows the resulting *default flags value* to be specified either using the {dfv=}...} syntax, containing a comma-separated list of zero or more of the CPU flags `OF`, `SF`, `ZF` or `CF` or simply as a numeric immediate (with `OF`, `SF`, `ZF` and `CF` being represented by bits 3 to 0 in that order.)

The `PF` flag is always set to the same value as the `CF` flag, and the `AF` flag is always cleared. NASM allows {dfv=pf} as an alias for {dfv=cf}, but do note that it still affects both flags.

NASM allows, but does not require, a comma after the {dfv=} value; when using the immediate syntax a comma is required; these examples all produce the same instruction:

```
ccmpl {dfv=of,cf} rdx, r30
ccmpl {dfv=of,cf}, rdx, r30
ccmpl 0x9, rdx, r30 ; Comma required
```

The immediate syntax also allows for the {dfv=} values to be stored in a symbol, or having arithmetic done on them. Note that when used in an expression, or in contexts other than `EQU` or one of the `scc` instructions, parentheses are required; this is a safety measure (programmer needs to explicitly indicate that use as an expression is what is intended):

```
ccmpl ({dfv=of}|{dfv=cf}), rdx, r30 ; Parends, comma required
ocf1 equ {dfv=of,cf} ; Parends not required
ccmpl ocf1, rdx, r30 ; Comma required
ofcf equ ({dfv=of,sf,cf} & ~{dfv=sf}) ; Parends required
ccmpl ofcf2, rdx, r30 ; Comma required
```

#### 4.6.6 PUSH and POP Extensions

APX adds variations of the `PUSH` and `POP` instructions that:

- informs the CPU that a specific `PUSH` and `POP` constitute a matched pair, allowing the hardware to optimize for this common use case: `PUSHHP` and `POP2P`;
- operates on two registers at the same time: `PUSH2` and `POP2`, with paired variants `PUSH2P` and `POP2P`.

These extensions only apply to register forms; they are not supported for memory or immediate operands.

The standard syntax for (P)`PUSH2` and (P)`POP2` specify the registers in the order they are to be pushed and popped on the stack:

```

push2p rax, rbx
; rax in [rsp+8]
; rbx is [rsp+0]
pop2p rbx, rax

```

... would be the equivalent of:

```

push rax
push rbx
; rax in [rsp+8]
; rbx is [rsp+0]
pop rbx
pop rax

```

NASM also allows the registers to be specified as a *register pair* separated by a colon, in which case the order is always specified in the order *high:low* and thus is the same for PUSH2 and POP2. This means the order of the operands in the POP2 instruction is different:

```

push2p rax:rbx
; rax in [rsp+8]
; rbx is [rsp+0]
pop2p rax:rbx

```

#### 4.6.7 APX and the NASM optimizer

When the optimizer is enabled (see section 2.1.24), NASM may apply a number of optimizations, some of which may apply non-APX instructions to what otherwise would be APX forms. Some examples are:

- The {nf} prefix may be ignored on instructions that already don't modify the arithmetic flags.
- When the {nf} prefix is specified, NASM may generate another instruction which would not modify the flags register. For example, {nf} ror rax, rcx, 3 can be translated into rorx rax, rcx, 3.
- The {zu} prefix may be ignored on instruction that already zero the upper parts of the destination register.
- When the {zu} prefix is specified, NASM may generate another instruction which would zero the upper part of the register. For example, {zu} mov ax, cs can be translated into mov eax, cs.
- New data destination or nondestructive source operands may be contracted if they are the same (and the semantics are otherwise identical). For example, add eax, eax, edx could be encoded as add eax, edx using legacy encoding. *NASM does not perform this optimization as of version 3.00, but it probably will in the future.*

#### 4.6.8 Force APX Encoding

APX encoding, using REX2 and EVEX, respectively, can be forced by using the {rex2} or {evex} instruction prefixes.

# Chapter 5: The NASM Preprocessor

---

NASM contains a powerful macro processor, which supports conditional assembly, multi-level file inclusion, two forms of macro (single-line and multi-line), and a 'context stack' mechanism for extra macro power. Preprocessor directives all begin with a % sign. As a result, some care needs to be taken when using the % arithmetic operator to avoid it being confused with a preprocessor directive; it is recommended that it always be surrounded by whitespace.

The NASM preprocessor borrows concepts from both the C preprocessor and the macro facilities of many other assemblers.

## 5.1 Preprocessor Expansions

The input to the preprocessor is expanded in the following ways in the order specified here.

### 5.1.1 Continuation Line Collapsing

The preprocessor first collapses all lines which end with a backslash (\) character into a single line. Thus:

```
%define THIS_VERY_LONG_MACRO_NAME_IS_DEFINED_TO \  
    THIS_VALUE
```

will work like a single-line macro without the backslash-newline sequence.

### 5.1.2 Comment Removal

After concatenation, comments are removed. Comments begin with the character ; unless contained inside a quoted string or a handful of other special contexts.

Note that this is applied *after* continuation lines are collapsed. This means that

```
    add al, '\ '    ; Add the ASCII code for \  
    mov [ecx], al  ; Save the character
```

will probably not do what you expect, as the second line will be considered part of the preceding comment. Although this behavior is sometimes confusing, it is both the behavior of NASM since the very first version as well as the behavior of the C preprocessor.

### 5.1.3 %line directives

In this step, %line directives are processed. See section 5.14.1.

### 5.1.4 Conditionals, Loops and Multi-Line Macro Definitions

In this step, the following preprocessor directives are processed:

- Multi-line macro definitions, specified by the %macro and %imacro directives. The body of a multi-line macro is stored and is not further expanded at this time. See section 5.6.
- Conditional assembly, specified by the %if family of preprocessor directives. Disabled part of the source code are discarded and are not further expanded. See section 5.7.
- Preprocessor loops, specified by the %rep preprocessor directive. A preprocessor loop is very similar to a multi-line macro and as such the body is stored and is not further expanded at this time. See section 5.8.

These constructs are required to be balanced, so that the ending of a block can be detected, but no further processing is done at this time; stored blocks will be inserted at this step when they are expanded (see below.)

It is specific to each directive to what extent inline expansions and detokenization are performed for the arguments of the directives.

### 5.1.5 Directives processing

Remaining preprocessor directives are processed. It is specific to each directive to what extent the above expansions or the ones specified in section 5.1.8 are performed on their arguments.

It is specific to each directive to what extent inline expansions and detokenization are performed for the arguments of the directives.

### 5.1.6 Inline expansions and other directives

In this step, the following expansions are performed on each line:

- Single-line macros are expanded. See section 5.3.
- Preprocessor functions are expanded. See section 5.5.
- If this line is the result of multi-line macro expansions (see below), the parameters to that macro are expanded at this time. See section 5.6.
- Macro indirection, using the %[...] construct, is expanded. See section 5.3.3.
- Token concatenation using either the %+ operator (see section 5.3.4) or implicitly (see section 5.3.3 and section 5.6.9.)
- Macro-local labels are converted into unique strings, see section 5.6.2.

### 5.1.7 Multi-Line Macro Expansion

In this step, multi-line macros are expanded into new lines of source, like the typical macro feature of many other assemblers. See section 5.6.

After expansion, the newly injected lines of source are processed starting with the step defined in section 5.1.4.

### 5.1.8 Detokenization

In this step, the final line of source code is produced. It performs the following operations:

- Environment variables specified using the %! construct are expanded. See section 5.10.2.
- Context-local labels are expanded into unique strings. See section 5.10.2.
- All tokens are converted to their text representation. Unlike the C preprocessor, the NASM preprocessor does not insert whitespace between adjacent tokens unless present in the source code. See section 5.6.9.

The resulting line of text either is sent to the assembler, or, if running in preprocessor-only mode, to the output file (see section 2.1.22); if necessary prefixed by a newly inserted %line directive.

## 5.2 Preprocessor caveats

### 5.2.1 Case Insensitivity

The NASM preprocessor allows the user to create case-insensitive macros using directives prefixed with %i for 'insensitive' (%idefine, %imacro, etc.) However, this is limited by NASM inherently not being aware of the character set used in either the source code nor the output object code.

The primary intended use for case-insensitive macros is to override NASM keywords or instructions. Therefore, *NASM case insensitivity is limited to the ASCII character range only.* NASM

does permit non-ASCII characters (bytes with values above 127) in macros (and labels), but treats them as opaque bytes that can only be matched exactly.

In general, it is recommended to avoid using case insensitive macros unless you have specific reasons to need them.

The same caveat applies to any other case-insensitive matching: the `%ifidni` and `%elifidni` directives and the `%isidni()` and `%findi()` functions.

## 5.3 Single-Line Macros

Single-line macros are expanded inline, much like macros in the C preprocessor.

### 5.3.1 The Normal Way: `%define`

Single-line macros are defined using the `%define` preprocessor directive. The definitions work in a similar way to C; so you can do things like

```
%define ctrl    0x1F &
%define param(a,b) ((a)+(a)*(b))

    mov     byte [param(2,ebx)], ctrl 'D'
```

which will expand to

```
    mov     byte [(2)+(2)*(ebx)], 0x1F & 'D'
```

When the expansion of a single-line macro contains tokens which invoke another macro, the expansion is performed at invocation time, not at definition time. Thus the code

```
%define a(x)    1+b(x)
%define b(x)    2*x

    mov     ax,a(8)
```

will evaluate in the expected way to `mov ax,1+2*8`, even though the macro `b` wasn't defined at the time of definition of `a`.

Note that single-line macro argument list cannot be preceded by whitespace. Otherwise it will be treated as an expansion. For example:

```
%define foo (a,b)          ; no arguments, (a,b) is the expansion
%define bar(a,b)          ; two arguments, empty expansion
```

Macros defined with `%define` are case sensitive: after `%define foo bar`, only `foo` will expand to `bar`: `Foo` or `F00` will not. By using `%ifdef` instead of `%define` (the 'i' stands for 'insensitive') you can define all the case variants of a macro at once, so that `%ifdef foo bar` would cause `foo`, `Foo`, `F00`, `f00` and so on all to expand to `bar`. See however section 5.2.1.

There is a mechanism which detects when a macro call has occurred as a result of a previous expansion of the same macro, to guard against circular references and infinite loops. If this happens, the preprocessor will only expand the first occurrence of the macro. Hence, if you code

```
%define a(x)    1+a(x)

    mov     ax,a(3)
```

the macro `a(3)` will expand once, becoming `1+a(3)`, and will then expand no further. This behaviour can be useful: see section 11.1 for an example of its use.

You can overload single-line macros: if you write

```
%define foo(x)    1+x
%define foo(x,y)  1+x*y
```

the preprocessor will be able to handle both types of macro call, by counting the parameters you pass; so `foo(3)` will become `1+3` whereas `foo(ebx,2)` will become `1+ebx*2`. However, if you define

```
%define foo bar
```

then no other definition of `foo` will be accepted: a macro with no parameters prohibits the definition of the same name as a macro *with* parameters, and vice versa.

This doesn't prevent single-line macros being *redefined*: you can perfectly well define a macro with

```
%define foo bar
```

and then re-define it later in the same source file with

```
%define foo baz
```

Then everywhere the macro `foo` is invoked, it will be expanded according to the most recent definition. This is particularly useful when defining single-line macros with `%assign` (see section 5.3.8).

The following additional features were added in NASM 2.15:

It is possible to define an empty string instead of an argument name if the argument is never used. For example:

```
%define ereg(foo,) e %+ foo
mov eax,ereg(dx,cx)
```

A single pair of parentheses is a subcase of a single, unused argument:

```
%define myreg() eax
mov edx,myreg()
```

This is similar to the behavior of the C preprocessor.

- If declared with an `=`, NASM will expand the argument and then evaluate it as a numeric expression. The name of the argument may optionally be followed by `/` followed by a numeric radix character (b, y, o, q, d, t, h or x) and/or the letters `u` (unsigned) or `s` (signed), in which the number is formatted accordingly, with a radix prefix if a radix letter is specified. For the case of hexadecimal, if the radix letter is in upper case, alphabetic hex digits will be in upper case.
- If declared with an `&`, NASM will expand the argument and then turn into a quoted string; if the argument already *is* a quoted string, it will be quoted again.
- If declared with `&&`, NASM will expand the argument and then turn it into a quoted string, but if the argument already is a quoted string, it will *not* be re-quoted.
- If declared with a `+`, it is a greedy or variadic parameter; it will include any subsequent commas and parameters.
- If declared with an `!`, NASM will not strip whitespace and braces (potentially useful in conjunction with `&` or `&&`.)

For example:

```
%define xyzzy(=expr,&val,=hex/x) expr, str, hex
%define plugh(x) xyzzy(x,x,x)
db plugh(13+5), '\0' ; Expands to: db 18, "13+5", 0x12, '\0'
```

You can pre-define single-line macros using the `'-d'` option on the NASM command line: see section 2.1.20.

### 5.3.2 Resolving `%define`: `%xdefine`

To have a reference to an embedded single-line macro resolved at the time that the embedding macro is *defined*, as opposed to when the embedding macro is *expanded*, you need a different mechanism to the one offered by `%define`. The solution is to use `%xdefine`, or its case-insensitive counterpart `%ixdefine`.

Suppose you have the following code:

```
%define isTrue 1
%define isFalse isTrue
%define isTrue 0

val1: db isFalse

%define isTrue 1

val2: db isFalse
```

In this case, `val1` is equal to 0, and `val2` is equal to 1. This is because, when a single-line macro is defined using `%define`, it is expanded only when it is called. As `isFalse` expands to `isTrue`, the expansion will be the current value of `isTrue`. The first time it is called that is 0, and the second time it is 1.

If you wanted `isFalse` to expand to the value assigned to the embedded macro `isTrue` at the time that `isFalse` was defined, you need to change the above code to use `%xdefine`.

```
%xdefine isTrue 1
%xdefine isFalse isTrue
%xdefine isTrue 0

val1: db isFalse

%xdefine isTrue 1

val2: db isFalse
```

Now, each time that `isFalse` is called, it expands to 1, as that is what the embedded macro `isTrue` expanded to at the time that `isFalse` was defined.

`%xdefine` and `%ixdefine` supports argument expansion exactly the same way that `%define` and `%idefine` does.

### 5.3.3 Macro Indirection: %[...]

The `%[...]` construct can be used to expand macros in contexts where macro expansion would otherwise not occur, including in the names other macros. For example, if you have a set of macros named `Foo16`, `Foo32` and `Foo64`, you could write:

```
mov ax, Foo%[__?BITS?__] ; The Foo value
```

to use the builtin macro `__?BITS?__` (see section 6.3) to automatically select between them. Similarly, the two statements:

```
%xdefine Bar Quux ; Expands due to %xdefine
%define Bar %[Quux] ; Expands due to %[...]
```

have, in fact, exactly the same effect.

`%[...]` concatenates to adjacent tokens in the same way that multi-line macro parameters do, see section 5.6.9 for details.

### 5.3.4 Concatenating Single Line Macro Tokens: %+

Individual tokens in single line macros can be concatenated, to produce longer tokens for later processing. This can be useful if there are several similar macros that perform similar functions.

Please note that a space is required after `+`, in order to disambiguate it from the syntax `#+1` used in multiline macros.

As an example, consider the following:

```
%define BDASTART 400h ; Start of BIOS data area
```

```

struc  tBIOSDA                ; its structure
    .COM1addr    RESW  1
    .COM2addr    RESW  1
    ; ..and so on
endstruc

```

Now, if we need to access the elements of tBIOSDA in different places, we can end up with:

```

mov    ax,BDASTART + tBIOSDA.COM1addr
mov    bx,BDASTART + tBIOSDA.COM2addr

```

This will become pretty ugly (and tedious) if used in many places, and can be reduced in size significantly by using the following macro:

```

; Macro to access BIOS variables by their names (from tBDA):
#define BDA(x)  BDASTART + tBIOSDA. %+ x

```

Now the above code can be written as:

```

mov    ax,BDA(COM1addr)
mov    bx,BDA(COM2addr)

```

Using this feature, we can simplify references to a lot of macros (and, in turn, reduce typing errors).

### 5.3.5 The Macro Name Itself: %? and %??

The special symbols %? and %?? can be used to reference the macro name itself inside a macro expansion, this is supported for both single-and multi-line macros. %? refers to the macro name as *invoked*, whereas %?? refers to the macro name as *declared*. The two are always the same for case-sensitive macros, but for case-insensitive macros, they can differ.

For example:

```

%imacro Foo 0
    mov %?,%??
%endmacro

    foo
    F00

```

will expand to:

```

mov foo,Foo
mov F00,Foo

```

These tokens can be used for single-line macros *if defined outside any multi-line macros*. See below.

### 5.3.6 The Single-Line Macro Name: %\*? and %\*??

If the tokens %? and %?? are used inside a multi-line macro, they are expanded before any directives are processed. As a result,

```

%imacro Foo 0
    %idefine Bar _%?
    mov BAR,bAr
%endmacro

    foo
    mov eax,bar

```

will expand to:

```

mov _foo,_foo
mov eax,_foo

```

which may or may not be what you expected. The tokens `%*?` and `%*??` behave like `%?` and `%??` but are only expanded inside single-line macros. Thus:

```
%imacro Foo 0
    %define Bar _%*?
    mov BAR,bAr
%endmacro

    foo
    mov eax,bar
```

will expand to:

```
    mov _BAR,_bAr
    mov eax,_bar
```

The `%*?` can be used to make a keyword "disappear", for example in case a new instruction has been used as a label in older code. For example:

```
%define pause $%*?                ; Hide the PAUSE instruction
```

`%*?` and `%*??` were introduced in NASM 2.15.04.

### 5.3.7 undefining Single-Line Macros: `%undef`

Single-line macros can be removed with the `%undef` directive. For example, the following sequence:

```
%define foo bar
%undef foo

    mov    eax, foo
```

will expand to the instruction `mov eax, foo`, since after `%undef` the macro `foo` is no longer defined.

Macros that would otherwise be pre-defined can be undefined on the command-line using the `'-u'` option on the NASM command line: see section 2.1.21.

### 5.3.8 Preprocessor Variables: `%assign`

An alternative way to define single-line macros is by means of the `%assign` command (and its case-insensitive counterpart `%iassign`, which differs from `%assign` in exactly the same way that `%ifdef` differs from `%define`).

`%assign` is used to define single-line macros which take no parameters and have a numeric value. This value can be specified in the form of an expression, and it will be evaluated once, when the `%assign` directive is processed.

Like `%define`, macros defined using `%assign` can be re-defined later, so you can do things like

```
%assign i i+1
```

to increment the numeric value of a macro.

`%assign` is useful for controlling the termination of `%rep` preprocessor loops: see section 5.8 for an example of this. Another use for `%assign` is given in section 10.4 and section 11.1.

The expression passed to `%assign` is a critical expression (see section 3.8), and must also evaluate to a pure number (rather than a relocatable reference such as a code or data address, or anything involving a register).

See also the `%eval()` preprocessor function, section 5.5.8.

### 5.3.9 Defining Strings: %defstr

`%defstr`, and its case-insensitive counterpart `%idefstr`, define or redefine a single-line macro without parameters but converts the entire right-hand side, after macro expansion, to a quoted string before definition.

For example:

```
%defstr test TEST
```

is equivalent to

```
%define test 'TEST'
```

This can be used, for example, with the `%!` construct (see section 5.14.2):

```
%defstr PATH %!PATH          ; The operating system PATH variable
```

See also the `%str()` preprocessor function, section 5.5.22.

### 5.3.10 Defining Tokens: %deftok

`%deftok`, and its case-insensitive counterpart `%ideftok`, define or redefine a single-line macro without parameters but converts the second parameter, after string conversion, to a sequence of tokens.

For example:

```
%deftok test 'TEST'
```

is equivalent to

```
%define test TEST
```

See also the `%tok()` preprocessor function, section 5.5.26.

### 5.3.11 Defining Aliases: %defalias

`%defalias`, and its case-insensitive counterpart `%idefalias`, define an alias to a macro, i.e. equivalent of a symbolic link.

When used with various macro defining and undefining directives, it affects the aliased macro. This functionality is intended for being able to rename macros while retaining the legacy names.

When an alias is defined, but the aliased macro is then undefined, the aliases can legitimately point to nonexistent macros.

The alias can be undefined using the `%undefalias` directive. *All* aliases can be undefined using the `%clear defalias` directive. This includes backwards compatibility aliases defined by NASM itself.

To disable aliases without undefining them, use the `%aliases off` directive.

To check whether an alias is defined, regardless of the existence of the aliased macro, use `%ifdefalias`.

For example:

```
%defalias OLD NEW
; OLD and NEW both undefined
%define NEW 123
; OLD and NEW both 123
%undef OLD
; OLD and NEW both undefined
%define OLD 456
; OLD and NEW both 456
%undefalias OLD
; OLD undefined, NEW defined to 456
```

### 5.3.12 Conditional Comma Operator: %,

As of version 2.15, NASM has a conditional comma operator %, that expands to a comma *unless* followed by a null expansion, which allows suppressing the comma before an empty argument. This is especially useful with greedy single-line macros.

For example, all the expressions below are valid:

```
%define greedy(a,b,c+) a + 66 %, b * 3 %, c

db greedy(1,2)          ; db 1 + 66, 2 * 3
db greedy(1,2,3)        ; db 1 + 66, 2 * 3, 3
db greedy(1,2,3,4)      ; db 1 + 66, 2 * 3, 3, 4
db greedy(1,2,3,4,5)    ; db 1 + 66, 2 * 3, 3, 4, 5
```

## 5.4 String Manipulation in Macros

It's often useful to be able to handle strings in macros. NASM supports a few simple string handling macro operators from which more complex operations can be constructed.

All the string operators define or redefine a single-line macro to some value (either a string or a numeric value). When producing a string value, it may change the style of quoting of the input string or strings, and possibly use \-escapes inside '-quoted strings.

These directives are also available as preprocessor functions, see section 5.5.

### 5.4.1 Concatenating Strings: %strcat

The %strcat operator concatenates quoted strings and assign them to a single-line macro.

For example:

```
%strcat alpha "Alpha: ", '12" screen'
```

... would assign the value 'Alpha: 12" screen' to alpha. Similarly:

```
%strcat beta "'foo"\'', "'bar''"
```

... would assign the value "'foo"\'bar'' to beta.

The use of commas to separate strings is permitted but optional.

The corresponding preprocessor function is %strcat(), see section 5.5.23.

### 5.4.2 String Length: %strlen

The %strlen operator assigns the length of a string to a macro. For example:

```
%strlen charcnt 'my string'
```

In this example, charcnt would receive the value 9, just as if an %assign had been used. In this example, 'my string' was a literal string but it could also have been a single-line macro that expands to a string, as in the following example:

```
%define sometext 'my string'
%strlen charcnt sometext
```

As in the first case, this would result in charcnt being assigned the value of 9.

The corresponding preprocessor function is %strlen(), see section 5.5.24.

### 5.4.3 Extracting Substrings: %substr

Individual letters or substrings in strings can be extracted using the %substr operator. An example of its use is probably more useful than the description:

```
%substr mychar 'xyzw' 1          ; equivalent to %define mychar 'x'
%substr mychar 'xyzw' 2          ; equivalent to %define mychar 'y'
```

```

%substr mychar 'xyzw' 3      ; equivalent to %define mychar 'z'
%substr mychar 'xyzw' 2,2   ; equivalent to %define mychar 'yz'
%substr mychar 'xyzw' 2,-1  ; equivalent to %define mychar 'yzw'
%substr mychar 'xyzw' 2,-2  ; equivalent to %define mychar 'yz'

```

As with `%strlen` (see section 5.4.2), the first parameter is the single-line macro to be created and the second is the string. The third parameter specifies the first character to be selected, and the optional fourth parameter (preceded by comma) is the length. Note that the first index is 1, not 0 and the last index is equal to the value that `%strlen` would assign given the same string. Index values out of range result in an empty string. A negative length means "until N-1 characters before the end of string", i.e. -1 means until end of string, -2 until one character before, etc.

The corresponding preprocessor function is `%substr()`, see section 5.5.25, however please note that the default value for the length parameter, if omitted, is -1 rather than 1 for `%substr()`.

## 5.5 Preprocessor Functions

Preprocessor functions are, fundamentally, a kind of built-in single-line macros. They expand to a string depending on its arguments, and can be used in any context where single-line macro expansion would be performed. Preprocessor functions were introduced in NASM 2.16.

Starting with NASM 3.00, the `%ifdef` directive or `%isdef()` function can also test for the availability of preprocessor functions. They cannot, however, be undefined, aliased or redefined.

### 5.5.1 `%abs()` Function

The `%abs()` function evaluates its first argument as an expression, and then emits the absolute value. This will always be emitted as a single token containing a decimal number; no minus sign will be emitted even if the input value is the maximum negative number.

### 5.5.2 `%b2hs()` Function

The `%b2hs()` function takes a quoted string and an optional separator string, and expands to a quoted string containing a packed hexadecimal form of the bytes of the first string, separated by the separator string if applicable. This is the inverse of the `%hs2b()` function, see section 5.5.11.

### 5.5.3 `%chr()` Function

The `%chr()` function evaluates its arguments as integers, then creates a quoted string out of these integers (mod 256) as bytes.

### 5.5.4 `%cond()` Function

The `%cond()` function evaluates its first argument as an expression, then expands to its second argument if true (nonzero), and the third, if present, if false (zero). This is in effect a specialized version of the `%sel()` function; `%cond(x,y,z)` is equivalent to `%sel(1+!(x),y,z)`.

```

%define a 1
%xdefine astr %cond(a,"true","false") ; %define astr "true"

```

The argument not selected is never expanded.

### 5.5.5 `%count()` Function

The `%count()` function expands to the number of arguments passed to the macro. Note that just as for single-line macros, `%count()` treats an empty argument list as a single empty argument.

```

%xdefine empty %count()      ; %define empty 1
%xdefine one   %count(1)     ; %define one 1
%xdefine two   %count(5,q)   ; %define two 2
%define list   a,b,46
%xdefine lc1   %count(list)  ; %define lc 1 (just one argument)
%xdefine lc2   %count(%[list]); %define lc 3 (indirection expands)

```

### 5.5.6 %depend() Function

The %depend() function takes a quoted string as argument, adds it to the output dependency list generated by the -M options (see section 2.1.5), and evaluates to the unchanged string.

This is the function equivalent of the %depend directive, see section 5.9.3.

See also the %pathsearch() function (section 5.5.18).

### 5.5.7 %env() Function

The %env() function takes an optionally quoted string as its first argument, and if an environment variable with that name exists, expands to a quoted string with the value of that environment variable. If the environment variable does *not* exist, expands to any additional arguments given, or to an empty quoted string if no additional arguments are provided.

```
; This example assumes USER=nasmuser and MISSING is undefined
```

```
db %env(USER)                ; db 'nasmuser'
db %env("USER")              ; db 'nasmuser'
db %env("USER",0)            ; db 'nasmuser'
db %env(MISSING)              ; db ''
db %env("MISSING",0xff)      ; db 0xff
db %env("MISSING",1,"2",3)    ; db 1,"2",3
```

```
; This line generates a warning for "db" without data:
```

```
db %env("MISSING",)          ; db
```

See also the %ifenv directive (section 5.7.13) and the %! construct (section 5.14.2).

### 5.5.8 %eval() Function

The %eval() function evaluates its argument as a numeric expression and expands to the result as an integer constant in much the same way the %assign directive would, see section 5.3.8. Unlike %assign, %eval() supports more than one argument; if more than one argument is specified, it is expanded to a comma-separated list of values.

```
%assign a    2
%assign b    3
%defstr what %eval(a+b,a*b) ; equivalent to %define what "5,6"
```

The expressions passed to %eval() are critical expressions, see section 3.8.

### 5.5.9 %find() and %findi() Functions

The %find() and %findi() functions take an argument followed by an optional list. These are turned into quoted strings if necessary, and then compared as if by the %isidn() or %isidni() functions, respectively (see section 5.7.6) – the %find() function compares case sensitively, and %findi() case insensitively; see however section 5.2.1.

The functions then expand to 0 if none of the strings in the list match the first string, or the position in the list where the first string was found, where 1 is the first argument in the list, i.e. not including the first argument to the function.

Once a matching argument has been found, no further arguments are expanded.

For example:

```
db %find(a,b,c,d)            ; 0
db %find(a,b,a,c)           ; 2
db %find(a)                  ; 0 (empty list)
```

### 5.5.10 %hex() Function

Equivalent to %eval(), except that the results generated are given as unsigned hexadecimal, with a 0x prefix.

### 5.5.11 %hs2b() Function

The %hs2b() function takes one or more quoted strings containing hexadecimal numbers and optional separators (any character that is not a valid hexadecimal digit is considered a separator) and expands to a quoted string containing the bytes encoded in the hexadecimal string. Every pair of hexadecimal digits encodes a byte, but a separator will always terminate the encoding of a byte. Thus, these two statements will produce the same output:

```
db 0x00, 0x01, 0x02, 0x03, 0x04, 0x05, 0x06, 0x07, 0x08, 0x09
db %hs2b("00010203 4 0506 07 8", "9")
```

This can be used to compactly encode long strings of binary data in source code.

### 5.5.12 %is() Family Functions

Each %if conditional assembly family directive (see section 5.7) has an equivalent %is() family function, that expands to 1 if the equivalent %if directive would process as true, and 0 if the equivalent %if directive would process as false.

This includes the %ifn forms of these directives, which become %isn().

```
; Instead of !%isidn() could have used %isnidn()
%if %isdef(foo) && !%isidn(foo,bar)
    db "foo is defined, but not as 'bar'"
%endif
```

Note that, being functions, the arguments (before expansion) will always need to have balanced parentheses so that the end of the argument list can be defined. This means that the syntax of e.g. %istoken() and %isidn() is somewhat stricter than their corresponding %if directives; it may be necessary to escape the argument to the conditional using {}:

```
; Instead of !%isidn() could have used %isnidn()
%if %isdef(foo) && !%isidn({foo,})
    db "foo is defined, but not as ')"
%endif
```

Unlike the C defined() preprocessor construct, these functions are valid anywhere in the source code, not just in %if expressions.

### 5.5.13 %limit() Function

The %limit() function takes as its first argument an optionally quoted string which is matched against a resource limit as defined by the --limit- command line option or the %pragma limit directive (see section 2.1.32). The macro then expands to the value of that limit, or 0 if no limit with that name is known in the current version of NASM.

An optional second argument can be set to one of the following optionally quoted strings:

- *current*: the current value for the limit. This is also the result if no second argument is specified.
- *reset*: the initial value for the limit, set on the command line or the default value if no such value is set; this is the value that %pragma limit *limit-name* reset would set the limit to.
- *default*: the default value for the limit. This is the value that %pragma limit *limit-name* default would set the limit to.
- *maximum*: the maximum permitted value for the limit. This is the value that %pragma limit *limit-name* maximum would set the limit to.

The value `unlimited` is represented by a very large positive number. If the limit name is the empty string or `unlimited`, `%limit()` returns this value for comparison purposes.

The standard macro `__?NASM_LIMITS?__` expands to a comma-separated list of quoted strings representing all limits defined in the current version of NASM, see section 6.8.

The `%limit()` function was introduced in NASM 3.02.

### 5.5.14 `%map()` Function

The `%map()` function takes as its first parameter the name of a single-line macro, followed by up to two optional colon-separated subparameters:

- The first subparameter, if present, should be a list of macro parameters enclosed in parentheses. Note that `()` represents a one-argument list containing an empty parameter; omit the parentheses to specify no parameters.
- The second subparameter, if present, represent the number of group size for additional parameters to the macro (default 1).

Further parameters, if any, are then passed as additional parameters to the given macro for expansion, in sets given by the specified group size, and the results turned into a comma-separated list. If no additional parameters are given, `%map()` expands to nothing.

For example:

```
%define alpha(&x)      x
%define alpha(&x,y)    y dup (x)
%define alpha(s,&x,y)  y dup (x,s)
; 0 fixed + 1 grouped parameters per call, calls alpha(&x)
db %map(alpha,foo,bar,baz,quux)
; 0 fixed + 2 grouped parameters per call, calls alpha(&x,y)
db %map(alpha:2,foo,bar,baz,quux)
; 1 fixed + 2 grouped parameters per call, calls alpha(s,&x,y)
db %map(alpha("!" ):2,foo,bar,baz,quux)
```

... expands to:

```
db 'foo','bar','baz','quux'
db bar dup ('foo'),quux dup ('baz')
db bar dup ('foo','!"),quux dup ('baz','!')
```

As a more complex example, a macro that joins quoted strings together with a user-specified delimiter string:

```
%define join(sep)      ''          ; handle the case of zero strings
%define _join(sep,str) sep,str     ; helper macro
%define join(sep,s1,sn+) %strcat(s1, %map(_join:(sep) %, sn))

db join(':')
db join(':', 'a')
db join(':', 'a', 'b')
db join(':', 'a', 'b', 'c')
db join(':', 'a', 'b', 'c', 'd')
```

... expands to:

```
db ''
db 'a'
db 'a:b'
db 'a:b:c'
db 'a:b:c:d'
```

### 5.5.15 `%null()` Function

The `%null()` function ignores its arguments without expanding them, and expands to nothing.

### 5.5.16 `%num()` Function

The `%num()` function evaluates its arguments as expressions, and then produces a quoted string encoding the first argument as an *unsigned* 64-bit integer.

The second argument is the desired number of digits (max 255, default -1).

The third argument is the encoding base (from 2 to 64, default 10); if the base is given as -2, -8, -10, or -16, then `0b`, `0q`, `0d` or `0x` is prepended, respectively; all other negative values are disallowed.

Only the first argument is required.

If the number of digits is negative, NASM will add additional digits if needed; if positive the string is truncated to the number of digits specified. 0 is treated as -1, except that the input number 0 always generates an empty string (thus, the first digit will never be zero), even if the base given is negative.

The full 64-symbol set used is, in order:

```
0123456789abcdefghijklmnopqrstuvwxyzABCDEFGHIJKLMNOPQRSTUVWXYZ@_
```

If a *signed* number needs to be converted to a string, use `%abs()`, `%cond()`, and `%strcat()` to format the signed number string to your specific output requirements.

### 5.5.17 `%ord()` Function

The `%ord()` function takes a quoted string, and (like `%substr()`, see section 5.5.25) an optional starting index and length, and expands to a comma-separated list of integers corresponding to the bytes of the quoted string. Note that unlike `%substr()` the length argument defaults to 1, so if it is not given only a single byte value is expanded.

### 5.5.18 `%pathsearch()` Function

The `%pathsearch()` function takes a quoted string as argument, and searches for a file with that name in the include path, then expands to the pathname located, if found, otherwise to the unmodified string.

This is the function equivalent of the `%pathsearch` directive, see section 5.9.2.

See also the `%depend()` function (section 5.5.6).

### 5.5.19 `%realpath()` Function

The `%realpath()` function takes a quoted string as argument, and attempts to convert it to a fully qualified absolute path name if supported by the underlying host operating system.

If successful, it expands to a quoted string with the resulting path name, otherwise to the unmodified string.

The include path is *not* searched; to search for the file using the include path, use the `%pathsearch()` function in conjunction with this function, for example:

```
%define SOMERELPATH %realpath(%pathsearch("somefile.asm"))
```

### 5.5.20 `%sel()` Function

The `%sel()` function evaluates its first argument as an expression, then expands to its second argument if 1, the third argument if 2, and so on. If the value is less than 1 or larger than the number of arguments minus one, then the `%sel()` function expands to nothing.

```
%define b 2  
%xdefine bstr %sel(b,"one","two","three") ; %define bstr "two"
```

The arguments not selected are never expanded.

### 5.5.21 %selbits() Function

The %selbits() function returns its first, second, or third argument depending on if the current mode is 16, 32 or 64 bits. If less than three arguments are given, the last argument is considered repeated. Like %cond(), this is a specialized version of the %se1() function.

For example:

```
        BITS 64

%define breg %selbits(bx,ebx,rbx)
%define vreg %selbits(ax,eax)

        mov vreg,[breg]          ; mov eax,[rbx]
```

### 5.5.22 %str() Function

The %str() function converts its argument, including any commas, to a quoted string, similar to the way the %defstr directive would, see section 5.3.9.

Being a function, the argument will need to have balanced parentheses or be escaped using {}.

```
; The following lines are all equivalent
%define test 'TEST'
%defstr test TEST
%xdefine test %str(TEST)
```

### 5.5.23 %strcat() Function

The %strcat() function concatenates a list of quoted strings, in the same way the %strcat directive would, see section 5.4.1.

```
; The following lines are all equivalent
%define alpha 'Alpha: 12" screen'
%strcat alpha "Alpha: ", '12" screen'
%xdefine alpha %strcat("Alpha: ", '12" screen')
```

### 5.5.24 %strlen() Function

The %strlen() function expands to the length of a quoted string, in the same way the %strlen directive would, see section 5.4.2.

```
; The following lines are all equivalent
%define charcnt 9
%strlen charcnt 'my string'
%xdefine charcnt %strlen('my string')
```

### 5.5.25 %substr() Function

The %substr() function extracts a substring of a quoted string, in the same way the %substr directive would, see section 5.4.3. Note that unlike the %substr directive, commas are required between all parameters, is required after the string argument, and that the default for the length argument, if omitted, is -1 (i.e. the remainder of the string) rather than 1.

```
; The following lines are all equivalent
%define mychar 'xyzw'
%substr mychar 'xyzw' 2,-1
%xdefine mychar %substr('xyzw',2,3)
%xdefine mychar %substr('xyzw',2,-1)
%xdefine mychar %substr('xyzw',2)
```

### 5.5.26 %tok() function

The %tok() function converts a quoted string into a sequence of tokens, in the same way the %deftok directive would, see section 5.3.10.

```

; The following lines are all equivalent
%define test TEST
%deftok test 'TEST'
%define test %tok('TEST')

```

## 5.6 Multi-Line Macros: %macro

Multi-line macros much like the type of macro seen in MASM and TASM, and expand to a new set of lines of source code. A multi-line macro definition in NASM looks something like this.

```

%macro prologue 1

    push    ebp
    mov     ebp, esp
    sub     esp, %1

%endmacro

```

This defines a C-like function prologue as a macro: so you would invoke the macro with a call such as:

```
myfunc:  prologue 12
```

which would expand to the three lines of code

```
myfunc: push    ebp
        mov     ebp, esp
        sub     esp, 12

```

The number 1 after the macro name in the %macro line defines the number of parameters the macro prologue expects to receive. The use of %1 inside the macro definition refers to the first parameter to the macro call. With a macro taking more than one parameter, subsequent parameters would be referred to as %2, %3 and so on.

Multi-line macros, like single-line macros, are case-sensitive, unless you define them using the alternative directive %imacro.

If you need to pass a comma as *part* of a parameter to a multi-line macro, you can do that by enclosing the entire parameter in braces. So you could code things like:

```

%macro silly 2

    %2: db    %1

%endmacro

    silly 'a', letter_a           ; letter_a: db 'a'
    silly 'ab', string_ab        ; string_ab: db 'ab'
    silly {13,10}, crlf          ; crlf:      db 13,10

```

The behavior with regards to empty arguments at the end of multi-line macros before NASM 2.15 was often very strange. For backwards compatibility, NASM attempts to recognize cases where the legacy behavior would give unexpected results, and issues a warning, but largely tries to match the legacy behavior. This can be disabled with the %pragma (see section 5.13.1):

```
%pragma preproc sane_empty_expansion
```

### 5.6.1 Overloading Multi-Line Macros

As with single-line macros, multi-line macros can be overloaded by defining the same macro name several times with different numbers of parameters. This time, no exception is made for macros with no parameters at all. So you could define

```

%macro prologue 0

    push    ebp
    mov     ebp, esp

```

```
%endmacro
```

to define an alternative form of the function prologue which allocates no local stack space.

Sometimes, however, you might want to 'overload' a machine instruction; for example, you might want to define

```
%macro push 2
    push    %1
    push    %2
%endmacro
```

so that you could code

```
    push    ebx            ; this line is not a macro call
    push    eax,ecx        ; but this one is
```

Ordinarily, NASM will give a warning for the first of the above two lines, since `push` is now defined to be a macro, and is being invoked with a number of parameters for which no definition has been given. The correct code will still be generated, but the assembler will give a warning. This warning can be disabled by the use of the `-w-macro-params` command-line option (see section 2.1.26).

## 5.6.2 Macro-Local Labels

NASM allows you to define labels within a multi-line macro definition in such a way as to make them local to the macro call: so calling the same macro multiple times will use a different label each time. You do this by prefixing `%%` to the label name. So you can invent an instruction which executes a `RET` if the `z` flag is set by doing this:

```
%macro retz 0
    jnz    %%skip
    ret
%%skip:
%endmacro
```

You can call this macro as many times as you want, and every time you call it NASM will make up a different 'real' name to substitute for the label `%%skip`. The names NASM invents are of the form `..@2345.skip`, where the number 2345 changes with every macro call. The `..@` prefix prevents macro-local labels from interfering with the local label mechanism, as described in section 3.9. You should avoid defining your own labels in this form (the `..@` prefix, then a number, then another period) in case they interfere with macro-local labels.

These labels are really macro-local *tokens*, and can be used for other purposes where a token unique to each macro invocation is desired, e.g. to name single-line macros without using the context feature (section 5.10.2).

## 5.6.3 Greedy Macro Parameters

Occasionally it is useful to define a macro which lumps its entire command line into one parameter definition, possibly after extracting one or two smaller parameters from the front. An example might be a macro to write a text string to a file in MS-DOS, where you might want to be able to write

```
    writefile [filehandle],"hello, world",13,10
```

NASM allows you to define the last parameter of a macro to be *greedy*, meaning that if you invoke the macro with more parameters than it expects, all the spare parameters get lumped into the last defined one along with the separating commas. So if you code:

```

%macro writefile 2+
    jmp     %%endstr
%%str:    db     %2
%%endstr:
    mov    dx, %%str
    mov    cx, %%endstr-%%str
    mov    bx, %1
    mov    ah, 0x40
    int   0x21
%endmacro

```

then the example call to `writefile` above will work as expected: the text before the first comma, `[filehandle]`, is used as the first macro parameter and expanded when `%1` is referred to, and all the subsequent text is lumped into `%2` and placed after the `db`.

The greedy nature of the macro is indicated to NASM by the use of the `+` sign after the parameter count on the `%macro` line.

If you define a greedy macro, you are effectively telling NASM how it should expand the macro given *any* number of parameters from the actual number specified up to infinity; in this case, for example, NASM now knows what to do when it sees a call to `writefile` with 2, 3, 4 or more parameters. NASM will take this into account when overloading macros, and will not allow you to define another form of `writefile` taking 4 parameters (for example).

Of course, the above macro could have been implemented as a non-greedy macro, in which case the call to it would have had to look like

```
writefile [filehandle], {"hello, world",13,10}
```

NASM provides both mechanisms for putting commas in macro parameters, and you choose which one you prefer for each macro definition.

See section 8.3.1 for a better way to write the above macro.

## 5.6.4 Macro Parameters Range

NASM allows you to expand parameters via special construction `%{x:y}` where `x` is the first parameter index and `y` is the last. Any index can be either negative or positive but must never be zero.

For example

```

%macro mpar 1-*
    db %{3:5}
%endmacro

```

```
mpar 1,2,3,4,5,6
```

expands to 3,4,5 range.

Even more, the parameters can be reversed so that

```

%macro mpar 1-*
    db %{5:3}
%endmacro

```

```
mpar 1,2,3,4,5,6
```

expands to 5,4,3 range.

But even this is not the last. The parameters can be addressed via negative indices so NASM will count them reversed. The ones who know Python may see the analogue here.

```

%macro mpar 1-*
    db %{-1:-3}

```

```
%endmacro
```

```
mpar 1,2,3,4,5,6
```

expands to 6, 5, 4 range.

Note that NASM uses comma to separate parameters being expanded.

By the way, here is a trick – you might use the index `%{-1:-1}` which gives you the last argument passed to a macro.

## 5.6.5 Default Macro Parameters

NASM also allows you to define a multi-line macro with a *range* of allowable parameter counts. If you do this, you can specify defaults for omitted parameters. So, for example:

```
%macro die 0-1 "Painful program death has occurred."
```

```
    writefile 2,%1
    mov     ax,0x4c01
    int    0x21
```

```
%endmacro
```

This macro (which makes use of the `writefile` macro defined in section 5.6.3) can be called with an explicit error message, which it will display on the error output stream before exiting, or it can be called with no parameters, in which case it will use the default error message supplied in the macro definition.

In general, you supply a minimum and maximum number of parameters for a macro of this type; the minimum number of parameters are then required in the macro call, and then you provide defaults for the optional ones. So if a macro definition began with the line

```
%macro foobar 1-3 eax,[ebx+2]
```

then it could be called with between one and three parameters, and `%1` would always be taken from the macro call. `%2`, if not specified by the macro call, would default to `eax`, and `%3` if not specified would default to `[ebx+2]`.

You can provide extra information to a macro by providing too many default parameters:

```
%macro quux 1 something
```

This will trigger a warning by default; see section 2.1.26 for more information. When `quux` is invoked, it receives not one but two parameters. `something` can be referred to as `%2`. The difference between passing `something` this way and writing `something` in the macro body is that with this way `something` is evaluated when the macro is defined, not when it is expanded.

You may omit parameter defaults from the macro definition, in which case the parameter default is taken to be blank. This can be useful for macros which can take a variable number of parameters, since the `%0` token (see section 5.6.6) allows you to determine how many parameters were really passed to the macro call.

This defaulting mechanism can be combined with the greedy-parameter mechanism; so the `die` macro above could be made more powerful, and more useful, by changing the first line of the definition to

```
%macro die 0-1+ "Painful program death has occurred.",13,10
```

The maximum parameter count can be infinite, denoted by `*`. In this case, of course, it is impossible to provide a *full* set of default parameters. Examples of this usage are shown in section 5.6.8.

### 5.6.6 %0: Macro Parameter Counter

The parameter reference %0 will return a numeric constant giving the number of parameters received, that is, if %0 is n then %n is the last parameter. %0 is mostly useful for macros that can take a variable number of parameters. It can be used as an argument to %rep (see section 5.8) in order to iterate through all the parameters of a macro. Examples are given in section 5.6.8.

### 5.6.7 %00: Label Preceding Macro

%00 will return the label preceding the macro invocation, if any. The label must be on the same line as the macro invocation, may be a local label (see section 3.9), and need not end in a colon.

If %00 is present anywhere in the macro body, the label itself will not be emitted by NASM. You can, of course, put %00: explicitly at the beginning of your macro.

### 5.6.8 %rotate: Rotating Macro Parameters

Unix shell programmers will be familiar with the shift shell command, which allows the arguments passed to a shell script (referenced as \$1, \$2 and so on) to be moved left by one place, so that the argument previously referenced as \$2 becomes available as \$1, and the argument previously referenced as \$1 is no longer available at all.

NASM provides a similar mechanism, in the form of %rotate. As its name suggests, it differs from the Unix shift in that no parameters are lost: parameters rotated off the left end of the argument list reappear on the right, and vice versa.

%rotate is invoked with a single numeric argument (which may be an expression). The macro parameters are rotated to the left by that many places. If the argument to %rotate is negative, the macro parameters are rotated to the right.

So a pair of macros to save and restore a set of registers might work as follows:

```
%macro multipush 1-*
    %rep %0
        push    %1
    %rotate 1
%endrep
%endmacro
```

This macro invokes the PUSH instruction on each of its arguments in turn, from left to right. It begins by pushing its first argument, %1, then invokes %rotate to move all the arguments one place to the left, so that the original second argument is now available as %1. Repeating this procedure as many times as there were arguments (achieved by supplying %0 as the argument to %rep) causes each argument in turn to be pushed.

Note also the use of \* as the maximum parameter count, indicating that there is no upper limit on the number of parameters you may supply to the multipush macro.

It would be convenient, when using this macro, to have a POP equivalent, which *didn't* require the arguments to be given in reverse order. Ideally, you would write the multipush macro call, then cut-and-paste the line to where the pop needed to be done, and change the name of the called macro to multipop, and the macro would take care of popping the registers in the opposite order from the one in which they were pushed.

This can be done by the following definition:

```
%macro multipop 1-*
    %rep %0
    %rotate -1
        pop     %1
%endmacro
```

```

    %endrep
%endmacro

```

This macro begins by rotating its arguments one place to the *right*, so that the original *last* argument appears as %1. This is then popped, and the arguments are rotated right again, so the second-to-last argument becomes %1. Thus the arguments are iterated through in reverse order.

### 5.6.9 Concatenating Macro Parameters

NASM can concatenate macro parameters and macro indirection constructs with other surrounding text. This allows you to declare a family of symbols, for example, in a macro definition. If, for example, you wanted to generate a table of key codes along with offsets into the table, you could code something like

```

%macro keytab_entry 2

    keypos%1    equ    $-keytab
                db     %2

%endmacro

keytab:
    keytab_entry F1,128+1
    keytab_entry F2,128+2
    keytab_entry Return,13

```

which would expand to

```

keytab:
keyposF1      equ    $-keytab
                db     128+1
keyposF2      equ    $-keytab
                db     128+2
keyposReturn  equ    $-keytab
                db     13

```

You can just as easily concatenate text on to the other end of a macro parameter, by writing %1foo.

If you need to append a *digit* to a macro parameter, for example defining labels foo1 and foo2 when passed the parameter foo, you can't code %11 because that would be taken as the eleventh macro parameter. Instead, you must code %{1}1, which will separate the first 1 (giving the number of the macro parameter) from the second (literal text to be concatenated to the parameter).

This concatenation can also be applied to other preprocessor in-line objects, such as macro-local labels (section 5.6.2) and context-local labels (section 5.10.2). In all cases, ambiguities in syntax can be resolved by enclosing everything after the % sign and before the literal text in braces: so %{%foo}bar concatenates the text bar to the end of the real name of the macro-local label %%foo. (This is unnecessary, since the form NASM uses for the real names of macro-local labels means that the two usages %{%foo}bar and %%foobar would both expand to the same thing anyway; nevertheless, the capability is there.)

The single-line macro indirection construct, %[...] (section 5.3.3), behaves the same way as macro parameters for the purpose of concatenation.

See also the %+ operator, section 5.3.4.

### 5.6.10 Condition Codes as Macro Parameters

NASM can give special treatment to a macro parameter which contains a condition code. For a start, you can refer to the macro parameter %1 by means of the alternative syntax %+1, which informs NASM that this macro parameter is supposed to contain a condition code, and will cause

the preprocessor to report an error message if the macro is called with a parameter which is *not* a valid condition code.

Far more usefully, though, you can refer to the macro parameter by means of `%-1`, which NASM will expand as the *inverse* condition code. So the `retz` macro defined in section 5.6.2 can be replaced by a general conditional-return macro like this:

```
%macro retc 1
    j%-1    %%skip
    ret
    %%skip:
%endmacro
```

This macro can now be invoked using calls like `retc ne`, which will cause the conditional-jump instruction in the macro expansion to come out as `JE`, or `retc po` which will make the jump a `JPE`.

The `%+1` macro-parameter reference is quite happy to interpret the arguments `cxz` and `ecxz` as valid condition codes; however, `%-1` will report an error if passed either of these, because no inverse condition code exists.

### 5.6.11 Disabling Listing Expansion

When NASM is generating a listing file from your program, it will generally expand multi-line macros by means of writing the macro call and then listing each line of the expansion. This allows you to see which instructions in the macro expansion are generating what code; however, for some macros this clutters the listing up unnecessarily.

NASM therefore provides the `.nolist` qualifier, which you can include in a macro definition to inhibit the expansion of the macro in the listing file. The `.nolist` qualifier comes directly after the number of parameters, like this:

```
%macro foo 1.nolist
```

Or like this:

```
%macro bar 1-5+.nolist a,b,c,d,e,f,g,h
```

### 5.6.12 undefining Multi-Line Macros: `%unmacro`, `%unimacro`

Multi-line macros can be removed with the `%unmacro` or `%unimacro` directives.

Unlike the `%undef` directive, however, these directives take an argument specification, and will only remove exact matches with that argument specification. Furthermore, case sensitive macros have match the directive: a case-sensitive macro has to be removed with `%unmacro`, and a case-insensitive one with `%unimacro`. This ensures that only the specific macro intended is removed.

For example:

```
%macro foo 1-3
    ; Do something
%endmacro
%unmacro foo 1-3
```

removes the previously defined macro `foo`, but

```
%macro bar 1-3
    ; Do something
%endmacro
%unmacro bar 1
```

does *not* remove the macro `bar`, since the argument specification does not match exactly.

### 5.6.13 `%exitmacro`: Stop Expanding a Multi-Line Macro

If a `%exitmacro` directive is encountered, NASM will immediately stop expanding the current multiline macro. This can, for example, be used to avoid unnecessarily deep `%if` trees in the case of error conditions, such as:

```
%macro count_something 2
    %if %1 < 0
        %warning %?: negative count
        %exitmacro
    %endif
    ; ... do the thing, knowing that %1 >= 0 ...
%endmacro
```

Compare with the `%exitrep` directive, section 5.8.

## 5.7 Conditional Assembly

Similarly to the C preprocessor, NASM allows sections of a source file to be assembled only if certain conditions are met. The general syntax of this feature looks like this:

```
%if<condition>
    ; some code which only appears if <condition> is met
%elif<condition2>
    ; only appears if <condition> is not met but <condition2> is
%else
    ; this appears if neither <condition> nor <condition2> was met
%endif
```

The inverse forms `%ifn` and `%elifn` are also supported.

You can have multiple `%elif` clauses, or none. The `%else` clause is likewise optional.

There are a number of variants of the `%if` directive. Each has its corresponding `%elif`, `%ifn`, and `%elifn` directives; for example, the equivalents to the `%ifdef` directive are `%elifdef`, `%ifndef`, and `%elifndef`.

Futhermore, each variant of the `%if` directive (including `%ifn` forms) has a corresponding `%is()` preprocessor function (see section 5.5.12.) These are particularly useful for testing multiple conditions at the same time. Unlike the C `defined()` preprocessor construct, these functions are valid anywhere in the source code, not just in `%if` expressions.

The following descriptions of tests all imply the existence of these alternate forms.

### 5.7.1 `%if`: Testing Arbitrary Numeric Expressions

The conditional-assembly construct `%if expr` will cause the subsequent code to be assembled if and only if the value of the numeric expression `expr` is non-zero. An example of the use of this feature is in deciding when to break out of a `%rep` preprocessor loop: see section 5.8 for a detailed example.

The expression given to `%if` is a critical expression (see section 3.8).

### 5.7.2 `%ifdef`: Testing Single-Line Macro Existence

Beginning a conditional-assembly block with the line `%ifdef MACRO` will assemble the subsequent code if, and only if, a single-line macro called `MACRO` is defined.

For example, when debugging a program, you might want to write code such as

```
        ; perform some function
%ifdef DEBUG
        writefile 2, "Function performed successfully", 13, 10
%endif
        ; go and do something else
```

Then you could use the command-line option `-dDEBUG` to create a version of the program which produced debugging messages, and remove the option to generate the final release version of the program.

From NASM 3.00 onward, `%ifdef` can also test for the availability of a preprocessor function, for example:

```
%ifdef %newfunc
    db %newfunc(99)      ; Generates something magic
%else
    %warning "This version of NASM doesn't support %newfunc()"
    db -1                ; Feature not supported
%endif
```

or, if the warning is not needed, using the function form:

```
db %cond(%isdef(%newfunc),%newfunc(99),-1)
```

It is strongly recommended to use this test instead of relying on NASM version numbers. To make it possible to test that this use of `%ifdef` is valid, the macro `__?NASM_HAS_IFDIRECTIVE?__` is defined on versions of NASM that support `%ifdirective`, `%ifusable`, `%ifusing` and using `%ifdef` to test for preprocessor functions. See section 6.9.

### 5.7.3 `%ifdefalias`: Testing Single-Line Macro Alias Existence

The `%ifdefalias` directive operates in the same way as the `%ifdef` directive, except it tests for the definition of a single-line macro *alias*, as defined by `%defalias`.

### 5.7.4 `%ifmacro`: Testing Multi-Line Macro Existence

The `%ifmacro` directive operates in the same way as the `%ifdef` directive, except that it checks for the existence of a multi-line macro.

For example, you may be working with a large project and not have control over the macros in a library. You may want to create a macro with one name if it doesn't already exist, and another name if one with that name does exist.

The `%ifmacro` is considered true if defining a macro with the given name and number of arguments would cause a definitions conflict. For example:

```
%ifmacro MyMacro 1-3

    %error "MyMacro 1-3" causes a conflict with an existing macro.

%else

    %macro MyMacro 1-3

        ; insert code to define the macro

    %endmacro

%endif
```

This will create the macro "MyMacro 1-3" if no macro already exists which would conflict with it, and emits a warning if there would be a definition conflict.

### 5.7.5 `%ifctx`: Testing the Context Stack

The conditional-assembly construct `%ifctx` will cause the subsequent code to be assembled if and only if the top context on the preprocessor's context stack has the same name as one of the arguments.

For more details of the context stack, see section 5.10. For a sample use of `%ifctx`, see section 5.10.6.

## 5.7.6 %ifidn and %ifidni: Testing Exact Text Identity

The construct `%ifidn text1, text2` will cause the subsequent code to be assembled if and only if `text1` and `text2`, after expanding single-line macros, are identical pieces of text. Differences in white space are not counted.

`%ifidni` is similar to `%ifidn`, but is case-insensitive; see however section 5.2.1.

For example, the following macro pushes a register or number on the stack, and allows you to treat IP as a real register:

```
%macro pushparam 1
    %ifidni %1, ip
        call    %%label
    %%label:
    %else
        push    %1
    %endif
%endmacro
```

## 5.7.7 %ifid, %ifnum, %ifstr: Testing Token Types

Some macros will want to perform different tasks depending on whether they are passed a number, a string, or an identifier. For example, a string output macro might want to be able to cope with being passed either a string constant or a pointer to an existing string.

The conditional assembly construct `%ifid`, taking one parameter (which may be blank), assembles the subsequent code if and only if *the first token* in the parameter exists and is an identifier. `$` and `$$` are *not* considered identifiers by `%ifid`.

`%ifnum` works similarly, but tests for the token being an integer numeric constant (not an expression!) possibly preceded by `+` or `-`; `%ifstr` tests for it being a quoted string.

For example, the `writeln` macro defined in section 5.6.3 can be extended to take advantage of `%ifstr` in the following fashion:

```
%macro writeln 2-3+
    %ifstr %2
        jmp    %%endstr
    %if %0 = 3
        %%str: db    %2, %3
    %else
        %%str: db    %2
    %endif
    %%endstr: mov    dx, %%str
                mov    cx, %%endstr-%%str
    %else
                mov    dx, %2
                mov    cx, %3
    %endif
                mov    bx, %1
                mov    ah, 0x40
                int    0x21
%endmacro
```

Then the `writeln` macro can cope with being called in either of the following two ways:

```
writeln [file], strpointer, length
writeln [file], "hello", 13, 10
```

In the first, `strpointer` is used as the address of an already-declared string, and `length` is used as its length; in the second, a string is given to the macro, which therefore declares it itself and works out the address and length for itself.

Note the use of `%if` inside the `%ifstr`: this is to detect whether the macro was passed two arguments (so the string would be a single string constant, and `db %2` would be adequate) or more (in which case, all but the first two would be lumped together into `%3`, and `db %2,%3` would be required).

### 5.7.8 `%iftoken`: Test for a Single Token

Some macros will want to do different things depending on if it is passed a single token (e.g. paste it to something else using `%+`) versus a multi-token sequence.

The conditional assembly construct `%iftoken` assembles the subsequent code if and only if the expanded parameters consist of exactly one token, possibly surrounded by whitespace.

For example:

```
%iftoken 1
```

will assemble the subsequent code, but

```
%iftoken -1
```

will not, since `-1` contains two tokens: the unary minus operator `-`, and the number `1`.

### 5.7.9 `%ifempty`: Test for Empty Expansion

The conditional assembly construct `%ifempty` assembles the subsequent code if and only if the expanded parameters do not contain any tokens at all, whitespace excepted.

### 5.7.10 `%ifdirective`: Test If a Directive Is Supported

The conditional assembly construct `%ifdirective` assembles the subsequent code if and only if followed by a token that corresponds to a preprocessor directive, assembler directive (see chapter 8) or a pseudo-instruction (see section 3.2) supported in the current version of NASM.

The argument can be a quoted string to prevent macro expansion, in which case it is unquoted before the test, that is, these two lines do the same thing:

```
%ifdirective %ifndef
%ifdirective "%ifndef"
```

Preprocessor directives must be specified with a leading `%` sign (except for certain directives in TASM mode); assembler directives *may* be specified with surrounding brackets `[]`, but those are not required.

Some assembly directives can be supported in some contexts and not others, for example, most output formats do not support the `ORG` directive, therefore the result of `%ifdirective` may depend on more than just the current version of NASM.

`%ifdirective` was introduced in NASM 3.00. It is strongly recommended to use this test instead of relying on NASM version numbers. To make it possible to probe for the existence of this test itself, the macro `__?NASM_HAS_IFDIRECTIVE?__` is defined on versions of NASM that support `%ifdirective`, `%ifusable`, `%ifusing` and using `%ifdef` to test for preprocessor functions. See section 6.9.

### 5.7.11 `%ifusable` and `%ifusing`: Test For Standard Macro Packages

The conditional assembly construct `%ifusable` assembles the subsequent code if and only if the following argument would be valid as the argument to `%use` (see section 5.9.4), in other words, that a standard macro package with that name is available in the current version of NASM.

The conditional assembly construct `%ifusing` assembles the subsequent code if and only if the following argument would be valid as the argument to `%use`. It is more or less equivalent to the `__?USE_package?__` standard macros (see section 6.10) but is potentially more robust.

`%ifusing` and `%ifusable` were introduced in NASM 3.00. It is strongly recommended to use this test instead of relying on NASM version numbers. To make it possible to probe for the existence of this test itself, the macro `__?NASM_HAS_IFDIRECTIVE?__` is defined on versions of NASM that support `%ifdirective`, `%ifusable`, `%ifusing` and using `%ifdef` to test for preprocessor functions. See section 6.9.

### 5.7.12 `%iffile`: Test If a File Exists

The conditional assembly construct `%iffile` assembles the subsequent code if and only if a quoted string is specified which contains the name of a file that is available for NASM to read.

The include path is *not* searched; to search for the file using the include path, use the `%pathsearch()` function in conjunction with this test, for example:

```
%define MYFILE "file.asm"
%iffile %pathsearch(MYFILE)
    ; ...
%endif
```

### 5.7.13 `%ifenv`: Test If Environment Variable Exists

The conditional assembly construct `%ifenv` assembles the subsequent code if and only if the environment variable referenced by the `!variable` construct exists.

Just as for `!variable` the variable name must be written as a quoted string if it contains characters that would not be legal in an identifier. See section 5.14.2.

See also the `%env()` function (section 5.5.7).

### 5.7.14 Backwards Compatibility Caveat

Note that NASM before version 3.00 would not handle an unknown `%if`-type directive for the purpose of `%if...%endif` balancing. Therefore, something like this would not work:

```
%ifdef __?NASM_HAS_IFDIRECTIVE?__      ; NASM 3.00 or later
    %ifdirective %iffile                ; Test for directive
        %iffile MYFILE
            incbin MYFILE
        %endif
    %endif
%endif
```

This can be worked around by using the `%is()` series functions and plain `%if` instead:

```
%ifdef __?NASM_HAS_IFDIRECTIVE?__      ; NASM 3.00 or later
    %if %isdef(%isfile)                  ; Test for function
        %if %isfile(MYFILE)
            incbin MYFILE
        %endif
    %endif
%endif
```

NASM 3.00 and later treats an unknown preprocessor directive beginning with `%if` or `%elif` as if it were a known conditional directive for the purpose of `%if...%endif` balancing.

## 5.8 Preprocessor Loops: `%rep`

NASM's `TIMES` prefix, though useful, cannot be used to invoke a multi-line macro multiple times, because it is processed by NASM after macros have already been expanded. Therefore NASM provides another form of loop, this time at the preprocessor level: `%rep`.

The directives `%rep` and `%endrep` (`%rep` takes a numeric argument, which can be an expression; `%endrep` takes no arguments) can be used to enclose a chunk of code, which is then replicated as many times as specified by the preprocessor:

```
%assign i 0
%rep 64
    inc    word [table+2*i]
%assign i i+1
%endrep
```

This will generate a sequence of 64 `INC` instructions, incrementing every word of memory from `[table]` to `[table+126]`.

For more complex termination conditions, or to break out of a repeat loop part way along, you can use the `%exitrep` directive to terminate the loop, like this:

```
fibonacci:
%assign i 0
%assign j 1
%rep 100
%if j > 65535
    %exitrep
%endif
    dw j
%assign k j+i
%assign i j
%assign j k
%endrep
```

```
fib_number equ ($-fibonacci)/2
```

This produces a list of all the Fibonacci numbers that will fit in 16 bits. Note that a maximum repeat count must still be given to `%rep`. This is to prevent the possibility of NASM getting into an infinite loop in the preprocessor, which (on multitasking or multi-user systems) would typically cause all the system memory to be gradually used up and other applications to start crashing.

Note the maximum repeat count is limited to the value specified by the `--limit-rep` option or `%pragma limit rep`, see section 2.1.32.

## 5.9 Source Files and Dependencies

These commands allow you to split your sources into multiple files.

### 5.9.1 `%include`: Including Other Files

Using, once again, a very similar syntax to the C preprocessor, NASM's preprocessor lets you include other source files into your code. This is done by the use of the `%include` directive:

```
%include "macros.mac"
```

will include the contents of the file `macros.mac` into the source file containing the `%include` directive.

Include files are searched for in the current directory (the directory you're in when you run NASM, as opposed to the location of the NASM executable or the location of the source file), plus any directories specified on the NASM command line using the `-i` option.

The standard C idiom for preventing a file being included more than once is just as applicable in NASM: if the file `macros.mac` has the form

```
%ifndef MACROS_MAC
    %define MACROS_MAC
    ; now define some macros
%endif
```

then including the file more than once will not cause errors, because the second time the file is included nothing will happen because the macro `MACROS_MAC` will already be defined.

You can force a file to be included even if there is no `%include` directive that explicitly includes it, by using the `-p` option on the NASM command line (see section 2.1.19).

### 5.9.2 `%pathsearch`: Search the Include Path

The `%pathsearch` directive takes a single-line macro name and a filename, and declare or redefines the specified single-line macro to be the include-path-resolved version of the filename, if the file exists (otherwise, it is passed unchanged.)

For example,

```
%pathsearch MyFoo "foo.bin"
```

... with `-Ibins/` in the include path may end up defining the macro `MyFoo` to be `"bins/foo.bin"`.

See also the `%pathsearch()` function (section 5.5.18).

### 5.9.3 `%depend`: Add Dependent Files

The `%depend` directive takes a filename and adds it to the list of files to be emitted as dependency generation when the `-M` options and its relatives (see section 2.1.5) are used. It produces no output.

This is generally used in conjunction with `%pathsearch`. For example, a simplified version of the standard macro wrapper for the `INCBIN` directive looks like:

```
%imacro incbin 1-2+ 0
%pathsearch dep %1
%depend dep
        incbin dep,%2
%endmacro
```

This first resolves the location of the file into the macro `dep`, then adds it to the dependency lists, and finally issues the assembler-level `INCBIN` directive.

See also the `%depend()` function (section 5.5.6).

### 5.9.4 `%use`: Include Standard Macro Package

The `%use` directive is similar to `%include`, but rather than including the contents of a file, it includes a named standard macro package. The standard macro packages are part of NASM, and are described in chapter 7.

Unlike the `%include` directive, package names for the `%use` directive do not require quotes, but quotes are permitted. In NASM 2.04 and 2.05 the unquoted form would be macro-expanded; this is no longer true. Thus, the following lines are equivalent:

```
%use altreg
%use 'altreg'
```

Standard macro packages are protected from multiple inclusion. When a standard macro package is used, a testable single-line macro of the form `__?USE_package?__` is also defined, see section 6.10.

The `%ifusable` and `%ifusing` directives can be used for the existence and inclusion of a specific standard macro package, see `ifusing`.

## 5.10 The Context Stack

Having labels that are local to a macro definition is sometimes not quite powerful enough: sometimes you want to be able to share labels between several macro calls. An example might be a `REPEAT ... UNTIL` loop, in which the expansion of the `UNTIL` macro would need to be able to

refer to a label which the REPEAT macro had defined. However, for such a macro you would also want to be able to nest these loops.

NASM provides this level of power by means of a *context stack*. The preprocessor maintains a stack of *contexts*, each of which is characterized by a name. You add a new context to the stack using the `%push` directive, and remove one using `%pop`. You can define labels that are local to a particular context on the stack.

### 5.10.1 `%push` and `%pop`: Creating and Removing Contexts

The `%push` directive is used to create a new context and place it on the top of the context stack. `%push` takes an optional argument, which is the name of the context. For example:

```
%push    foobar
```

This pushes a new context called `foobar` on the stack. You can have several contexts on the stack with the same name: they can still be distinguished. If no name is given, the context is unnamed (this is normally used when both the `%push` and the `%pop` are inside a single macro definition).

The directive `%pop`, taking one optional argument, removes the top context from the context stack and destroys it, along with any labels associated with it. If an argument is given, it must match the name of the current context, otherwise it will issue an error.

### 5.10.2 Context-Local Labels

Just as the usage `%foo` defines a label which is local to the particular macro call in which it is used, the usage `$$foo` is used to define a label which is local to the context on the top of the context stack. So the REPEAT and UNTIL example given above could be implemented by means of:

```
%macro repeat 0
    %push    repeat
    %$begin:

%endmacro

%macro until 1
    j%-1    %$begin
    %pop

%endmacro
```

and invoked by means of, for example,

```
mov     di,string
repeat
add     di,3
scasb
until  e
```

which would scan every fourth byte of a string in search of the byte in `AL`.

If you need to define, or access, labels local to the context *below* the top one on the stack, you can use `$$$foo`, or `$$$$foo` for the context below that, and so on.

### 5.10.3 Context-Local Single-Line Macros

NASM also allows you to define single-line macros which are local to a particular context, in just the same way:

```
%define %$localmac 3
```

will define the single-line macro `%%localmac` to be local to the top context on the stack. Of course, after a subsequent `%push`, it can then still be accessed by the name `%%localmac`.

#### 5.10.4 Context Fall-Through Lookup (*deprecated*)

Context fall-through lookup (automatic searching of outer contexts) is a feature that was added in NASM version 0.98.03. Unfortunately, this feature is unintuitive and can result in buggy code that would have otherwise been prevented by NASM's error reporting. As a result, this feature has been *deprecated*. NASM version 2.09 will issue a warning when usage of this *deprecated* feature is detected. Starting with NASM version 2.10, usage of this *deprecated* feature will simply result in an *expression syntax error*.

An example usage of this *deprecated* feature follows:

```
%macro ctxthru 0
%push ctx1
  %assign %%external 1
  %push ctx2
    %assign %%internal 1
    mov eax, %%external
    mov eax, %%internal
  %pop
%pop
%endmacro
```

As demonstrated, `%%external` is being defined in the `ctx1` context and referenced within the `ctx2` context. With context fall-through lookup, referencing an undefined context-local macro like this implicitly searches through all outer contexts until a match is made or isn't found in any context. As a result, `%%external` referenced within the `ctx2` context would implicitly use `%%external` as defined in `ctx1`. Most people would expect NASM to issue an error in this situation because `%%external` was never defined within `ctx2` and also isn't qualified with the proper context depth, `%%external`.

Here is a revision of the above example with proper context depth:

```
%macro ctxthru 0
%push ctx1
  %assign %%external 1
  %push ctx2
    %assign %%internal 1
    mov eax, %%external
    mov eax, %%internal
  %pop
%pop
%endmacro
```

As demonstrated, `%%external` is still being defined in the `ctx1` context and referenced within the `ctx2` context. However, the reference to `%%external` within `ctx2` has been fully qualified with the proper context depth, `%%external`, and thus is no longer ambiguous, unintuitive or erroneous.

#### 5.10.5 `%rep1`: Renaming a Context

If you need to change the name of the top context on the stack (in order, for example, to have it respond differently to `%ifctx`), you can execute a `%pop` followed by a `%push`; but this will have the side effect of destroying all context-local labels and macros associated with the context that was just popped.

NASM provides the directive `%rep1`, which *replaces* a context with a different name, without touching the associated macros and labels. So you could replace the destructive code

```
%pop
%push newname
```

with the non-destructive version `%rep1 newname`.

## 5.10.6 Example Use of the Context Stack: Block IFs

This example makes use of almost all the context-stack features, including the conditional-assembly construct `%ifctx`, to implement a block IF statement as a set of macros.

```
%macro if 1
    %push if
    j%-1 %$ifnot
%endmacro

%macro else 0
    %ifctx if
        %repl else
        jmp %$ifend
        %$ifnot:
    %else
        %error "expected 'if' before 'else'"
    %endif
%endmacro

%macro endif 0
    %ifctx if
        %$ifnot:
        %pop
    %elifctx else
        %$ifend:
        %pop
    %else
        %error "expected 'if' or 'else' before 'endif'"
    %endif
%endmacro
```

This code is more robust than the `REPEAT` and `UNTIL` macros given in section 5.10.2, because it uses conditional assembly to check that the macros are issued in the right order (for example, not calling `endif` before `if`) and issues an `%error` if they're not.

In addition, the `endif` macro has to be able to cope with the two distinct cases of either directly following an `if`, or following an `else`. It achieves this, again, by using conditional assembly to do different things depending on whether the context on top of the stack is `if` or `else`.

The `else` macro has to preserve the context on the stack, in order to have the `%$ifnot` referred to by the `if` macro be the same as the one defined by the `endif` macro, but has to change the context's name so that `endif` will know there was an intervening `else`. It does this by the use of `%repl`.

A sample usage of these macros might look like:

```
cmp    ax,bx

if ae
    cmp    bx,cx

    if ae
        mov    ax,cx
    else
        mov    ax,bx
    endif

else
    cmp    ax,cx
```

```

        if ae
            mov     ax, cx
        endif

    endif

```

The block-IF macros handle nesting quite happily, by means of pushing another context, describing the inner `if`, on top of the one describing the outer `if`; thus `else` and `endif` always refer to the last unmatched `if` or `else`.

## 5.11 Stack Relative Preprocessor Directives

The following preprocessor directives provide a way to use labels to refer to local variables allocated on the stack.

- `%arg` (see section 5.11.1)
- `%stacksize` (see section 5.11.2)
- `%local` (see section 5.11.3)

### 5.11.1 `%arg` Directive

The `%arg` directive is used to simplify the handling of parameters passed on the stack. Stack based parameter passing is used by many high level languages, including C, C++ and Pascal.

While NASM has macros which attempt to duplicate this functionality (see section 10.4.5), the syntax is not particularly convenient to use and is not TASM compatible. Here is an example which shows the use of `%arg` without any external macros:

some\_function:

```

    %push     mycontext           ; save the current context
    %stacksize large            ; tell NASM to use bp
    %arg     i:word, j_ptr:word

    mov     ax, [i]
    mov     bx, [j_ptr]
    add     ax, [bx]
    ret

    %pop                               ; restore original context

```

This is similar to the procedure defined in section 10.4.5 and adds the value in `i` to the value pointed to by `j_ptr` and returns the sum in the `ax` register. See section 5.10.1 for an explanation of `push` and `pop` and the use of context stacks.

### 5.11.2 `%stacksize` Directive

The `%stacksize` directive is used in conjunction with the `%arg` (see section 5.11.1) and the `%local` (see section 5.11.3) directives. It tells NASM the default size to use for subsequent `%arg` and `%local` directives. The `%stacksize` directive takes one required argument which is one of `flat`, `flat64`, `large` or `small`.

```
%stacksize flat
```

This form causes NASM to use stack-based parameter addressing relative to `ebp` and it assumes that a near form of `call` was used to get to this label (i.e. that `eip` is on the stack).

```
%stacksize flat64
```

This form causes NASM to use stack-based parameter addressing relative to `rbp` and it assumes that a near form of `call` was used to get to this label (i.e. that `rip` is on the stack).

```
%stacksize large
```

This form uses `bp` to do stack-based parameter addressing and assumes that a far form of call was used to get to this address (i.e. that `ip` and `cs` are on the stack).

```
%stacksize small
```

This form also uses `bp` to address stack parameters, but it is different from `large` because it also assumes that the old value of `bp` is pushed onto the stack (i.e. it expects an `ENTER` instruction). In other words, it expects that `bp`, `ip` and `cs` are on the top of the stack, underneath any local space which may have been allocated by `ENTER`. This form is probably most useful when used in combination with the `%local` directive (see section 5.11.3).

### 5.11.3 `%local` Directive

The `%local` directive is used to simplify the use of local temporary stack variables allocated in a stack frame. Automatic local variables in C are an example of this kind of variable. The `%local` directive is most useful when used with the `%stacksize` (see section 5.11.2 and is also compatible with the `%arg` directive (see section 5.11.1). It allows simplified reference to variables on the stack which have been allocated typically by using the `ENTER` instruction. An example of its use is the following:

```
silly_swap:

    %push mycontext          ; save the current context
    %stacksize small        ; tell NASM to use bp
    %assign %$localsize 0    ; see text for explanation
    %local old_ax:word, old_dx:word

        enter    %$localsize,0 ; see text for explanation
        mov     [old_ax],ax    ; swap ax & bx
        mov     [old_dx],dx    ; and swap dx & cx
        mov     ax,bx
        mov     dx,cx
        mov     bx,[old_ax]
        mov     cx,[old_dx]
        leave   ; restore old bp
        ret     ;

    %pop                    ; restore original context
```

The `%$localsize` variable is used internally by the `%local` directive and *must* be defined within the current context before the `%local` directive may be used. Failure to do so will result in one expression syntax error for each `%local` variable declared. It then may be used in the construction of an appropriately sized `ENTER` instruction as shown in the example.

## 5.12 Reporting User-generated Diagnostics: `%error`, `%warning`, `%fatal`, `%note`

The preprocessor directive `%error` will cause NASM to report an error if it occurs in assembled code. So if other users are going to try to assemble your source files, you can ensure that they define the right macros by means of code like this:

```
%ifdef F1
    ; do some setup
%elifdef F2
    ; do some different setup
%else
    %error "Neither F1 nor F2 was defined."
%endif
```

Then any user who fails to understand the way your code is supposed to be assembled will be quickly warned of their mistake, rather than having to wait until the program crashes on being run and then not knowing what went wrong.

Similarly, `%warning` issues a warning, but allows assembly to continue:

```
%ifdef F1
    ; do some setup
%elifdef F2
    ; do some different setup
%else
    %warning "Neither F1 nor F2 was defined, assuming F1."
    %define F1
%endif
```

User-defined error messages can be suppressed with the `-w-user` option, and promoted to errors with `-w+error=user`.

`%error` and `%warning` are issued only on the final assembly pass. This makes them safe to use in conjunction with tests that depend on symbol values.

`%fatal` terminates assembly immediately, regardless of pass. This is useful when there is no point in continuing the assembly further, and doing so is likely just going to cause a spew of confusing error messages.

`%note` adds an output line to the list file; it does not output anything on the console or error file.

It is optional for the message string after `%error`, `%warning`, `%fatal`, or `%note` to be quoted. If it is *not*, then single-line macros are expanded in it, which can be used to display more information to the user. For example:

```
%if foo > 64
    %assign foo_over foo-64
    %error foo is foo_over bytes too large
%endif
```

## 5.13 `%pragma`: Setting Options

The `%pragma` directive controls a number of options in NASM. Pragmas are intended to remain backwards compatible, and therefore an unknown `%pragma` directive is not an error.

The various pragmas are documented with the options they affect.

The general structure of a NASM pragma is:

```
%pragma namespace directive [arguments...]
```

Currently defined namespaces are:

- `ignore`: this `%pragma` is unconditionally ignored.
- `preproc`: preprocessor, see section 5.13.1.
- `limit`: resource limits, see section 2.1.32.
- `asm`: the parser and assembler proper. Currently no such pragmas are defined.
- `list`: listing options, see section 2.1.4.
- `file`: general file handling options. Currently no such pragmas are defined.
- `input`: input file handling options. Currently no such pragmas are defined.
- `output`: output format options.
- `debug`: debug format options.

In addition, the name of any output or debug format, and sometimes groups thereof, also constitute `%pragma` namespaces. The namespaces `output` and `debug` simply refer to *any* output or debug format, respectively.

For example, to prepend an underscore to global symbols regardless of the output format (see section 8.10):

```
%pragma output gprefix _
```

... whereas to prepend an underscore to global symbols only when the output is either `win32` or `win64`:

```
%pragma win gprefix _
```

### 5.13.1 Preprocessor Pragas

The only preprocessor `%pragma` defined as the current version of NASM is:

- `%pragma preproc sane_empty_expansion`: disables legacy compatibility handling of braceless empty arguments to multi-line macros. See section 5.6 and section 2.1.26.

## 5.14 Other Preprocessor Directives

### 5.14.1 `%line` Directive

The `%line` directive is used to notify NASM that the input line corresponds to a specific line number in another file. Typically this other file would be an original source file, with the current NASM input being the output of a pre-processor. The `%line` directive allows NASM to output messages which indicate the line number of the original source file, instead of the file that is being read by NASM.

This preprocessor directive is not generally used directly by programmers, but may be of interest to preprocessor authors. The usage of the `%line` preprocessor directive is as follows:

```
%line nnn[+mmm] [filename]
```

In this directive, `nnn` identifies the line of the original source file which this line corresponds to. `mmm` is an optional parameter which specifies a line increment value; each line of the input file read in is considered to correspond to `mmm` lines of the original source file. Finally, `filename` is an optional parameter which specifies the file name of the original source file. It may be a quoted string, in which case any additional argument after the quoted string will be ignored.

After reading a `%line` preprocessor directive, NASM will report all file name and line numbers relative to the values specified therein.

If the command line option `--no-line` is given, all `%line` directives are ignored. This may be useful for debugging preprocessed code. See section 2.1.34.

Starting in NASM 2.15, `%line` directives are processed before any other processing takes place.

For compatibility with the output from some other preprocessors, including many C preprocessors, a `#` character followed by whitespace *at the very beginning of a line* is also treated as a `%line` directive, except that double quotes surrounding the filename are treated like NASM backquotes, with `\`-escaped sequences decoded.

### 5.14.2 `%!variable`: Read an Environment Variable.

The `%!variable` directive makes it possible to read the value of an environment variable at assembly time. This could, for example, be used to store the contents of an environment variable into a string, which could be used at some other point in your code.

For example, suppose that you have an environment variable `F00`, and you want the contents of `F00` to be embedded in your program as a quoted string. You could do that as follows:

```
%defstr F00          %!F00
```

See section 5.3.9 for notes on the `%defstr` directive.

If the name of the environment variable contains non-identifier characters, you can use string quotes to surround the name of the variable, for example:

```
%defstr C_colon      %!'C:'
```

See also the `%ifenv` directive (section 5.7.13) and the `%env()` function (section 5.5.7).

### 5.14.3 `%clear`: Clear All Macro Definitions

The directive `%clear` clears all definitions of a certain type, *including the ones defined by NASM itself*. This can be useful when preprocessing non-NASM code, or to drop backwards compatibility aliases.

The syntax is:

```
%clear [global|context] type...
```

... where `context` indicates that this applies to context-local macros only; the default is `global`.

`type` can be one or more of:

- `define` single-line macros
- `defalias` single-line macro aliases (useful to remove backwards compatibility aliases)
- `alldefine` same as `define` `defalias`
- `macro` multi-line macros
- `all` same as `alldefine` `macro` (default)

In NASM 2.14 and earlier, only the single syntax `%clear` was supported, which is equivalent to `%clear global all`.



# Chapter 6: Standard Macros

---

NASM defines a set of standard macros, which are already defined when it starts to process any source file. If you really need a program to be assembled with no pre-defined macros, you can use the `%clear` directive to empty the preprocessor of everything but context-local preprocessor variables and single-line macros, see section 5.14.3.

Most user-level directives (see chapter 8) are implemented as macros which invoke primitive directives; these are described in chapter 8. The rest of the standard macro set is described here.

For compatibility with NASM versions before NASM 2.15, most standard macros of the form `__?foo?__` have aliases of form `__foo__` (see section 5.3.11). These can be removed with the directive `%clear defalias`.

## 6.1 NASM Version Macros

The single-line macros `__?NASM_MAJOR?__`, `__?NASM_MINOR?__`, `__?NASM_SUBMINOR?__` and `__?NASM_PATCHLEVEL?__` expand to the major, minor, subminor and patch level parts of the version number of NASM being used. So, under NASM 0.98.32p1 for example, `__?NASM_MAJOR?__` would be defined to be 0, `__?NASM_MINOR?__` would be defined as 98, `__?NASM_SUBMINOR?__` would be defined to 32, and `__?NASM_PATCHLEVEL?__` would be defined as 1.

Additionally, the macro `__?NASM_SNAPSHOT?__` is defined for automatically generated snapshot releases *only*.

### 6.1.1 `__?NASM_VERSION_ID?__`: NASM Version ID

The single-line macro `__?NASM_VERSION_ID?__` expands to a dword integer representing the full version number of the version of nasm being used. The value is the equivalent to `__?NASM_MAJOR?__`, `__?NASM_MINOR?__`, `__?NASM_SUBMINOR?__` and `__?NASM_PATCHLEVEL?__` concatenated to produce a single doubleword. Hence, for 0.98.32p1, the returned number would be equivalent to:

```
dd    0x00622001
```

or

```
db    1,32,98,0
```

Note that the above lines generate exactly the same code, the second line is used just to give an indication of the order that the separate values will be present in memory.

### 6.1.2 `__?NASM_VER?__`: NASM Version String

The single-line macro `__?NASM_VER?__` expands to a string which defines the version number of nasm being used. So, under NASM 0.98.32 for example,

```
db    __?NASM_VER?__
```

would expand to

```
db    "0.98.32"
```

## 6.2 `__?FILE?__` and `__?LINE?__`: File Name and Line Number

Like the C preprocessor, NASM allows the user to find out the file name and line number containing the current instruction. The macro `__?FILE?__` expands to a string constant giving the name of the current input file (which may change through the course of assembly if `%include` directives are used), and `__?LINE?__` expands to a numeric constant giving the current line number in the input file.

These macros could be used, for example, to communicate debugging information to a macro, since invoking `__?LINE?__` inside a macro definition (either single-line or multi-line) will return the line number of the macro *call*, rather than *definition*. So to determine where in a piece of code a crash is occurring, for example, one could write a routine `stillhere`, which is passed a line number in `EAX` and outputs something like `line 155: still here`. You could then write a macro:

```
%macro notdeadyet 0

    push    eax
    mov     eax, __?LINE?__
    call   stillhere
    pop     eax

%endmacro
```

and then pepper your code with calls to `notdeadyet` until you find the crash point.

### 6.3 `__?BITS?__`: Current Code Generation Mode

The `__?BITS?__` standard macro is updated every time that the BITS mode is set using the `BITS XX` or `[BITS XX]` directive, where `XX` is a valid mode number of 16, 32 or 64. `__?BITS?__` receives the specified mode number and makes it globally available. This can be very useful for those who utilize mode-dependent macros.

### 6.4 `__?DEFAULT?__`: DEFAULT directive settings

The `__?DEFAULT?__` standard macro contains a comma-separated list of all possible settings of the `DEFAULT` directive (see section 8.2), including ones which are set as NASM defaults. For example, after:

```
default rel, fs:rel
```

... the `__?DEFAULT?__` macro might expand to:

```
rel, fs:rel, gs:abs, nobnd
```

### 6.5 `__?OUTPUT_FORMAT?__`: Current Output Format

The `__?OUTPUT_FORMAT?__` standard macro holds the current output format name, as given by the `-f` option or NASM's default. Type `nasm -h` for a list.

```
%ifidn __?OUTPUT_FORMAT?__, win32
    %define NEWLINE 13, 10
%elifidn __?OUTPUT_FORMAT?__, elf32
    %define NEWLINE 10
%endif
```

### 6.6 `__?DEBUG_FORMAT?__`: Current Debug Format

If debugging information generation is enabled, The `__?DEBUG_FORMAT?__` standard macro holds the current debug format name as specified by the `-F` or `-g` option or the output format default. Type `nasm -f output y` for a list.

`__?DEBUG_FORMAT?__` is not defined if debugging is not enabled, or if the debug format specified is `null`.

### 6.7 Assembly Date and Time Macros

NASM provides a variety of macros that represent the timestamp of the assembly session.

- The `__?DATE?__` and `__?TIME?__` macros give the assembly date and time as strings, in ISO 8601 format ("`YYYY-MM-DD`" and "`HH:MM:SS`", respectively.)

- The `__?DATE_NUM?__` and `__?TIME_NUM?__` macros give the assembly date and time in numeric form; in the format `YYYYMMDD` and `HMMSS` respectively.
- The `__?UTC_DATE?__` and `__?UTC_TIME?__` macros give the assembly date and time in universal time (UTC) as strings, in ISO 8601 format ("`YYYY-MM-DD`" and "`HH:MM:SS`", respectively.) If the host platform doesn't provide UTC time, these macros are undefined.
- The `__?UTC_DATE_NUM?__` and `__?UTC_TIME_NUM?__` macros give the assembly date and time universal time (UTC) in numeric form; in the format `YYYYMMDD` and `HMMSS` respectively. If the host platform doesn't provide UTC time, these macros are undefined.
- The `__?POSIX_TIME?__` macro is defined as a number containing the number of seconds since the POSIX epoch, 1 January 1970 00:00:00 UTC; excluding any leap seconds. This is computed using UTC time if available on the host platform, otherwise it is computed using the local time as if it was UTC.

All instances of time and date macros in the same assembly session produce consistent output. For example, in an assembly session started at 42 seconds after midnight on January 1, 2010 in Moscow (timezone UTC+3) these macros would have the following values, assuming, of course, a properly configured environment with a correct clock:

```

__?DATE?__           "2010-01-01"
__?TIME?__           "00:00:42"
__?DATE_NUM?__       20100101
__?TIME_NUM?__       000042
__?UTC_DATE?__       "2009-12-31"
__?UTC_TIME?__       "21:00:42"
__?UTC_DATE_NUM?__   20091231
__?UTC_TIME_NUM?__   210042
__?POSIX_TIME?__     1262293242

```

## 6.8 `__?NASM_LIMITS?__`: List of Resource Limits

The standard macro `__?NASM_LIMITS?__` is defined as a comma-separated list of quoted strings corresponding to all resource limits defined in the current version of NASM. It also indicates the availability of the `%limit()` function and the keywords `default`, `maximum`, and `reset` for `%pragma limit`.

See section 2.1.32 and `f_limit`.

`__?NASM_LIMITS?__` is defined since NASM 3.02.

## 6.9 `__?NASM_HAS_IFDIRECTIVE?__`: Directive Probing Support

The standard macro `__?NASM_HAS_IFDIRECTIVE?__` is defined if this version of NASM supports the preprocessor tests `%ifdirective`, `%ifusable` and `%ifusing`, and supports using `%ifdef` to test for the presence of preprocessor functions. See section 5.7.2, section 5.7.10, and section 5.7.11.

It is strongly suggested to test for the presence of this macro and, if present, relying on the corresponding tests instead of relying on NASM version number tests.

However, see section 5.7.14 for an important caveat.

## 6.10 `__?USE_package?__`: Package Include Test

When a standard macro package (see chapter 7) is included with the `%use` directive (see section 5.9.4), a single-line macro of the form `__?USE_package?__` is automatically defined. This allows testing if a particular package is invoked or not.

For example, if the `altreg` package is included (see section 7.1), then the macro `__?USE_ALTREG?__` is defined.

See also the `%ifusable` and `%ifusing` directives, section 5.7.11.

## 6.11 \_\_?PASS?\_\_: Assembly Pass

The macro `__?PASS?__` is defined to be 1 on preparatory passes, and 2 on the final pass. In preprocess-only mode, it is set to 3, and when running only to generate dependencies (due to the `-M` or `-MG` option, see section 2.1.5) it is set to 0.

*Avoid using this macro if at all possible. It is tremendously easy to generate very strange errors by misusing it, and the semantics may change in future versions of NASM.*

## 6.12 Structure Data Types

### 6.12.1 STRUC and ENDSTRUC: Declaring Structure Data Types

The core of NASM contains no intrinsic means of defining data structures; instead, the preprocessor is sufficiently powerful that data structures can be implemented as a set of macros. The macros `STRUC` and `ENDSTRUC` are used to define a structure data type.

`STRUC` takes one or two parameters. The first parameter is the name of the data type. The second, optional parameter is the base offset of the structure. The name of the data type is defined as a symbol with the value of the base offset, and the name of the data type with the suffix `_size` appended to it is defined as an `EQU` giving the size of the structure. Once `STRUC` has been issued, you are defining the structure, and should define fields using the `RESB` family of pseudo-instructions, and then invoke `ENDSTRUC` to finish the definition.

For example, to define a structure called `mytype` containing a longword, a word, a byte and a string of bytes, you might code

```
struc    mytype

    mt_long:    resd    1
    mt_word:    resw    1
    mt_byte:    resb    1
    mt_str:     resb    32

endstruc
```

The above code defines six symbols: `mt_long` as 0 (the offset from the beginning of a `mytype` structure to the longword field), `mt_word` as 4, `mt_byte` as 6, `mt_str` as 7, `mytype_size` as 39, and `mytype` itself as zero.

The reason why the structure type name is defined at zero by default is a side effect of allowing structures to work with the local label mechanism: if your structure members tend to have the same names in more than one structure, you can define the above structure like this:

```
struc mytype

    .long:      resd    1
    .word:      resw    1
    .byte:      resb    1
    .str:       resb    32

endstruc
```

This defines the offsets to the structure fields as `mytype.long`, `mytype.word`, `mytype.byte` and `mytype.str`.

NASM, since it has no *intrinsic* structure support, does not support any form of period notation to refer to the elements of a structure once you have one (except the above local-label notation), so code such as `mov ax, [mystruc.mt_word]` is not valid. `mt_word` is a constant just like any other constant, so the correct syntax is `mov ax, [mystruc+mt_word]` or `mov ax, [mystruc+mytype.word]`.

Sometimes you only have the address of the structure displaced by an offset. For example, consider this standard stack frame setup:

```

push ebp
mov ebp, esp
sub esp, 40

```

In this case, you could access an element by subtracting the offset:

```
mov [ebp - 40 + mytype.word], ax
```

However, if you do not want to repeat this offset, you can use `-40` as a base offset:

```
struc mytype, -40
```

And access an element this way:

```
mov [ebp + mytype.word], ax
```

## 6.12.2 ISTRUC, AT and IEND: Declaring Instances of Structures

Having defined a structure type, the next thing you typically want to do is to declare instances of that structure in your data segment. NASM provides an easy way to do this in the `ISTRUC` mechanism. To declare a structure of type `mytype` in a program, you code something like this:

```

mystruc:
    istruc mytype

        at mt_long, dd    123456
        at mt_word, dw    1024
        at mt_byte, db    'x'
        at mt_str,  db    'hello, world', 13, 10, 0

    iend

```

The function of the `AT` macro is to make use of the `TIMES` prefix to advance the assembly position to the correct point for the specified structure field, and then to declare the specified data. Therefore the structure fields must be declared in the same order as they were specified in the structure definition.

If the data to go in a structure field requires more than one source line to specify, the remaining source lines can easily come after the `AT` line. For example:

```

    at mt_str,  db    123,134,145,156,167,178,189
                db    190,100,0

```

Depending on personal taste, you can also omit the code part of the `AT` line completely, and start the structure field on the next line:

```

    at mt_str
        db    'hello, world'
        db    13,10,0

```

## 6.13 Alignment Control

### 6.13.1 ALIGN and ALIGNB: Code and Data Alignment

The `ALIGN` and `ALIGNB` macros provides a convenient way to align code or data on a word, longword, paragraph or other boundary. (Some assemblers call this directive `EVEN`.) The syntax of the `ALIGN` and `ALIGNB` macros is

```

align 4           ; align on 4-byte boundary
align 16          ; align on 16-byte boundary
align 8,db 0      ; pad with 0s rather than NOPs
align 4,resb 1    ; align to 4 in the BSS
alignb 4          ; equivalent to previous line

```

Both macros require their first argument to be a power of two; they both compute the number of additional bytes required to bring the length of the current section up to a multiple of that power of two, and then apply the `TIMES` prefix to their second argument to perform the alignment.

If the second argument is not specified, the default for `ALIGN` is `NOP`, and the default for `ALIGNB` is `RESB 1`. So if the second argument is specified, the two macros are equivalent. Normally, you can just use `ALIGN` in code and data sections and `ALIGNB` in BSS sections, and never need the second argument except for special purposes.

`ALIGN` and `ALIGNB`, being simple macros, perform no error checking: they cannot warn you if their first argument fails to be a power of two, or if their second argument generates more than one byte of code. In each of these cases they will silently do the wrong thing.

`ALIGNB` (or `ALIGN` with a second argument of `RESB 1`) can be used within structure definitions:

```
struc mytype2

    mt_byte:
        resb 1
        alignb 2
    mt_word:
        resw 1
        alignb 4
    mt_long:
        resd 1
    mt_str:
        resb 32

endstruc
```

This will ensure that the structure members are sensibly aligned relative to the base of the structure.

A final caveat: `ALIGN` and `ALIGNB` work relative to the beginning of the *section*, not the beginning of the address space in the final executable. Aligning to a 16-byte boundary when the section you're in is only guaranteed to be aligned to a 4-byte boundary, for example, is a waste of effort. Again, NASM does not check that the section's alignment characteristics are sensible for the use of `ALIGN` or `ALIGNB`.

Both `ALIGN` and `ALIGNB` do call `SECTALIGN` macro implicitly. See section 6.13.2 for details.

See also the `smartalign` standard macro package, section 7.2.

### 6.13.2 SECTALIGN: Section Alignment

The `SECTALIGN` macros provides a way to modify alignment attribute of output file section. Unlike the `align=` attribute (which is allowed at section definition only) the `SECTALIGN` macro may be used at any time.

For example the directive

```
SECTALIGN 16
```

sets the section alignment requirements to 16 bytes. Once increased it can not be decreased, the magnitude may grow only.

Note that `ALIGN` (see section 6.13.1) calls the `SECTALIGN` macro implicitly so the active section alignment requirements may be updated. This is by default behaviour, if for some reason you want the `ALIGN` do not call `SECTALIGN` at all use the directive

```
SECTALIGN OFF
```

It is still possible to turn in on again by

```
SECTALIGN ON
```

Note that `SECTALIGN <ON|OFF>` affects only the `ALIGN/ALIGNB` directives, not an explicit `SECTALIGN` directive.

# Chapter 7: Standard Macro Packages

---

The `%use` directive (see section 5.9.4) includes one of the standard macro packages included with the NASM distribution and compiled into the NASM binary. It operates like the `%include` directive (see section 5.9.1), but the included contents is provided by NASM itself.

The names of standard macro packages are case insensitive and can be quoted or not.

As of version 2.15, NASM has `%ifusable` and `%ifusing` directives to help the user understand whether an individual package available in this version of NASM (`%ifusable`) or a particular package already loaded (`%ifusing`).

## 7.1 `altreg`: Alternate Register Names

The `altreg` standard macro package provides alternate register names. It provides numeric register names for all registers (not just `R8–R31`), the Intel-defined aliases `R8L–R31L` for the low bytes of registers (as opposed to the NASM/AMD standard names `R8B–R31B`), and the names `R0H–R3H` (by analogy with `R0L–R3L`) for `AH`, `CH`, `DH`, and `BH`.

Example use:

```
%use altreg

proc:
    mov r0l,r3h                ; mov al,bh
    ret
```

See also section 13.1 and section 4.6.1.

## 7.2 `smartalign`: Smart ALIGN Macro

The `smartalign` standard macro package provides an `ALIGN` macro which is more powerful than the default (and backwards-compatible) one (see section 6.13.1). When the `smartalign` package is enabled, when `ALIGN` is used without a second argument, NASM will generate a sequence of instructions more efficient than a series of `NOP`. Furthermore, if the padding exceeds a specific threshold, then NASM will generate a jump over the entire padding sequence.

The specific instructions generated can be controlled with the new `ALIGNMODE` macro. This macro takes two parameters: one mode, and an optional jump threshold override. If (for any reason) you need to turn off the jump completely just set jump threshold value to `-1` (or set it to `nojmp`). The following modes are possible:

- `generic`: Works on all x86 CPUs and should have reasonable performance. The default jump threshold is 8. This is the default.
- `nop`: Pad out with `NOP` instructions. The only difference compared to the standard `ALIGN` macro is that NASM can still jump over a large padding area. The default jump threshold is 16.
- `k7`: Optimize for the AMD K7 (Athlon/Althon XP). These instructions should still work on all x86 CPUs. The default jump threshold is 16.
- `k8`: Optimize for the AMD K8 (Opteron/Althon 64). These instructions should still work on all x86 CPUs. The default jump threshold is 16.
- `p6`: Optimize for Intel CPUs. This uses the long `NOP` instructions first introduced in Pentium Pro. This is incompatible with all CPUs of family 5 or lower, as well as some VIA CPUs and several virtualization solutions. The default jump threshold is 16.

The macro `__?ALIGNMODE?__` is defined to contain the current alignment mode. A number of other macros beginning with `__?ALIGN_` are used internally by this macro package.

## 7.3 fp: Floating-point macros

This packages contains the following floating-point convenience macros:

```
%define Inf          __?Infinity?__
%define NaN          __?QNaN?__
%define QNaN         __?QNaN?__
%define SNaN        __?SNaN?__

%define float8(x)    __?float8?__(x)
%define float16(x)   __?float16?__(x)
%define bfloat16(x)  __?bfloat16?__(x)
%define float32(x)   __?float32?__(x)
%define float64(x)   __?float64?__(x)
%define float80m(x)  __?float80m?__(x)
%define float80e(x)  __?float80e?__(x)
%define float128l(x) __?float128l?__(x)
%define float128h(x) __?float128h?__(x)
```

It also defines the a multi-line macro `bf16` that can be used in a similar way to the `dx` directives for the other floating-point numbers:

```
bf16 -3.1415, NaN, 2000.0, +Inf
```

## 7.4 ifunc: Integer functions

This package contains a set of macros which implement integer functions. These are actually implemented as special operators, but are most conveniently accessed via this macro package.

The macros provided are:

### 7.4.1 Integer logarithms

These functions calculate the integer logarithm base 2 of their argument, considered as an unsigned integer. The only differences between the functions is their respective behavior if the argument provided is not a power of two.

The function `i1og2e()` (alias `i1og2()`) generates an error if the argument is not a power of two.

The function `i1og2f()` rounds the argument down to the nearest power of two; if the argument is zero it returns zero.

The function `i1og2c()` rounds the argument up to the nearest power of two.

The functions `i1og2fw()` (alias `i1og2w()`) and `i1og2cw()` generate a warning if the argument is not a power of two, but otherwise behaves like `i1og2f()` and `i1og2c()`, respectively.

## 7.5 masm: MASM compatibility

Since version 2.15, NASM has a MASM compatibility package with minimal functionality, as intended to be used primarily with machine-generated code. It does not include any "programmer-friendly" shortcuts, nor does it in any way support `ASSUME`, symbol typing, or MASM-style structures.

To enable the package, use the directive:

```
%use masm
```

Currently, the MASM compatibility package emulates:

- The `FLAT` and `OFFSET` keywords are recognized and ignored.
- The `PTR` keyword signifies a memory reference, as if the argument had been put in square brackets:

```

mov eax,[foo]           ; memory reference
mov eax,dword ptr foo  ; memory reference
mov eax,dword ptr flat:foo ; memory reference
mov eax,offset foo     ; address
mov eax,foo            ; address (ambiguous syntax in MASM)

```

- The `SEGMENT ... ENDS` syntax:

```

segname SEGMENT
...
segname ENDS

```

- The `PROC ... ENDP` syntax:

```

procname PROC [FAR]
...
procname ENDP

```

`PROC` will also define `RET` as a macro expanding to either `RETF` if `FAR` is specified and `RETN` otherwise. Any keyword after `PROC` other than `FAR` is ignored.

- The `TBYTE` keyword as an alias for `TWORD` (see section 2.2.7).
- The `END` directive is ignored.
- In 64-bit mode relative addressing is the default (`DEFAULT REL`, see section 8.2.1).
- A macro is defined to allow using the syntax `ST(0)` instead of `ST0` (and so on) for the x87 stack registers.

In addition, NASM now natively supports, regardless of whether this package is used or not:

- `?` and `DUP` syntax for the `DB` etc data declaration directives (see section 3.2.1).
- `displacement[base+index]` syntax for memory operations, instead of `[base+index+displacement]`.
- `seg:[addr]` instead of `[seg:addr]` syntax.
- A pure offset can be given to `LEA` without square brackets:

```

lea rax,[foo]           ; standard syntax
lea rax,foo            ; also accepted

```

## 7.6 vtern: Ternary Logic Assist

The `vtern` macro package allows for a simple and clear way of defining the immediate operand to the `VPTERNLOGD` and `VPTERNLOGQ` instructions. See section 4.5 for a description.



## Chapter 8: Assembler Directives

---

NASM, though it attempts to avoid the bureaucracy of assemblers like MASM and TASM, is nevertheless forced to support a *few* directives. These are described in this chapter.

NASM's directives come in two types: *user-level* directives and *primitive* directives. Typically, each directive has a user-level form and a primitive form. In almost all cases, we recommend that users use the user-level forms of the directives, which are implemented as macros which call the primitive forms.

Primitive directives are enclosed in square brackets; user-level directives are not.

In addition to the universal directives described in this chapter, each object file format can optionally supply extra directives in order to control particular features of that file format. These *format-specific* directives are documented along with the formats that implement them, in chapter 9.

### 8.1 BITS: Target Processor Mode

The `BITS` directive specifies whether NASM should generate code designed to run on a processor operating in 16-bit mode, 32-bit mode or 64-bit mode. The syntax is `BITS XX`, where `XX` is 16, 32 or 64.

In most cases, you should not need to use `BITS` explicitly. The `aout`, `coff`, `elf*`, `macho`, `win32` and `win64` object formats, which are designed for use in 32-bit or 64-bit operating systems, all cause NASM to select 32-bit or 64-bit mode, respectively, by default. The `obj` object format allows you to specify each segment you define as either `USE16` or `USE32`, and NASM will set its operating mode accordingly, so the use of the `BITS` directive is once again unnecessary.

The most likely reason for using the `BITS` directive is to write 32-bit or 64-bit code in a flat binary file; this is because the `bin` output format defaults to 16-bit mode in anticipation of it being used most frequently to write DOS `.com` programs, DOS `.sys` device drivers and boot loader software.

The `BITS` directive can also be used to generate code for a different mode than the standard one for the output format.

You do *not* need to specify `BITS 32` merely in order to use 32-bit instructions in a 16-bit DOS program; if you do, the assembler will generate incorrect code because it will be writing code targeted at a 32-bit platform, to be run on a 16-bit one.

When NASM is in `BITS 16` mode, instructions which use 32-bit data are prefixed with an `0x66` byte, and those referring to 32-bit addresses have an `0x67` prefix. In `BITS 32` mode, the reverse is true: 32-bit instructions require no prefixes, whereas instructions using 16-bit data need an `0x66` and those working on 16-bit addresses need an `0x67`.

When NASM is in `BITS 64` mode, most instructions operate the same as they do for `BITS 32` mode. However, there are 8 more general and SSE registers, and 16-bit addressing is no longer supported.

The default address size is 64 bits; 32-bit addressing can be selected with the `0x67` prefix. The default operand size is still 32 bits, however, and the `0x66` prefix selects 16-bit operand size. The REX prefix is used both to select 64-bit operand size, and to access the new registers. NASM automatically inserts REX prefixes when necessary.

When the REX prefix is used, the processor does not know how to address the AH, BH, CH or DH (high 8-bit legacy) registers. Instead, it is possible to access the the low 8-bits of the SP, BP, SI and DI registers as SPL, BPL, SIL and DIL, respectively; but only when the REX prefix is used.

The `BITS` directive has an exactly equivalent primitive form, `[BITS 16]`, `[BITS 32]` and `[BITS 64]`. The user-level form is a macro which has no function other than to call the primitive form.

Note that the space is necessary, e.g. `BITS32` will *not* work!

### 8.1.1 `USE16` & `USE32`: Aliases for `BITS`

The `'USE16'` and `'USE32'` directives can be used in place of `'BITS 16'` and `'BITS 32'`, for compatibility with other assemblers.

## 8.2 `DEFAULT`: Change the assembler defaults

The `DEFAULT` directive changes the assembler defaults. Normally, NASM defaults to a mode where the programmer is expected to explicitly specify most features directly. However, this is occasionally obnoxious, as the explicit form is pretty much the only one one wishes to use.

Currently, `DEFAULT` can be used to select RIP-relative (`REL`) or absolute (`ABS`) addressing in 64-bit mode, and the use of MPX `BND` prefixes.

### 8.2.1 `REL`, `ABS`: RIP-relative addressing

This sets whether registerless instructions in 64-bit mode are RIP-relative or not. By default, they are absolute unless overridden with the `REL` specifier (see section 3.3). However, if `DEFAULT REL` is specified, `REL` is default, unless overridden with the `ABS` specifier, *except when used with an FS or GS segment override*.

`DEFAULT REL` is disabled with `DEFAULT ABS`.

The special handling of `FS` and `GS` overrides are due to the fact that these registers are generally used as thread pointers or other special functions in 64-bit mode, and generating RIP-relative addresses is not desired on most platforms.

To specify that `FS`- or `GS`-relative addresses *should* also be generated as RIP-relative, specify the `ABS` or `REL` keyword with an `FS:` or `GS:` prefix:

```
DEFAULT REL, FS:ABS, GS:REL
```

... will make `FS`-relative references default to absolute, but all others, including `GS`-relative references, RIP-relative.

`DEFAULT REL` is likely to become the default setting in a future version of NASM. Specify `DEFAULT ABS` explicitly if you need your code to avoid relative offsets.

### 8.2.2 `BND`, `NOBND`: `BND` prefix

If `DEFAULT BND` is set, all `bnd`-prefix available instructions following this directive are prefixed with `bnd`. To override it, `NOBND` prefix can be used.

```
DEFAULT BND
    call foo          ; BND will be prefixed
    nobnd call foo    ; BND will NOT be prefixed
```

`DEFAULT NOBND` can disable `DEFAULT BND` and then `BND` prefix will be added only when explicitly specified in code.

`DEFAULT BND` is expected to be the normal configuration for writing MPX-enabled code.

## 8.3 `SECTION` or `SEGMENT`: Changing and Defining Sections

The `SECTION` directive (`SEGMENT` is an exactly equivalent synonym) changes which section of the output file the code you write will be assembled into. In some object file formats, the number and names of sections are fixed; in others, the user may make up as many as they wish. Hence

SECTION may sometimes give an error message, or may define a new section, if you try to switch to a section that does not (yet) exist.

The Unix object formats, and the bin object format (but see section 9.1.3), all support the standardized section names `.text`, `.data` and `.bss` for the code, data and uninitialized-data sections. The `obj` format, by contrast, does not recognize these section names as being special, and indeed will strip off the leading period of any section name that has one.

### 8.3.1 The `__?SECT?__` Macro

The SECTION directive is unusual in that its user-level form functions differently from its primitive form. The primitive form, `[SECTION xyz]`, simply switches the current target section to the one given. The user-level form, `SECTION xyz`, however, first defines the single-line macro `__?SECT?__` to be the primitive `[SECTION]` directive which it is about to issue, and then issues it. So the user-level directive

```
SECTION .text
```

expands to the two lines

```
%define __?SECT?__ [SECTION .text]
[SECTION .text]
```

Users may find it useful to make use of this in their own macros. For example, the `writefile` macro defined in section 5.6.3 can be usefully rewritten in the following more sophisticated form:

```
%macro writefile 2+
    [section .data]
    %%str:      db      %2
    %%endstr:
    __?SECT?__
    mov     dx, %%str
    mov     cx, %%endstr-%%str
    mov     bx, %1
    mov     ah, 0x40
    int     0x21
%endmacro
```

This form of the macro, once passed a string to output, first switches temporarily to the data section of the file, using the primitive form of the SECTION directive so as not to modify `__?SECT?__`. It then declares its string in the data section, and then invokes `__?SECT?__` to switch back to *whichever* section the user was previously working in. It thus avoids the need, in the previous version of the macro, to include a JUMP instruction to jump over the data, and also does not fail if, in a complicated OBJ format module, the user could potentially be assembling the code in any of several separate code sections.

## 8.4 ABSOLUTE: Defining Absolute Labels

The ABSOLUTE directive can be thought of as an alternative form of SECTION: it causes the subsequent code to be directed at no physical section, but at the hypothetical section starting at the given absolute address. The only instructions you can use in this mode are the RESB family.

ABSOLUTE is used as follows:

```
absolute 0x1A
    kbuf_chr   resw   1
    kbuf_free  resw   1
    kbuf       resw  16
```

This example describes a section of the PC BIOS data area, at segment address 0x40: the above code defines `kbuf_chr` to be 0x1A, `kbuf_free` to be 0x1C, and `kbuf` to be 0x1E.

The user-level form of `ABSOLUTE`, like that of `SECTION`, redefines the `__?SECT?__` macro when it is invoked.

`STRUC` and `ENDSTRUC` are defined as macros which use `ABSOLUTE` (and also `__?SECT?__`).

`ABSOLUTE` doesn't have to take an absolute constant as an argument: it can take an expression (actually, a critical expression: see section 3.8) and it can be a value in a segment. For example, a TSR can re-use its setup code as run-time BSS like this:

```
org    100h                ; it's a .COM program

jmp    setup                ; setup code comes last

; the resident part of the TSR goes here
setup:
; now write the code that installs the TSR here

absolute setup

runtimevar1    resw    1
runtimevar2    resd    20

tsr_end:
```

This defines some variables 'on top of' the setup code, so that after the setup has finished running, the space it took up can be re-used as data storage for the running TSR. The symbol 'tsr\_end' can be used to calculate the total size of the part of the TSR that needs to be made resident.

## 8.5 EXTERN: Importing Symbols from Other Modules

`EXTERN` is similar to the MASM directive `EXTRN` and the C keyword `extern`: it is used to declare a symbol which is not defined anywhere in the module being assembled, but is assumed to be defined in some other module and needs to be referred to by this one. Not every object-file format can support external variables: the `bin` format cannot.

The `EXTERN` directive takes as many arguments as you like. Each argument is the name of a symbol:

```
extern _printf
extern _sscanf,_fscanf
```

Some object-file formats provide extra features to the `EXTERN` directive. In all cases, the extra features are used by suffixing a colon to the symbol name followed by object-format specific text. For example, the `obj` format allows you to declare that the default segment base of an external should be the group `dgroup` by means of the directive

```
extern _variable:wrt dgroup
```

The primitive form of `EXTERN` differs from the user-level form only in that it can take only one argument at a time: the support for multiple arguments is implemented at the preprocessor level.

You can declare the same variable as `EXTERN` more than once: NASM will quietly ignore the second and later redeclarations.

If a variable is declared both `GLOBAL` and `EXTERN`, or if it is declared as `EXTERN` and then defined, it will be treated as `GLOBAL`. If a variable is declared both as `COMMON` and `EXTERN`, it will be treated as `COMMON`.

Since NASM version 2.15, the `EXTERN` keyword (since version 2.15) does not request import of symbols that are never actually referenced in the code, as that prevents using common header

files, as it might cause the linker to pull in a bunch of unnecessary modules. To unconditionally request import of external symbols, use the `REQUIRED` directive instead (see section 8.6).

If the old behavior is required, rather than changing the source code, one can override the user macro definition:

```
%ifmacro required      ; Test for NASM new enough to support REQUIRED
  %unimacro extern 1-*
  %imacro extern 1+.nolist
    required %1
  %endmacro
%endif
```

## 8.6 REQUIRED: Unconditionally Importing Symbols from Other Modules

The `REQUIRED` keyword is similar to `EXTERN` one. The difference is that the `EXTERN` keyword (since version 2.15) does not request import of symbols that are never actually referenced in the code, as that prevents using common header files, as it might cause the linker to pull in a bunch of unnecessary modules.

## 8.7 GLOBAL: Exporting Symbols to Other Modules

`GLOBAL` is the other end of `EXTERN`: if one module declares a symbol as `EXTERN` and refers to it, then in order to prevent linker errors, some other module must actually *define* the symbol and declare it as `GLOBAL`. Some assemblers use the name `PUBLIC` for this purpose.

`GLOBAL` uses the same syntax as `EXTERN`, except that it must refer to symbols which *are* defined in the same module as the `GLOBAL` directive. For example:

```
global _main
_main:
    ; some code
```

`GLOBAL`, like `EXTERN`, allows object formats to define private extensions by means of a colon. The ELF object format, for example, lets you specify whether global data items are functions or data:

```
global hashlookup:function, hashtable:data
```

Like `EXTERN`, the primitive form of `GLOBAL` differs from the user-level form only in that it can take only one argument at a time.

## 8.8 COMMON: Defining Common Data Areas

The `COMMON` directive is used to declare *common variables*. A common variable is much like a global variable declared in the uninitialized data section, so that

```
common intvar 4
```

is similar in function to

```
global intvar
section .bss
```

```
intvar resd 1
```

The difference is that if more than one module defines the same common variable, then at link time those variables will be *merged*, and references to `intvar` in all modules will point at the same piece of memory.

Like `GLOBAL` and `EXTERN`, `COMMON` supports object-format specific extensions. For example, the `obj` format allows common variables to be `NEAR` or `FAR`, and the ELF format allows you to specify the alignment requirements of a common variable:

```
common commvar 4:near ; works in OBJ
common intarray 100:4 ; works in ELF: 4 byte aligned
```

Once again, like `EXTERN` and `GLOBAL`, the primitive form of `COMMON` differs from the user-level form only in that it can take only one argument at a time.

## 8.9 `STATIC`: Local Symbols within Modules

Opposite to `EXTERN` and `GLOBAL`, `STATIC` is local symbol, but should be named according to the global mangling rules (named by analogy with the C keyword `static` as applied to functions or global variables).

```
static foo
foo:
    ; codes
```

Unlike `GLOBAL`, `STATIC` does not allow object formats to accept private extensions mentioned in section 8.7.

## 8.10 `[[GL]PREFIX]`, `[[GL]SUFFIX]`: Mangling Symbols

`[PREFIX]`, `[GPREFIX]`, `[LPREFIX]`, `[SUFFIX]`, `[GSUFFIX]`, and `[LSUFFIX]` directives can prepend or append a string to a certain type of symbols, normally to fit specific ABI conventions

- `[PREFIX]`, `[GPREFIX]`: Prepend the argument to all `EXTERN`, `COMMON`, `STATIC`, and `GLOBAL` symbols.
- `[LPREFIX]`: Prepend the argument to all other symbols such as local labels and backend defined symbols.
- `[SUFFIX]`, `[GSUFFIX]`, `[POSTFIX]`, `[GPOSTFIX]`: Append the argument to all `EXTERN`, `COMMON`, `STATIC`, and `GLOBAL` symbols.
- `[LSUFFIX]`, `[LPOSTFIX]`: Append the argument to all other symbols such as local labels and backend defined symbols.

These directives are also implemented as pragmas, and using `%pragma` syntax can be restricted to specific backends (see section 5.13):

```
%pragma macho lprefix L_
```

Command line options are also available. See also section 2.1.28.

One example which supports many ABIs:

```
; The most common conventions
%pragma output gprefix _
%pragma output lprefix L_
; ELF uses a different convention
%pragma elf gprefix ; empty
%pragma elf lprefix .L
```

Some toolchains is aware of a particular prefix for its own optimization options, such as dead code elimination. For instance, the Mach-O binary format has a linker convention that uses a simplistic naming scheme to chunk up sections into smaller subsections, each of which may be eliminated. When the `subsections_via_symbols` directive (section 9.9.4) is declared, each symbol is the start of a separate block. The subsection is, then, defined to include sections before the one that starts with a 'L'. `[LPREFIX]` is useful here to mark all local symbols with the 'L' prefix to be excluded to the meta section. It converts local symbols compatible with the particular toolchain. Note that local symbols declared with `STATIC` (section 8.9) are excluded from the symbol mangling and also not marked as global.

Earlier versions of NASM called the pragmas `suffix` and the options `--postfix`, and did not implement directives at all despite being so documented. Since NASM 3.01, the directive forms are implemented, and directives, pragmas and options all support all spellings.

## 8.11 CPU: Defining CPU Dependencies

The `cpu` directive restricts assembly to those instructions which are available on the specified CPU. At the moment, it is primarily used to enforce unavailable *encodings* of instructions, such as 5-byte jumps on the 8080.

(If someone would volunteer to work through the database and add proper annotations to each instruction, this could be greatly improved. Please contact the developers to volunteer, see appendix E.)

Current CPU keywords are:

- CPU `8086` – Assemble only 8086 instruction set
- CPU `186` – Assemble instructions up to the 80186 instruction set
- CPU `286` – Assemble instructions up to the 286 instruction set
- CPU `386` – Assemble instructions up to the 386 instruction set
- CPU `486` – 486 instruction set
- CPU `586` – Pentium instruction set
- CPU `PENTIUM` – Same as 586
- CPU `686` – P6 instruction set
- CPU `PPR0` – Same as 686
- CPU `P2` – Same as 686
- CPU `P3` – Pentium III (Katmai) instruction sets
- CPU `KATMAI` – Same as P3
- CPU `P4` – Pentium 4 (Willamette) instruction set
- CPU `WILLAMETTE` – Same as P4
- CPU `PRESCOTT` – Prescott instruction set
- CPU `X64` – x86-64 (x64/AMD64/Intel 64) instruction set
- CPU `IA64` – IA64 CPU (in x86 mode) instruction set
- CPU `DEFAULT` – All available instructions
- CPU `ALL` – All available instructions *and flags*

All options are case insensitive.

In addition, optional flags can be specified to modify the instruction selections. These can be combined with a CPU declaration or specified alone. They can be prefixed by `+` (add flag, default), `-` (remove flag) or `*` (set flag to default); these prefixes are "sticky", so:

```
cpu -foo,bar
```

means remove both the `foo` and `bar` options.

If prefixed with `no`, it inverts the meaning of the flag, but this is not sticky, so:

```
cpu nofoo,bar
```

means remove the `foo` flag but add the `bar` flag.

Currently available flags are:

- EVEX – Enable generation of EVEX (AVX-512) encoded instructions without an explicit {evex} prefix. Default on.
- VEX – Enable generation of VEX (AVX) or XOP encoded instructions without an explicit {vex} prefix. Default on.
- LATEVEX – Enable generation of VEX (AVX) encoding of instructions where the VEX instructions forms were introduced *after* the corresponding EVEX (AVX-512) instruction forms without requiring an explicit {vex} prefix. This is implicit if the EVEX flag is disabled and the VEX flag is enabled. Default off.

## 8.12 [DOLLARHEX]: Enable or disable \$ hexadecimal syntax

Using a \$ prefix for hexadecimal numbers is deprecated, as it conflicts with the use of \$ for escaping symbols (see section 3.4.1 and section 3.1). The [DOLLARHEX] directive can be used to disable it completely:

```
[dollarhex off]
```

When disabled, symbols beginning with digits can be escaped as well, e.g. \$3 would define a symbol 3.

No "user form" (without the brackets) currently exists.

## 8.13 FLOAT: Handling of floating-point constants

By default, floating-point constants are rounded to nearest, and IEEE denormals are supported. The following options can be set to alter this behaviour:

- FLOAT DAZ – Flush denormals to zero
- FLOAT NODAZ – Do not flush denormals to zero (default)
- FLOAT NEAR – Round to nearest (default)
- FLOAT UP – Round up (toward +Infinity)
- FLOAT DOWN – Round down (toward -Infinity)
- FLOAT ZERO – Round toward zero
- FLOAT DEFAULT – Restore default settings

The standard macros `__?FLOAT_DAZ?__`, `__?FLOAT_ROUND?__`, and `__?FLOAT?__` contain the current state, as long as the programmer has avoided the use of the bracketed primitive form, ([FLOAT]).

`__?FLOAT?__` contains the full set of floating-point settings; this value can be saved away and invoked later to restore the setting.

## 8.14 [WARNING]: Enable or disable warnings

The [WARNING] directive can be used to enable or disable classes of warnings in the same way as the -w option, see appendix A for more details about warning classes.

- [warning +*warning-class*] enables warnings for *warning-class*.
- [warning -*warning-class*] disables warnings for *warning-class*.
- [warning \**warning-class*] restores *warning-class* to the original value, either the default value or as specified on the command line.
- [warning push] saves the current warning state on a stack.
- [warning pop] restores the current warning state from the stack.

The [WARNING] directive also accepts the `all`, `error` and `error=warning-class` specifiers, see section 2.1.26.

No "user form" (without the brackets) currently exists.

## 8.15 [LIST]: Locally disable list file output

The [LIST] directive disables or re-enables list file output.

- [list -] disables list file output.
- [list +] re-enables list file output.

The [LIST] directive can be overridden with the `-LF` command-line option, see section 2.1.4.



## Chapter 9: Output Formats

---

NASM is a portable assembler, designed to be able to compile on any ANSI C-supporting platform and produce output to run on a variety of Intel x86 operating systems. For this reason, it has a large number of available output formats, selected using the `-f` option on the NASM command line. Each of these formats, along with its extensions to the base NASM syntax, is detailed in this chapter.

As stated in section 2.1.1, NASM chooses a default name for your output file based on the input file name and the chosen output format. This will be generated by removing the filename extension (`.asm`, `.s`, or whatever you like to use) from the input file name, and substituting an extension defined by the output format. The extensions are given with each format below.

### 9.1 `bin`: Flat-Form Binary Output

The `bin` format does not produce object files: it generates nothing in the output file except the code you wrote. Such 'pure binary' files are used by MS-DOS: `.com` executables and `.sys` device drivers are pure binary files. Pure binary output is also useful for operating system and boot loader development.

The `bin` format supports multiple section names. For details of how NASM handles sections in the `bin` format, see section 9.1.3.

Using the `bin` format puts NASM by default into 16-bit mode (see section 8.1). In order to use `bin` to write 32-bit or 64-bit code, such as an OS kernel, you need to explicitly issue the `BITS 32` or `BITS 64` directive.

`bin` has no default output file name extension: instead, it leaves your file name as it is once the original extension has been removed. Thus, the default is for NASM to assemble `binprog.asm` into a binary file called `binprog`.

It is extremely important to understand that the binary output format is simply nothing other than a *linker built into the NASM executable*. As such, NASM behaves just as it does when producing any other output format: notably the list file reflects the code output *before* relocation, and the addresses in the list file are addresses relative to the start of the current output section.

#### 9.1.1 `ORG`: Binary File Program Origin

The `bin` format provides an additional directive to the list given in chapter 8: `ORG`. The function of the `ORG` directive is to specify the origin address which NASM will assume the program begins at when it is loaded into memory.

For example, the following code will generate the longword `0x0000104`:

```
    org    0x100
    dd     label
label:
```

Unlike the `ORG` directive provided by MASM-compatible assemblers, which allows you to jump around in the object file and overwrite code you have already generated, NASM's `ORG` does exactly what the directive says: *origin*. Its sole function is to specify one offset which is added to all internal address references within the section; it does not permit any of the trickery that MASM's version does. See section 14.1.3 for further comments.

#### 9.1.2 `bin` Extensions to the `SECTION` Directive

The `bin` output format extends the `SECTION` (or `SEGMENT`) directive to allow you to specify the alignment requirements of segments. This is done by appending the `ALIGN` qualifier to the end of the section-definition line. For example,

```
section .data align=16
```

switches to the section `.data` and also specifies that it must be aligned on a 16-byte boundary.

The parameter to `ALIGN` specifies how many low bits of the section start address must be forced to zero. The alignment value given may be any power of two.

### 9.1.3 Multisection Support for the `bin` Format

The `bin` format allows the use of multiple sections, of arbitrary names, besides the "known" `.text`, `.data`, and `.bss` names.

- Sections may be designated `progbits` or `nobits`. Default is `progbits` (except `.bss`, which defaults to `nobits`, of course).
- Sections can be aligned at a specified boundary following the previous section with `align=`, or at an arbitrary byte-granular position with `start=`.
- Sections can be given a virtual start address, which will be used for the calculation of all memory references within that section with `vstart=`.
- Sections can be ordered using `follows=<section>` or `vfollows=<section>` as an alternative to specifying an explicit start address.
- Arguments to `org`, `start`, `vstart`, and `align=` are critical expressions. See section 3.8. For example, in the case of `align=(1 << ALIGN_SHIFT)`, `ALIGN_SHIFT` must be defined before it is used here.
- Any code which comes before an explicit `SECTION` directive is directed by default into the `.text` section.
- If an `ORG` statement is not given, `ORG 0` is used by default.
- The `.bss` section will be placed after the last `progbits` section, unless `start=`, `vstart=`, `follows=`, or `vfollows=` has been specified.
- All sections are aligned on `dword` boundaries, unless a different alignment has been specified.
- Sections may not overlap.
- NASM creates the `section.<secname>.start` for each section, which may be used in your code.

### 9.1.4 Map Files

Map files can be generated in `-f bin` format by means of the `[map]` option. Map types of `all` (default), `brief`, `sections`, `segments`, or `symbols` may be specified. Output may be directed to `stdout` (default), `stderr`, or a specified file. E.g. `[map symbols myfile.map]`. No "user form" exists, the square brackets must be used.

## 9.2 `ith`: Intel Hex Output

The `ith` file format produces Intel hex-format files. Just as the `bin` format, this is a flat memory image format with no support for further relocation or linking. It is usually used with ROM programmers and similar utilities.

From a programmer point of view, this behaves identically to the `.bin` format; the only difference is the encoding of the output. All extensions supported by the `bin` file format is also supported by the `ith` file format.

`ith` provides a default output file-name extension of `.ith`.

## 9.3 srec: Motorola S-Records Output

The `srec` file format produces Motorola S-records files. Just as the `bin` format, this is a flat memory image format with no support for relocation or linking. It is usually used with ROM programmers and similar utilities.

From a programmer point of view, this behaves identically to the `.bin` format; the only difference is the encoding of the output. All extensions supported by the `bin` file format is also supported by the `srec` file format.

`srec` provides a default output file-name extension of `.srec`.

## 9.4 obj: Microsoft OMF Object Files

The `obj` file format (NASM calls it `obj` rather than `omf` for historical reasons) is the one produced by MASM and TASM, which is typically fed to 16-bit DOS linkers to produce `.EXE` files. It is also the format used by OS/2.

`obj` provides a default output file-name extension of `.obj`.

`obj` is not exclusively a 16-bit format, though; NASM has full support for the 32-bit extensions to the format. In particular, 32-bit `obj` format files are used by Borland's Win32 compilers, instead of using Microsoft's newer `win32` object file format.

The `obj` format does not define any special segment names: you can call your segments anything you like. Typical names for segments in `obj` format files are `CODE`, `DATA` and `BSS`.

If your source file contains code before specifying an explicit `SEGMENT` directive, then NASM will invent its own segment called `__NASMDEFSEG` for you.

When you define a segment in an `obj` file, NASM defines the segment name as a symbol as well, so that you can access the segment address of the segment. So, for example:

```
segment data
dvar:  dw      1234

segment code

function:
    mov     ax,data           ; get segment address of data
    mov     ds,ax            ; and move it into DS
    inc     word [dvar]      ; now this reference will work
    ret
```

The `obj` format also enables the use of the `SEG` and `WRT` operators, so that you can write code which does things like

```
extern  foo

    mov     ax,seg foo       ; get preferred segment of foo
    mov     ds,ax
    mov     ax,data         ; a different segment
    mov     es,ax
    mov     ax,[ds:foo]     ; this accesses 'foo'
    mov     [es:foo wrt data],bx ; so does this
```

### 9.4.1 obj Extensions to the SEGMENT Directive

The `obj` output format extends the `SEGMENT` (or `SECTION`) directive to allow you to specify various properties of the segment you are defining. This is done by appending extra qualifiers to the end of the segment-definition line. For example,

```
segment code private align=16
```

defines the segment `code`, but also declares it to be a private segment, and requires that the portion of it described in this code module must be aligned on a 16-byte boundary.

The available qualifiers are:

- `PRIVATE`, `PUBLIC`, `COMMON` and `STACK` specify the combination characteristics of the segment. `PRIVATE` segments do not get combined with any others by the linker; `PUBLIC` and `STACK` segments get concatenated together at link time; and `COMMON` segments all get overlaid on top of each other rather than stuck end-to-end.
- `ALIGN` is used, as shown above, to specify how many low bits of the segment start address must be forced to zero. The alignment value given may be any power of two from 1 to 4096; in reality, the only values supported are 1, 2, 4, 16, 256 and 4096, so if 8 is specified it will be rounded up to 16, and 32, 64 and 128 will all be rounded up to 256, and so on. Note that alignment to 4096-byte boundaries is a PharLap extension to the format and may not be supported by all linkers.
- `CLASS` can be used to specify the segment class; this feature indicates to the linker that segments of the same class should be placed near each other in the output file. The class name can be any word, e.g. `CLASS=CODE`.
- `OVERLAY`, like `CLASS`, is specified with an arbitrary word as an argument, and provides overlay information to an overlay-capable linker.
- Segments can be declared as `USE16` or `USE32`, which has the effect of recording the choice in the object file and also ensuring that NASM's default assembly mode when assembling in that segment is 16-bit or 32-bit respectively.
- When writing OS/2 object files, you should declare 32-bit segments as `FLAT`, which causes the default segment base for anything in the segment to be the special group `FLAT`, and also defines the group if it is not already defined.
- The `obj` file format also allows segments to be declared as having a pre-defined absolute segment address, although no linkers are currently known to make sensible use of this feature; nevertheless, NASM allows you to declare a segment such as `SEGMENT SCREEN ABSOLUTE=0xB800` if you need to. The `ABSOLUTE` and `ALIGN` keywords are mutually exclusive.

NASM's default segment attributes are `PUBLIC`, `ALIGN=1`, no class, no overlay, and `USE16`.

### 9.4.2 GROUP: Defining Groups of Segments

The `obj` format also allows segments to be grouped, so that a single segment register can be used to refer to all the segments in a group. NASM therefore supplies the `GROUP` directive, whereby you can code

```
segment data
    ; some data

segment bss
    ; some uninitialized data

group dgroup data bss
```

which will define a group called `dgroup` to contain the segments `data` and `bss`. Like `SEGMENT`, `GROUP` causes the group name to be defined as a symbol, so that you can refer to a variable `var` in the `data` segment as `var wrt data` or as `var wrt dgroup`, depending on which segment value is currently in your segment register.

If you just refer to `var`, however, and `var` is declared in a segment which is part of a group, then NASM will default to giving you the offset of `var` from the beginning of the *group*, not the *segment*. Therefore `SEG var`, also, will return the group base rather than the segment base.

NASM will allow a segment to be part of more than one group, but will generate a warning if you do this. Variables declared in a segment which is part of more than one group will default to being relative to the first group that was defined to contain the segment.

A group does not have to contain any segments; you can still make `WRT` references to a group which does not contain the variable you are referring to. `OS/2`, for example, defines the special group `FLAT` with no segments in it.

`GROUP` is cumulative. The above example can be done like this:

```
group dgroup data
group dgroup bss
```

### 9.4.3 UPPERCASE: Disabling Case Sensitivity in Output

Although NASM itself is case sensitive, some OMF linkers are not; therefore it can be useful for NASM to output single-case object files. The `UPPERCASE` format-specific directive causes all segment, group and symbol names that are written to the object file to be forced to upper case just before being written. Within a source file, NASM is still case-sensitive; but the object file can be written entirely in upper case if desired.

`UPPERCASE` is used alone on a line; it requires no parameters.

### 9.4.4 IMPORT: Importing DLL Symbols

The `IMPORT` format-specific directive defines a symbol to be imported from a DLL, for use if you are writing a DLL's import library in NASM. You still need to declare the symbol as `EXTERN` as well as using the `IMPORT` directive.

The `IMPORT` directive takes two required parameters, separated by white space, which are (respectively) the name of the symbol you wish to import and the name of the library you wish to import it from. For example:

```
import WSAStartup wsock32.dll
```

A third optional parameter gives the name by which the symbol is known in the library you are importing it from, in case this is not the same as the name you wish the symbol to be known by to your code once you have imported it. For example:

```
import asyncsel wsock32.dll WSAAsyncSelect
```

### 9.4.5 EXPORT: Exporting DLL Symbols

The `EXPORT` format-specific directive defines a global symbol to be exported as a DLL symbol, for use if you are writing a DLL in NASM. You still need to declare the symbol as `GLOBAL` as well as using the `EXPORT` directive.

`EXPORT` takes one required parameter, which is the name of the symbol you wish to export, as it was defined in your source file. An optional second parameter (separated by white space from the first) gives the *external* name of the symbol: the name by which you wish the symbol to be known to programs using the DLL. If this name is the same as the internal name, you may leave the second parameter off.

Further parameters can be given to define attributes of the exported symbol. These parameters, like the second, are separated by white space. If further parameters are given, the external name must also be specified, even if it is the same as the internal name. The available attributes are:

- `resident` indicates that the exported name is to be kept resident by the system loader. This is an optimization for frequently used symbols imported by name.

- `nodata` indicates that the exported symbol is a function which does not make use of any initialized data.
- `parm=NNN`, where `NNN` is an integer, sets the number of parameter words for the case in which the symbol is a call gate between 32-bit and 16-bit segments.
- An attribute which is just a number indicates that the symbol should be exported with an identifying number (ordinal), and gives the desired number.

For example:

```
export myfunc
export myfunc TheRealMoreFormalLookingFunctionName
export myfunc myfunc 1234 ; export by ordinal
export myfunc myfunc resident parm=23 nodata
```

#### 9.4.6 `..start`: Defining the Program Entry Point

OMF linkers require exactly one of the object files being linked to define the program entry point, where execution will begin when the program is run. If the object file that defines the entry point is assembled using NASM, you specify the entry point by declaring the special symbol `..start` at the point where you wish execution to begin.

#### 9.4.7 `obj` Extensions to the `EXTERN` Directive

If you declare an external symbol with the directive

```
extern foo
```

then references such as `mov ax,foo` will give you the offset of `foo` from its preferred segment base (as specified in whichever module `foo` is actually defined in). So to access the contents of `foo` you will usually need to do something like

```
mov ax,seg foo ; get preferred segment base
mov es,ax ; move it into ES
mov ax,[es:foo] ; and use offset 'foo' from it
```

This is a little unwieldy, particularly if you know that an external is going to be accessible from a given segment or group, say `dgroup`. So if `DS` already contained `dgroup`, you could simply code

```
mov ax,[foo wrt dgroup]
```

However, having to type this every time you want to access `foo` can be a pain; so NASM allows you to declare `foo` in the alternative form

```
extern foo:wrt dgroup
```

This form causes NASM to pretend that the preferred segment base of `foo` is in fact `dgroup`; so the expression `seg foo` will now return `dgroup`, and the expression `foo` is equivalent to `foo wrt dgroup`.

This default-`WRT` mechanism can be used to make externals appear to be relative to any group or segment in your program. It can also be applied to common variables: see section 9.4.8.

#### 9.4.8 `obj` Extensions to the `COMMON` Directive

The `obj` format allows common variables to be either near or far; NASM allows you to specify which your variables should be by the use of the syntax

```
common nearvar 2:near ; 'nearvar' is a near common
common farvar 10:far ; and 'farvar' is far
```

Far common variables may be greater in size than 64Kb, and so the OMF specification says that they are declared as a number of *elements* of a given size. So a 10-byte far common variable could be declared as ten one-byte elements, five two-byte elements, two five-byte elements or one ten-byte element.

Some OMF linkers require the element size, as well as the variable size, to match when resolving common variables declared in more than one module. Therefore NASM must allow you to specify the element size on your far common variables. This is done by the following syntax:

```
common c_5by2 10:far 5      ; two five-byte elements
common c_2by5 10:far 2      ; five two-byte elements
```

If no element size is specified, the default is 1. Also, the FAR keyword is not required when an element size is specified, since only far commons may have element sizes at all. So the above declarations could equivalently be

```
common c_5by2 10:5          ; two five-byte elements
common c_2by5 10:2          ; five two-byte elements
```

In addition to these extensions, the COMMON directive in obj also supports default-WRT specification like EXTERN does (explained in section 9.4.7). So you can also declare things like

```
common foo    10:wrt dgroup
common bar    16:far 2:wrt data
common baz    24:wrt data:6
```

### 9.4.9 Embedded File Dependency Information

Since NASM 2.13.02, obj files contain embedded dependency file information. To suppress the generation of dependencies, use

```
%pragma obj nodepend
```

## 9.5 obj2: OS/2 32-bit OMF Object Files

The obj2 output format is the same as obj except:

- Default attributes for a segment are ALIGN=16 and USE32.
- All 32-bit segment is added to FLAT group implicitly.
- Support Unix sections such as .text, .rodata, .data and .bss for compatibility with other Unix platforms. And they are aliased to TEXT32, CONST32, DATA32, BSS32, respectively.
- Set default classes implicitly for known segments such as TEXT32, CONST32, DATA32, BSS32 and so on.

The defaults assumed by NASM if you do not specify the qualifiers are:

```
SECTION .text    ALIGN=16 USE32 CLASS=CODE FLAT
SECTION .rodata  ALIGN=16 USE32 CLASS=CONST FLAT
SECTION .data    ALIGN=16 USE32 CLASS=DATA  FLAT
SECTION .bss     ALIGN=16 USE32 CLASS=BSS   FLAT
SECTION CODE     ALIGN=16 USE32 CLASS=CODE  FLAT
SECTION TEXT     ALIGN=16 USE32 CLASS=CODE  FLAT
SECTION CONST    ALIGN=16 USE32 CLASS=CONST FLAT
SECTION DATA    ALIGN=16 USE32 CLASS=DATA  FLAT
SECTION BSS      ALIGN=16 USE32 CLASS=BSS   FLAT
SECTION STACK    ALIGN=16 USE32 CLASS=STACK FLAT
SECTION CODE32   ALIGN=16 USE32 CLASS=CODE  FLAT
SECTION TEXT32   ALIGN=16 USE32 CLASS=CODE  FLAT
SECTION CONST32  ALIGN=16 USE32 CLASS=CONST FLAT
SECTION DATA32  ALIGN=16 USE32 CLASS=DATA  FLAT
SECTION BSS32    ALIGN=16 USE32 CLASS=BSS   FLAT
SECTION STACK32  ALIGN=16 USE32 CLASS=STACK FLAT
```

## 9.6 win32: Microsoft Win32 Object Files

The win32 output format generates Microsoft Win32 object files, suitable for passing to Microsoft linkers such as Visual C++. Note that Borland Win32 compilers do not use this format, but use obj instead (see section 9.4).

win32 provides a default output file-name extension of `.obj`.

Note that although Microsoft say that Win32 object files follow the COFF (Common Object File Format) standard, the object files produced by Microsoft Win32 compilers are not compatible with COFF linkers such as DJGPP's, and vice versa. This is due to a difference of opinion over the precise semantics of PC-relative relocations. To produce COFF files suitable for DJGPP, use NASM's `coff` output format; conversely, the `coff` format does not produce object files that Win32 linkers can generate correct output from.

### 9.6.1 win32 Extensions to the SECTION Directive

Like the `obj` format, `win32` allows you to specify additional information on the `SECTION` directive line, to control the type and properties of sections you declare. Section types and properties are generated automatically by NASM for the standard section names `.text`, `.data` and `.bss`, but may still be overridden by these qualifiers.

The available qualifiers are:

- `code`, or equivalently `text`, defines the section to be a code section. This marks the section as readable and executable, but not writable, and also indicates to the linker that the type of the section is code.
- `data` and `bss` define the section to be a data section, analogously to `code`. Data sections are marked as readable and writable, but not executable. `data` declares an initialized data section, whereas `bss` declares an uninitialized data section.
- `rdata` declares an initialized data section that is readable but not writable. Microsoft compilers use this section to place constants in it.
- `info` defines the section to be an informational section, which is not included in the executable file by the linker, but may (for example) pass information to the linker. For example, declaring an `info`-type section called `.directive` causes the linker to interpret the contents of the section as command-line options.
- `align=`, used with a trailing number as in `obj`, gives the alignment requirements of the section. The maximum you may specify is 64: the Win32 object file format contains no means to request a greater section alignment than this. If alignment is not explicitly specified, the defaults are 16-byte alignment for code sections, 8-byte alignment for `rdata` sections and 4-byte alignment for data (and BSS) sections. Informational sections get a default alignment of 1 byte (no alignment), though the value does not matter.
- `comdat=`, followed by a number ("selection"), colon (acting as a separator) and a name, marks the section as a "COMDAT section". It allows Microsoft linkers to perform function-level linking, to deal with multiply defined symbols, to eliminate dead code/data.

The "selection" number should be one of the `IMAGE_COMDAT_SELECT_*` constants from COFF format specification; this value controls if the linker allows multiply defined symbols and how it handles them.

The name is the "COMDAT symbol" – basically a new name for the section. So even though you have one section given by the main name (e.g. `.text`), it can actually consist of hundreds of COMDAT sections having their own name (and alignment).

When the "selection" is `IMAGE_COMDAT_SELECT_ASSOCIATIVE` (5), the following name is the "COMDAT symbol" of the associated COMDAT section; this way you can link a piece of code or data only when another piece of code or data gets actually linked.

So, when linking a NASM-compiled file with some C code, the source may be structured as follows. Note that the default `.text` section is handled in a special way and it doesn't work well

with `comdat`; you may want to append a `$` character and an arbitrary suffix to the section name. It will get linked into the `.text` section anyway – see the info on `Grouped Sections`.

```
section .text$1 align=16 comdat=1:FirstFnc
...           ; Code linked only if referenced from C

section .text$1 align=16 comdat=1:SecondFnc
...           ; Code linked only if referenced from C

section .rdata align=32 comdat=5:FirstFnc
...           ; Data linked only if the related code
...           ; (FirstFnc) is linked
```

The defaults assumed by NASM if you do not specify the above qualifiers are:

```
section .text    code align=16
section .data    data align=4
section .rdata   rdata align=8
section .bss     bss  align=4
```

The `win64` format also adds:

```
section .pdata   rdata align=4
section .xdata   rdata align=8
```

Any other section name is treated by default like `.text`.

## 9.6.2 win32: Safe Structured Exception Handling

Among other improvements in Windows XP SP2 and Windows Server 2003, Microsoft has introduced the concept of "safe structured exception handling." The general idea is to collect handlers' entry points in a designated read-only table and have SEH entry points verified against this table before exception control is passed to the corresponding handler. In order for an executable module to be equipped with this read-only table, all object modules on linker command line have to comply with certain criteria. If even a single module among them does not, then the table in question is omitted and above mentioned run-time checks will not be performed for the application in question. Table omission is silent by default and therefore can be easily missed. One can instruct the linker to refuse to produce binary without such table by passing the `/safeseh` command line option.

Without regard to this run-time check, it's natural to expect NASM to be capable of generating modules suitable for `/safeseh` linking. From the developer's viewpoint the problem is two-fold:

- how to adapt modules not deploying exception handlers of their own;
- how to adapt/develop modules utilizing custom exception handling;

The former can be easily achieved with any NASM version by adding the following line to the source code:

```
$(feat.00 equ 1
```

As of version 2.03 NASM adds this absolute symbol automatically, if it is not already present (in which case the developer can choose to assign another value, if desired, for whatever reason).

Registering a custom exception handler on the other hand requires certain "magic." As of version 2.03, an additional `safeseh` directive is implemented, which instructs the assembler to produce appropriately formatted input data for the above-mentioned "safe exception handler table." Its typical use would be:

```
section .text
extern _MessageBoxA@16
%if    __?NASM_VERSION_ID?__ >= 0x02030000
safeseh handler          ; register handler as "safe handler"
%endif
handler:
```

```

        push    DWORD 1 ; MB_OKCANCEL
        push    DWORD caption
        push    DWORD text
        push    DWORD 0
        call    _MessageBoxA@16
        sub     eax,1 ; incidentally suits as return value
                    ; for exception handler

        ret
global _main
_main:
        push    DWORD handler
        push    DWORD [fs:0]
        mov     DWORD [fs:0],esp ; engage exception handler
        xor     eax,eax
        mov     eax,DWORD[eax] ; cause exception
        pop     DWORD [fs:0] ; disengage exception handler
        add     esp,4
        ret
text:   db      'OK to rethrow, CANCEL to generate core dump',0
caption:db     'SEGV',0

section .drectve info
        db      '/defaultlib:user32.lib /defaultlib:msvcrt.lib '

```

As you might imagine, it's perfectly possible to produce an .exe binary with the "safe exception handler table" and yet invoke an unregistered exception handler. A handler is invoked by manipulating [fs:0] at run-time, something the linker has no power over. It is therefore important to note that such failure to register a handler's entry point with the `safeseh` directive will have undesired side effects at run-time. If an exception is raised and an unregistered handler is to be executed, the application is abruptly terminated without any notification whatsoever. One can argue that the system should at least log some kind of "non-safe exception handler in x.exe at address n" message in the event log, but unfortunately the user is left without any clue as to what might have caused the crash.

Finally, all mentions of linker in this paragraph refer to Microsoft linker version 7.x and later. Presence of `@feat.00` symbol and input data for "safe exception handler table" causes no backward incompatibilities and "safeseh" modules generated by NASM 2.03 and later can still be linked by earlier versions or non-Microsoft linkers.

### 9.6.3 win32: Special Symbol and WRT

The Microsoft linker may require symbol table indexes instead of absolute or image relative addresses in some more modern structures, like those used for exception handler control flow guard metadata (ehcont). This can be accomplished by getting the symbol address with respect to the special `..symtab` symbol. For instance:

```
__guard_ehcont_main: dd main.cont wrt ..symtab
```

### 9.6.4 win32 Extensions to the GLOBAL, EXTERN and STATIC Directives

You can specify whether a symbol is a function by suffixing the name with a colon and the word `function`. For example:

```
global hashlookup:function
static localfunc:function
extern extfunc:function
```

The linker may use this extra symbol information when generating tables of valid indirect branch targets and such.

## 9.6.5 Debugging formats for Windows

The `win32` and `win64` formats support the Microsoft CodeView debugging format. Currently CodeView version 8 format is supported (`cv8`), but newer versions of the CodeView debugger should be able to handle this format as well.

## 9.7 win64: Microsoft Win64 Object Files

The `win64` output format generates Microsoft Win64 object files, which is nearly 100% identical to the `win32` object format (section 9.6) with the exception that it is meant to target 64-bit code and the x86-64 platform altogether. This object file is used exactly the same as the `win32` object format (section 9.6), in NASM, with regard to this exception.

### 9.7.1 win64: Writing Position-Independent Code

While `REL` takes good care of RIP-relative addressing, there is one aspect that is easy to overlook for a Win64 programmer: indirect references. Consider a switch dispatch table:

```
        jmp     qword [dsptch+rax*8]
        ...
dsptch: dq      case0
        dq      case1
        ...
```

Even a novice Win64 assembler programmer will soon realize that the code is not 64-bit savvy. Most notably the linker will refuse to link it, showing:

```
'ADDR32' relocation to '.text' invalid without /LARGEADDRESSAWARE:NO
```

So [s]he will have to split `jmp` instruction as following:

```
        lea    rbx, [rel dsptch]
        jmp    qword [rbx+rax*8]
```

What happens behind the scenes is that the effective address in `lea` is encoded relative to instruction pointer, in a perfectly position-independent manner. But this is only part of the problem! The issue is that in a `.dll` context, the `caseN` relocations will make their way to the final module and might have to be adjusted at `.dll` load time (specifically, when it can't be loaded at the preferred address). When this occurs, pages with such relocations will be rendered private to current process, which kind of undermines the idea of a shared `.dll`. But not to worry, it's trivial to fix:

```
        lea    rbx, [rel dsptch]
        add    rbx, [rbx+rax*8]
        jmp    rbx
        ...
dsptch: dq      case0-dsptch
        dq      case1-dsptch
        ...
```

NASM version 2.03 and later provides another alternative, `wrt ..imagebase` operator, which returns an offset from base address of the current image, be it `.exe` or `.dll` module, hence the name. For those acquainted with PE-COFF format, this base address denotes the start of the `IMAGE_DOS_HEADER` structure. Here is how to implement a switch statement with these image-relative references:

```
        lea    rbx, [rel dsptch]
        mov    eax, [rbx+rax*4]
        sub    rbx, dsptch wrt ..imagebase
        add    rbx, rax
        jmp    rbx
        ...
dsptch: dd      case0 wrt ..imagebase
        dd      case1 wrt ..imagebase
```

That said, the snippet before last works just fine with any NASM version and is not even Windows specific, which makes this operator unnecessary in this case. The real reason for the `wrt ..imagebase` operator will become apparent in the next section.

It should be noted that `wrt ..imagebase` is defined as 32-bit operand only:

```
dd    label wrt ..imagebase    ; ok
dq    label wrt ..imagebase    ; bad
mov   eax,label wrt ..imagebase ; ok
mov   rax,label wrt ..imagebase ; bad
```

## 9.7.2 win64: Structured Exception Handling

Structured exception handling in Win64 is completely different compared to Win32. When an exception occurs, the program counter is noted, and a linker-generated table containing start and end addresses of all the functions (in a given executable module) is traversed and compared to the saved program counter. This is used to identify the corresponding `UNWIND_INFO` structure. If missing, then the offending subroutine is assumed to be "leaf" and this lookup procedure is instead attempted for its caller. In Win64, a leaf function is a function that does not call any other functions *nor* modifies any Win64 non-volatile registers, including the stack pointer. The latter ensures that it's possible to identify a leaf function's caller by simply pulling the value from the top of the stack.

While the majority of subroutines written in assembler are not calling any other functions, they may not qualify as "leaf" functions in the Win64 sense. The requirement for non-volatile registers to be unchanged leaves the developer with not more than 7 registers and no stack frame, which is not necessarily what they counted on. Customarily one would meet this requirement by saving non-volatile registers on stack and restoring them upon return. However, if (and only if) an exception is raised at run-time and no `UNWIND_INFO` structure is associated with such a "leaf" function, the stack unwind procedure will expect to find the caller's return address on the top of the stack immediately followed by its frame. Given that the developer pushed the caller's non-volatile registers onto the stack, the value on top will no longer point to the right place. The developer can attempt to copy the caller's return address to the top of stack, which would work in some very specific circumstances. But unless the developer can guarantee that these circumstances are always met, it's more appropriate to assume the worst, i.e. the stack unwind procedure goes berserk, abruptly terminating without any notification whatsoever (just like in the Win32 case).

Now that we understand significance of the `UNWIND_INFO` structure, let us discuss what is in it and how it is processed. First, it is checked for the presence of a reference to a custom language-specific exception handler. If there is one, then it is invoked. Depending on the return value, execution flow is resumed (exception is said to be "handled"), or the rest of the `UNWIND_INFO` structure is processed as follows. Aside from an optional reference to a custom handler, it carries information about the current callee's stack frame and where non-volatile registers are saved. The information is detailed enough to be able to reconstruct the contents of the caller's non-volatile registers on entry to the current callee. And so the caller's context is reconstructed, at which point the unwind procedure is repeated, using the `UNWIND_INFO` structure associated with the caller's instruction pointer. The procedure is repeated recursively until the exception is handled. As a last resort, the system "handles" it by generating a memory dump and terminating the application.

As of this writing, NASM unfortunately does not facilitate generation of above mentioned detailed information about stack frame layout. But as of version 2.03, it implements building blocks for generating structures involved in stack unwinding. Here is a simple example showing how to deploy a custom exception handler for a leaf function:

```
default rel
section .text
extern MessageBoxA
```

```

handler:
    sub    rsp,40
    mov    rcx,0
    lea   rdx,[text]
    lea   r8,[caption]
    mov   r9,1    ; MB_OKCANCEL
    call  MessageBoxA
    sub   eax,1   ; incidentally suits as return value
                    ; for exception handler
    add   rsp,40
    ret
global main
main:
    xor   rax,rax
    mov   rax,QWORD[rax] ; cause exception
    ret
main_end:
text: db    'OK to rethrow, CANCEL to generate core dump',0
caption:db  'SEGV',0

section .pdata rdata align=4
    dd    main wrt ..imagebase
    dd    main_end wrt ..imagebase
    dd    xmain wrt ..imagebase
section .xdata rdata align=8
xmain: db    9,0,0,0
    dd    handler wrt ..imagebase
section .directve info
    db    '/defaultlib:user32.lib /defaultlib:msvcrt.lib '

```

What you see is that the `.pdata` section contains a single-element table, containing function start and end addresses, along with references to associated `UNWIND_INFO` structures (only one in this case). The `.xdata` section contains the referenced `UNWIND_INFO` structure, describing a function with no frame, but with a designated exception handler. These references are *required* to be image-relative, which is the real reason for implementing the `wrt ..imagebase` operator). It should be noted that `rdata align=n`, as well as `wrt ..imagebase`, are actually optional in the context of these two segments (they apply even when omitted); *all* 32-bit references placed into these two segments will be image-relative. This is important to understand, as the developer is allowed to append handler-specific data to the `UNWIND_INFO` structure, and any 32-bit references that are added may require adjustment to obtain the real pointer.

As already mentioned, in Win64 terms, a leaf function is one that neither calls any other function *nor* modifies any non-volatile registers, including the stack pointer. But it is not uncommon for the programmer to intend to utilize every single register and sometimes even have a variable stack frame, requiring a more complicated `UNWIND_INFO` structure than in the example above. Is there anything one can do with these simpler building blocks, and avoid manually composing fully-fledged `UNWIND_INFO` structures, which would surely be considered error-prone? Yes, there is. Recall that an exception handler is called first, before the stack layout is analyzed. As it turns out, it is perfectly possible to manipulate current callee's context in a custom handler in a manner that permits further stack unwinding. The general idea is that handler would not actually "handle" the exception, but instead restore the callee's context (restore to state at entry point) and thus mimic a Win64 leaf function. In other words, the handler would effectively undertake part of the unwinding procedure. Consider the following example:

```

function:
    mov   rax,rsp    ; copy rsp to volatile register
    push r15        ; save non-volatile registers
    push rbx
    push rbp
    mov   r11,rsp   ; prepare variable stack frame
    sub  r11,rcx
    and  r11,-64
    mov  QWORD[r11],rax ; check for exceptions

```

```

        mov     rsp,r11          ; allocate stack frame
        mov     QWORD[rsp],rax  ; save original rsp value
magic_point:
        ...
        mov     r11,QWORD[rsp] ; pull original rsp value
        mov     rbp,QWORD[r11-24]
        mov     rbx,QWORD[r11-16]
        mov     r15,QWORD[r11-8]
        mov     rsp,r11        ; destroy frame
        ret

```

The key is that until `magic_point`, the original `rsp` value remains in the chosen volatile register, and no non-volatile register except for `rsp` is modified. After `magic_point`, `rsp` remains constant till the very end of the function. In this case a custom language-specific exception handler would look like this:

```

EXCEPTION_DISPOSITION handler (EXCEPTION_RECORD *rec,ULONG64 frame,
                               CONTEXT *context,DISPATCHER_CONTEXT *disp)
{
    ULONG64 *rsp;
    if (context->Rip<(ULONG64)magic_point)
        rsp = (ULONG64 *)context->Rax;
    else
    {
        rsp = ((ULONG64 **)context->Rsp)[0];
        context->Rbp = rsp[-3];
        context->Rbx = rsp[-2];
        context->R15 = rsp[-1];
    }
    context->Rsp = (ULONG64)rsp;

    memcpy (disp->ContextRecord,context,sizeof(CONTEXT));
    RtlVirtualUnwind(UNW_FLAG_NHANDLER,disp->ImageBase,
                    dips->ControlPc,disp->FunctionEntry,disp->ContextRecord,
                    &disp->HandlerData,&disp->EstablisherFrame,NULL);
    return ExceptionContinueSearch;
}

```

As this custom handler allows the example function to mimic a Win64 leaf function, the corresponding `UNWIND_INFO` structure does not need to contain any information about the stack frame and its layout.

## 9.8 coff: Common Object File Format

The `coff` output type produces `coff` object files suitable for linking with the DJGPP linker.

`coff` provides a default output file-name extension of `.o`.

The `coff` format supports the same extensions to the `SECTION` directive as `win32` does, except that the `align` qualifier and the `info` section type are not supported.

## 9.9 macho32 and macho64: Mach Object File Format

The `macho32` and `macho64` output formats produce Mach-O object files suitable for linking with the MacOS X linker. `macho` is a synonym for `macho32`.

`macho` provides a default output file-name extension of `.o`.

### 9.9.1 macho extensions to the SECTION Directive

The `macho` output format specifies section names in the format "*segment,section*". No spaces are allowed around the comma. The following flags can also be specified:

- `data` – this section contains initialized data items
- `code` – this section contains code exclusively
- `mixed` – this section contains both code and data

- `bss` – this section is uninitialized and filled with zero
- `zerofill` – same as `bss`
- `no_dead_strip` – inhibit dead code stripping for this section
- `live_support` – set the live support flag for this section
- `strip_static_syms` – strip static symbols for this section
- `debug` – this section contains debugging information
- `align=alignment` – specify section alignment

The default is `data`, unless the section name is `__text` or `__bss` in which case the default is `text` or `bss`, respectively.

For compatibility with other Unix platforms, the following standard names are also supported:

```
.text = __TEXT, __text text
.rodata = __DATA, __const data
.data = __DATA, __data data
.bss = __DATA, __bss bss
```

If the `.rodata` section contains no relocations, it is instead put into the `__TEXT, __const` section unless this section has already been specified explicitly. However, it is probably better to specify `__TEXT, __const` and `__DATA, __const` explicitly as appropriate.

### 9.9.2 Thread Local Storage in Mach-O: `macho` special symbols and `WRT`

Mach-O defines the following special symbols that can be used on the right-hand side of the `WRT` operator:

- `..tlvp` is used to specify access to thread-local storage.
- `..gotpcrel` is used to specify references to the Global Offset Table. The GOT is supported in the `macho64` format only.

### 9.9.3 `macho` specific directive `subsections_via_symbols`

The directive `subsections_via_symbols` sets the `MH_SUBSECTIONS_VIA_SYMBOLS` flag in the Mach-O header, that effectively separates a block (or a subsection) based on a symbol. It is often used for eliminating dead codes by a linker.

This directive takes no arguments.

This is a macro implemented as a `%pragma`. It can also be specified in its `%pragma` form, in which case it will not affect non-Mach-O builds of the same source code:

```
%pragma macho subsections_via_symbols
```

### 9.9.4 `macho` specific directive `no_dead_strip`

The directive `no_dead_strip` sets the Mach-O `SH_NO_DEAD_STRIP` section flag on the section containing a specific symbol. This directive takes a list of symbols as its arguments.

This is a macro implemented as a `%pragma`. It can also be specified in its `%pragma` form, in which case it will not affect non-Mach-O builds of the same source code:

```
%pragma macho no_dead_strip symbol...
```

### 9.9.5 `macho` specific extensions to the `GLOBAL` Directive: `private_extern`

The directive extension to `GLOBAL` marks the symbol with limited global scope. For example, you can specify the global symbol with this extension:

```
global foo:private_extern
foo:
    ; codes
```

Using with static linker will clear the private extern attribute. But linker option like `-keep_private_externs` can avoid it.

### 9.9.6 macho specific directive `build_version`

The directive `build_version` generates a `LC_BUILD_VERSION` load command in the Mach-O header, which allows specifying a target platform, minimum OS version and optionally SDK version. Newer Xcode linker versions warn if this is not present in object files.

This directive takes the target platform name and minimum OS version as arguments, in this form:

```
build_version macos,10,7
```

Platform names that make sense for x86 code are `macos`, `iossimulator`, `tvosimulator` and `watchosimulator`.

Optionally, a trailing version number and minimum SDK version can also be specified with this syntax:

```
build_version macos, 10, 14, 0 sdk_version 10, 14, 0
```

This is a macro implemented as a `%pragma`. It can also be specified in its `%pragma` form, in which case it will not affect non-Mach-O builds of the same source code:

```
%pragma macho build_version ...
```

This latter form is also useful on the command line when using the `--pragma` command-line switch:

```
nasm -f macho64 --pragma "macho build_version macos,10,9" ...
```

## 9.10 e1f32, e1f64, e1fx32: Executable and Linkable Format Object Files

The `e1f32`, `e1f64` and `e1fx32` output formats generate ELF32 and ELF64 (Executable and Linkable Format) object files, as used by Linux as well as Unix System V, including Solaris x86, UnixWare and SCO Unix. ELF provides a default output file-name extension of `.o`. `e1f` is a synonym for `e1f32`.

The `e1fx32` file format is an ELF32 file containing 64-bit x86 code, and is used for the x32 ABI, which runs the CPU in 64-bit mode while using 32-bit values for pointers to reduce memory footprint. Thus, code intended to be used with the x32 ABI should be assembled with `BITS 64`.

### 9.10.1 ELF specific directive `osabi`

The ELF header specifies the application binary interface for the target operating system (OSABI). This field can be set by using the `osabi` directive with the numeric value (0-255) of the target system. If this directive is not used, the default value will be "UNIX System V ABI" (0) which will work on most systems which support ELF.

### 9.10.2 ELF extensions to the `SECTION` Directive

Like the `obj` format, `e1f` allows you to specify additional information on the `SECTION` directive line, to control the type and properties of sections you declare. Section types and properties are generated automatically by NASM for the standard section names, but may still be overridden by these qualifiers.

The available qualifiers are:

- `alloc` defines the section to be one which is loaded into memory when the program is run. `noalloc` defines it to be one which is not, such as an informational or comment section.
- `exec` defines the section to be one which should have execute permission when the program is run. `noexec` defines it as one which should not.
- `write` defines the section to be one which should be writable when the program is run. `nowrite` defines it as one which should not.
- `progbits` defines the section to be one with explicit contents stored in the object file: an ordinary code or data section, for example.
- `nobits` defines the section to be one with no explicit contents given, such as a BSS section.
- `note` indicates that this section contains ELF notes. The content of ELF notes are specified using normal assembly instructions; it is up to the programmer to ensure these are valid ELF notes.
- `preinit_array` indicates that this section contains function addresses to be called before any other initialization has happened.
- `init_array` indicates that this section contains function addresses to be called during initialization.
- `fini_array` indicates that this section contains function pointers to be called during termination.
- `align=`, used with a trailing number as in `obj`, gives the alignment requirements of the section.
- `byte`, `word`, `dword`, `qword`, `tword`, `oword`, `yword`, or `zword` with an optional `*multiplier` specify the fundamental data item size for a section which contains either fixed-sized data structures or strings; it also sets a default alignment. This is generally used with the `strings` and `merge` attributes (see below.) For example `byte*4` defines a unit size of 4 bytes, with a default alignment of 1; `dword` also defines a unit size of 4 bytes, but with a default alignment of 4. The `align=` attribute, if specified, overrides this default alignment.
- `pointer` is equivalent to `dword` for `e1f32` or `e1fx32`, and `qword` for `e1f64`.
- `strings` indicate that this section contains exclusively null-terminated strings. By default these are assumed to be byte strings, but a size specifier can be used to override that.
- `merge` indicates that duplicate data elements in this section should be merged with data elements from other object files. Data elements can be either fixed-sized objects or null-terminated strings (with the `strings` attribute). A size specifier is required unless `strings` is specified, in which case the size defaults to `byte`.
- `tls` defines the section to be one which contains thread local variables.

The defaults assumed by NASM if you do not specify the above qualifiers are:

```

section .text          progbits    alloc    exec    nowrite  align=16
section .rodata       progbits    alloc    noexec  nowrite  align=4
section .lrodata      progbits    alloc    noexec  nowrite  align=4
section .data         progbits    alloc    noexec  write    align=4
section .ldata        progbits    alloc    noexec  write    align=4
section .bss          nobits      alloc    noexec  write    align=4
section .lbss         nobits      alloc    noexec  write    align=4
section .tdata        progbits    alloc    noexec  write    align=4    tls
section .tbss         nobits      alloc    noexec  write    align=4    tls
section .comment      progbits    noalloc  noexec  nowrite  align=1
section .preinit_array preinit_array alloc    noexec  nowrite  pointer
section .init_array   init_array  alloc    noexec  nowrite  pointer
section .fini_array   fini_array  alloc    noexec  nowrite  pointer

```

section .note	note	noalloc	noexec	nowrite	align=4
section other	progbits	alloc	noexec	nowrite	align=1

(Any section name other than those in the above table is treated by default like `other` in the above table. Please note that section names are case sensitive.)

### 9.10.3 Position-Independent Code: ELF Special Symbols and WRT

Since ELF does not support segment-base references, the `WRT` operator is not used for its normal purpose; therefore NASM's `e1f` output format makes use of `WRT` for a different purpose, namely the PIC-specific relocation types.

`e1f` defines five special symbols which you can use as the right-hand side of the `WRT` operator to obtain PIC relocation types. They are `..gotpc`, `..gotoff`, `..got`, `..plt` and `..sym`. Their functions are summarized here:

- Referring to the symbol marking the global offset table base using `wrt ..gotpc` will end up giving the distance from the beginning of the current section to the global offset table. (`_GLOBAL_OFFSET_TABLE_` is the standard symbol name used to refer to the GOT.) So you would then need to add `$$` to the result to get the real address of the GOT.
- Referring to a location in one of your own sections using `wrt ..gotoff` will give the distance from the beginning of the GOT to the specified location, so that adding on the address of the GOT would give the real address of the location you wanted.
- Referring to an external or global symbol using `wrt ..got` causes the linker to build an entry *in* the GOT containing the address of the symbol, and the reference gives the distance from the beginning of the GOT to the entry; so you can add on the address of the GOT, load from the resulting address, and end up with the address of the symbol.
- Referring to a procedure name using `wrt ..plt` causes the linker to build a procedure linkage table entry for the symbol, and the reference gives the address of the PLT entry. You can only use this in contexts which would generate a PC-relative relocation normally (i.e. as the destination for `CALL` or `JMP`), since ELF contains no relocation type to refer to PLT entries absolutely.
- Referring to a symbol name using `wrt ..sym` causes NASM to write an ordinary relocation, but instead of making the relocation relative to the start of the section and then adding on the offset to the symbol, it will write a relocation record aimed directly at the symbol in question. The distinction is a necessary one due to a peculiarity of the dynamic linker.

A fuller explanation of how to use these relocation types to write shared libraries entirely in NASM is given in section 11.2.

### 9.10.4 Thread Local Storage in ELF: `e1f` Special Symbols and WRT

- In ELF32 mode, referring to an external or global symbol using `wrt ..tlsie` causes the linker to build an entry *in* the GOT containing the offset of the symbol within the TLS block, so you can access the value of the symbol with code such as:

```
mov  eax,[tid wrt ..tlsie]
mov  [gs:eax],ebx
```

- In ELF64 or ELFx32 mode, referring to an external or global symbol using `wrt ..gottpoff` causes the linker to build an entry *in* the GOT containing the offset of the symbol within the TLS block, so you can access the value of the symbol with code such as:

```
mov  rax,[rel tid wrt ..gottpoff]
mov  rcx,[fs:rax]
```

### 9.10.5 `elf` Extensions to the `GLOBAL` Directive

ELF object files can contain more information about a global symbol than just its address: they can contain the size of the symbol and its type as well. These are not merely debugger conveniences, but are actually necessary when the program being written is a shared library. NASM therefore supports some extensions to the `GLOBAL` directive, allowing you to specify these features.

You can specify whether a global variable is a function or a data object by suffixing the name with a colon and the word `function` or `data`. (`object` is a synonym for `data`.) For example:

```
global hashlookup:function, hashtable:data
```

exports the global symbol `hashlookup` as a function and `hashtable` as a data object.

Optionally, you can control the ELF visibility of the symbol. Just add one of the visibility keywords: `default`, `internal`, `hidden`, or `protected`. The default is `default` of course. For example, to make `hashlookup` `hidden`:

```
global hashlookup:function hidden
```

Since version 2.15, it is possible to specify symbols binding. The keywords are: `weak` to generate weak symbol or `strong`. The default is `strong`.

You can also specify the size of the data associated with the symbol, as a numeric expression (which may involve labels, and even forward references) after the type specifier. Like this:

```
global hashtable:data (hashtable.end - hashtable)
```

```
hashtable:  
    db this,that,theother ; some data here  
.end:
```

This makes NASM automatically calculate the length of the table and place that information into the ELF symbol table.

Declaring the type and size of global symbols is necessary when writing shared library code. For more information, see section 11.2.4.

NASM supports the GNU indirect function symbol type using the keyword `gnu_ifunc`. This marks the symbol as `STT_GNU_IFUNC` and causes the dynamic loader to call the symbol as a resolver at runtime. For example:

```
global func_ifunc:function  
  
global func:gnu_ifunc  
func    equ func_ifunc
```

### 9.10.6 `elf` Extensions to the `EXTERN` Directive

Since version 2.15 it is possible to specify keyword `weak` to generate weak external reference. Example:

```
extern weak_ref:weak
```

### 9.10.7 `elf` Extensions to the `COMMON` Directive

ELF also allows you to specify alignment requirements on common variables. This is done by putting a number (which must be a power of two) after the name and size of the common variable, separated (as usual) by a colon. For example, an array of doublewords would benefit from 4-byte alignment:

```
common dwordarray 128:4
```

This declares the total size of the array to be 128 bytes, and requires that it be aligned on a 4-byte boundary.

### 9.10.8 16-bit code and ELF

Older versions of the ELF32 specification did not provide relocations for 8- and 16-bit values. It is now part of the formal specification, and any new enough linker should support them.

ELF has currently no support for segmented programming.

### 9.10.9 Debug formats and ELF

ELF provides debug information in STABS and DWARF formats. Line number information is generated for all executable sections, but please note that only the ".text" section is executable by default.

## 9.11 aout: Linux a.out Object Files

The aout format generates a.out object files, in the form used by early Linux systems (current Linux systems use ELF, see section 9.10.) These differ from other a.out object files in that the magic number in the first four bytes of the file is different; also, some implementations of a.out, for example NetBSD's, support position-independent code, which Linux's implementation does not.

a.out provides a default output file-name extension of .o.

a.out is a very simple object format. It supports no special directives, no special symbols, no use of SEG or WRT, and no extensions to any standard directives. It supports only the three standard section names .text, .data and .bss.

## 9.12 aoutb: NetBSD/FreeBSD/OpenBSD a.out Object Files

The aoutb format generates a.out object files, in the form used by the various free BSD Unix clones, NetBSD, FreeBSD and OpenBSD. For simple object files, this object format is exactly the same as aout except for the magic number in the first four bytes of the file. However, the aoutb format supports position-independent code in the same way as the elf format, so you can use it to write BSD shared libraries.

aoutb provides a default output file-name extension of .o.

aoutb supports no special directives, no special symbols, and only the three standard section names .text, .data and .bss. However, it also supports the same use of WRT as elf does, to provide position-independent code relocation types. See section 9.10.3 for full documentation of this feature.

aoutb also supports the same extensions to the GLOBAL directive as elf does: see section 9.10.5 for documentation of this.

## 9.13 as86: Minix/Linux as86 Object Files

The Minix/Linux 16-bit assembler as86 has its own non-standard object file format. Although its companion linker ld86 produces something close to ordinary a.out binaries as output, the object file format used to communicate between as86 and ld86 is not itself a.out.

NASM supports this format, just in case it is useful, as as86. as86 provides a default output file-name extension of .o.

as86 is a very simple object format (from the NASM user's point of view). It supports no special directives, no use of SEG or WRT, and no extensions to any standard directives. It supports only the three standard section names .text, .data and .bss. The only special symbol supported is ..start.

## 9.14 dbg: Debugging Format

The `dbg` format does not output an object file as such; instead, it outputs a text file which contains a complete list of all the transactions between the main body of NASM and the output-format back end module. It is primarily intended to aid people who want to write their own output drivers, so that they can get a clearer idea of the various requests the main program makes of the output driver, and in what order they happen.

For simple files, one can easily use the `dbg` format like this:

```
nasm -f dbg filename.asm
```

which will generate a diagnostic file called `filename.dbg`. However, this will not work well on files which were designed for a different object format, because each object format defines its own macros (usually user-level forms of directives), and those macros will not be defined in the `dbg` format. Therefore it can be useful to run NASM twice, in order to do the preprocessing with the native object format selected:

```
nasm -e -f elf32 -o elfprog.i elfprog.asm
nasm -a -f dbg elfprog.i
```

This preprocesses `elfprog.asm` into `elfprog.i`, keeping the `elf32` object format selected in order to make sure ELF special directives are converted into primitive form correctly. Then the preprocessed source is fed through the `dbg` format to generate the final diagnostic output.

This workaround will still typically not work for programs intended for `obj` format, because the `obj` `SEGMENT` and `GROUP` directives have side effects of defining the segment and group names as symbols; `dbg` will not do this, so the program will not assemble. You will have to work around that by defining the symbols yourself (using `EXTERN`, for example) if you really need to get a `dbg` trace of an `obj`-specific source file.

`dbg` accepts any section name and any directives at all, and logs them all to its output file.

`dbg` accepts and logs any `%pragma`, but the specific `%pragma`:

```
%pragma dbg maxdump <size>
```

where `<size>` is either a number or `unlimited`, can be used to control the maximum size for dumping the full contents of a `rawdata` output object.



# Chapter 10: Writing 16-bit Code (DOS, Windows 3/3.1)

---

This chapter attempts to cover some of the common issues encountered when writing 16-bit code to run under MS-DOS or Windows 3.x. It covers how to link programs to produce .EXE or .COM files, how to write .SYS device drivers, and how to interface assembly language code with 16-bit C compilers and with Borland Pascal.

## 10.1 Producing .EXE Files

Any large program written under DOS needs to be built as a .EXE file: only .EXE files have the necessary internal structure required to span more than one 64K segment. Windows programs, also, have to be built as .EXE files, since Windows does not support the .COM format.

In general, you generate .EXE files by using the `obj` output format to produce one or more `.obj` files, and then linking them together using a linker. However, NASM also supports the direct generation of simple DOS .EXE files using the `bin` output format (by using `DB` and `DW` to construct the .EXE file header), and a macro package is supplied to do this. Thanks to Yann Guidon for contributing the code for this.

NASM may also support .EXE natively as another output format in future releases.

### 10.1.1 Using the `obj` Format To Generate .EXE Files

This section describes the usual method of generating .EXE files by linking .OBJ files together.

Most 16-bit programming language packages come with a suitable linker; if you have none of these, there is a free linker called VAL, available in LZH archive format from [x2ftp.oulu.fi](http://x2ftp.oulu.fi). An LZH archiver can be found at [ftp.simtel.net](http://ftp.simtel.net). There is another 'free' linker (though this one doesn't come with sources) called FREELINK, available from [www.pcorner.com](http://www.pcorner.com). A third, `djlink`, written by DJ Delorie, is available at [www.delorie.com](http://www.delorie.com). A fourth linker, `ALINK`, written by Anthony A.J. Williams, is available at [alink.sourceforge.net](http://alink.sourceforge.net).

When linking several .OBJ files into a .EXE file, you should ensure that exactly one of them has a start point defined (using the `..start` special symbol defined by the `obj` format: see section 9.4.6). If no module defines a start point, the linker will not know what value to give the entry-point field in the output file header; if more than one defines a start point, the linker will not know *which* value to use.

An example of a NASM source file which can be assembled to a .OBJ file and linked on its own to a .EXE is given here. It demonstrates the basic principles of defining a stack, initialising the segment registers, and declaring a start point. This file is also provided in the `test` subdirectory of the NASM archives, under the name `objexe.asm`.

```
segment code

..start:
    mov     ax,data
    mov     ds,ax
    mov     ax,stack
    mov     ss,ax
    mov     sp,stacktop
```

This initial piece of code sets up `DS` to point to the data segment, and initializes `SS` and `SP` to point to the top of the provided stack. Notice that interrupts are implicitly disabled for one instruction after a move into `SS`, precisely for this situation, so that there's no chance of an interrupt occurring between the loads of `SS` and `SP` and not having a stack to execute on.

Note also that the special symbol `..start` is defined at the beginning of this code, which means that will be the entry point into the resulting executable file.

```
mov    dx,hello
mov    ah,9
int    0x21
```

The above is the main program: load `DS:DX` with a pointer to the greeting message (`hello` is implicitly relative to the segment `data`, which was loaded into `DS` in the setup code, so the full pointer is valid), and call the DOS print-string function.

```
mov    ax,0x4c00
int    0x21
```

This terminates the program using another DOS system call.

```
segment data
hello: db    'hello, world', 13, 10, '$'
```

The data segment contains the string we want to display.

```
segment stack stack
        resb 64
stacktop:
```

The above code declares a stack segment containing 64 bytes of uninitialized stack space, and points `stacktop` at the top of it. The directive `segment stack stack` defines a segment *called* `stack`, and also of *type* `STACK`. The latter is not necessary to the correct running of the program, but linkers are likely to issue warnings or errors if your program has no segment of type `STACK`.

The above file, when assembled into a `.OBJ` file, will link on its own to a valid `.EXE` file, which when run will print 'hello, world' and then exit.

### 10.1.2 Using the `bin` Format To Generate `.EXE` Files

The `.EXE` file format is simple enough that it's possible to build a `.EXE` file by writing a pure-binary program and sticking a 32-byte header on the front. This header is simple enough that it can be generated using `DB` and `DW` commands by NASM itself, so that you can use the `bin` output format to directly generate `.EXE` files.

Included in the NASM archives, in the `misc` subdirectory, is a file `exebin.mac` of macros. It defines three macros: `EXE_begin`, `EXE_stack` and `EXE_end`.

To produce a `.EXE` file using this method, you should start by using `%include` to load the `exebin.mac` macro package into your source file. You should then issue the `EXE_begin` macro call (which takes no arguments) to generate the file header data. Then write code as normal for the `bin` format – you can use all three standard sections `.text`, `.data` and `.bss`. At the end of the file you should call the `EXE_end` macro (again, no arguments), which defines some symbols to mark section sizes, and these symbols are referred to in the header code generated by `EXE_begin`.

In this model, the code you end up writing starts at `0x100`, just like a `.COM` file – in fact, if you strip off the 32-byte header from the resulting `.EXE` file, you will have a valid `.COM` program. All the segment bases are the same, so you are limited to a 64K program, again just like a `.COM` file. Note that an `ORG` directive is issued by the `EXE_begin` macro, so you should not explicitly issue one of your own.

You can't directly refer to your segment base value, unfortunately, since this would require a relocation in the header, and things would get a lot more complicated. So you should get your segment base by copying it out of `CS` instead.

On entry to your `.EXE` file, `SS:SP` are already set up to point to the top of a 2Kb stack. You can adjust the default stack size of 2Kb by calling the `EXE_stack` macro. For example, to change the stack size of your program to 64 bytes, you would call `EXE_stack 64`.

A sample program which generates a .EXE file in this way is given in the `test` subdirectory of the NASM archive, as `binexe.asm`.

## 10.2 Producing .COM Files

While large DOS programs must be written as .EXE files, small ones are often better written as .COM files. .COM files are pure binary, and therefore most easily produced using the `bin` output format.

### 10.2.1 Using the `bin` Format To Generate .COM Files

.COM files expect to be loaded at offset `100h` into their segment (though the segment may change). Execution then begins at `100h`, i.e. right at the start of the program. So to write a .COM program, you would create a source file looking like

```
org 100h

section .text

start:
    ; put your code here

section .data

    ; put data items here

section .bss

    ; put uninitialized data here
```

The `bin` format puts the `.text` section first in the file, so you can declare data or BSS items before beginning to write code if you want to and the code will still end up at the front of the file where it belongs.

The BSS (uninitialized data) section does not take up space in the .COM file itself: instead, addresses of BSS items are resolved to point at space beyond the end of the file, on the grounds that this will be free memory when the program is run. Therefore you should not rely on your BSS being initialized to all zeros when you run.

To assemble the above program, you should use a command line like

```
nasm myprog.asm -fbin -o myprog.com
```

The `bin` format would produce a file called `myprog` if no explicit output file name were specified, so you have to override it and give the desired file name.

### 10.2.2 Using the `obj` Format To Generate .COM Files

If you are writing a .COM program as more than one module, you may wish to assemble several .OBJ files and link them together into a .COM program. You can do this, provided you have a linker capable of outputting .COM files directly (TLINK does this), or alternatively a converter program such as EXE2BIN to transform the .EXE file output from the linker into a .COM file.

If you do this, you need to take care of several things:

- The first object file containing code should start its code segment with a line like `RESB 100h`. This is to ensure that the code begins at offset `100h` relative to the beginning of the code segment, so that the linker or converter program does not have to adjust address references within the file when generating the .COM file. Other assemblers use an `ORG` directive for this purpose, but `ORG` in NASM is a format-specific directive to the `bin` output format, and does not mean the same thing as it does in MASM-compatible assemblers.
- You don't need to define a stack segment.

- All your segments should be in the same group, so that every time your code or data references a symbol offset, all offsets are relative to the same segment base. This is because, when a .COM file is loaded, all the segment registers contain the same value.

### 10.3 Producing .SYS Files

MS-DOS device drivers – .SYS files – are pure binary files, similar to .COM files, except that they start at origin zero rather than 100h. Therefore, if you are writing a device driver using the `bin` format, you do not need the `ORG` directive, since the default origin for `bin` is zero. Similarly, if you are using `obj`, you do not need the `RESB 100h` at the start of your code segment.

.SYS files start with a header structure, containing pointers to the various routines inside the driver which do the work. This structure should be defined at the start of the code segment, even though it is not actually code.

For more information on the format of .SYS files, and the data which has to go in the header structure, a list of books is given in the Frequently Asked Questions list for the newsgroup `comp.os.msdos.programmer`.

### 10.4 Interfacing to 16-bit C Programs

This section covers the basics of writing assembly routines that call, or are called from, C programs. To do this, you would typically write an assembly module as a .OBJ file, and link it with your C modules to produce a mixed-language program.

#### 10.4.1 External Symbol Names

C compilers have the convention that the names of all global symbols (functions or data) they define are formed by prefixing an underscore to the name as it appears in the C program. So, for example, the function a C programmer thinks of as `printf` appears to an assembly language programmer as `_printf`. This means that in your assembly programs, you can define symbols without a leading underscore, and not have to worry about name clashes with C symbols.

If you find the underscores inconvenient, you can define macros to replace the `GLOBAL` and `EXTERN` directives as follows:

```
%macro cglobal 1

    global  _%1
    %define %1  _%1

%endmacro

%macro cextern 1

    extern  _%1
    %define %1  _%1

%endmacro
```

(These forms of the macros only take one argument at a time; a `%rep` construct could solve this.)

If you then declare an external like this:

```
cextern printf
```

then the macro will expand it as

```
extern _printf
%define printf _printf
```

Thereafter, you can reference `printf` as if it was a symbol, and the preprocessor will put the leading underscore on where necessary.

The `cgloba1` macro works similarly. You must use `cgloba1` before defining the symbol in question, but you would have had to do that anyway if you used `GLOBAL`.

Also see section 2.1.28.

## 10.4.2 Memory Models

NASM contains no mechanism to support the various C memory models directly; you have to keep track yourself of which one you are writing for. This means you have to keep track of the following things:

- In models using a single code segment (tiny, small and compact), functions are near. This means that function pointers, when stored in data segments or pushed on the stack as function arguments, are 16 bits long and contain only an offset field (the `CS` register never changes its value, and always gives the segment part of the full function address), and that functions are called using ordinary near `CALL` instructions and return using `RETN` (which, in NASM, is synonymous with `RET` anyway). This means both that you should write your own routines to return with `RETN`, and that you should call external C routines with near `CALL` instructions.
- In models using more than one code segment (medium, large and huge), functions are far. This means that function pointers are 32 bits long (consisting of a 16-bit offset followed by a 16-bit segment), and that functions are called using `CALL FAR` (or `CALL seg:offset`) and return using `RETF`. Again, you should therefore write your own routines to return with `RETF` and use `CALL FAR` to call external routines.
- In models using a single data segment (tiny, small and medium), data pointers are 16 bits long, containing only an offset field (the `DS` register doesn't change its value, and always gives the segment part of the full data item address).
- In models using more than one data segment (compact, large and huge), data pointers are 32 bits long, consisting of a 16-bit offset followed by a 16-bit segment. You should still be careful not to modify `DS` in your routines without restoring it afterwards, but `ES` is free for you to use to access the contents of 32-bit data pointers you are passed.
- The huge memory model allows single data items to exceed 64K in size. In all other memory models, you can access the whole of a data item just by doing arithmetic on the offset field of the pointer you are given, whether a segment field is present or not; in huge model, you have to be more careful of your pointer arithmetic.
- In most memory models, there is a *default* data segment, whose segment address is kept in `DS` throughout the program. This data segment is typically the same segment as the stack, kept in `SS`, so that functions' local variables (which are stored on the stack) and global data items can both be accessed easily without changing `DS`. Particularly large data items are typically stored in other segments. However, some memory models (though not the standard ones, usually) allow the assumption that `SS` and `DS` hold the same value to be removed. Be careful about functions' local variables in this latter case.

In models with a single code segment, the segment is called `_TEXT`, so your code segment must also go by this name in order to be linked into the same place as the main code segment. In models with a single data segment, or with a default data segment, it is called `_DATA`.

## 10.4.3 Function Definitions and Function Calls

The C calling convention in 16-bit programs is as follows. In the following description, the words *caller* and *callee* are used to denote the function doing the calling and the function which gets called.

- The caller pushes the function's parameters on the stack, one after another, in reverse order (right to left, so that the first argument specified to the function is pushed last).

- The caller then executes a `CALL` instruction to pass control to the callee. This `CALL` is either near or far depending on the memory model.
- The callee receives control, and typically (although this is not actually necessary, in functions which do not need to access their parameters) starts by saving the value of `SP` in `BP` so as to be able to use `BP` as a base pointer to find its parameters on the stack. However, the caller was probably doing this too, so part of the calling convention states that `BP` must be preserved by any C function. Hence the callee, if it is going to set up `BP` as a *frame pointer*, must push the previous value first.
- The callee may then access its parameters relative to `BP`. The word at `[BP]` holds the previous value of `BP` as it was pushed; the next word, at `[BP+2]`, holds the offset part of the return address, pushed implicitly by `CALL`. In a small-model (near) function, the parameters start after that, at `[BP+4]`; in a large-model (far) function, the segment part of the return address lives at `[BP+4]`, and the parameters begin at `[BP+6]`. The leftmost parameter of the function, since it was pushed last, is accessible at this offset from `BP`; the others follow, at successively greater offsets. Thus, in a function such as `printf` which takes a variable number of parameters, the pushing of the parameters in reverse order means that the function knows where to find its first parameter, which tells it the number and type of the remaining ones.
- The callee may also wish to decrease `SP` further, so as to allocate space on the stack for local variables, which will then be accessible at negative offsets from `BP`.
- The callee, if it wishes to return a value to the caller, should leave the value in `AL`, `AX` or `DX:AX` depending on the size of the value. Floating-point results are sometimes (depending on the compiler) returned in `ST0`.
- Once the callee has finished processing, it restores `SP` from `BP` if it had allocated local stack space, then pops the previous value of `BP`, and returns via `RET` or `RETF` depending on memory model.
- When the caller regains control from the callee, the function parameters are still on the stack, so it typically adds an immediate constant to `SP` to remove them (instead of executing a number of slow `POP` instructions). Thus, if a function is accidentally called with the wrong number of parameters due to a prototype mismatch, the stack will still be returned to a sensible state since the caller, which *knows* how many parameters it pushed, does the removing.

It is instructive to compare this calling convention with that for Pascal programs (described in section 10.5.1). Pascal has a simpler convention, since no functions have variable numbers of parameters. Therefore the callee knows how many parameters it should have been passed, and is able to deallocate them from the stack itself by passing an immediate argument to the `RET` or `RETF` instruction, so the caller does not have to do it. Also, the parameters are pushed in left-to-right order, not right-to-left, which means that a compiler can give better guarantees about sequence points without performance suffering.

Thus, you would define a function in C style in the following way. The following example is for small model:

```
global _myfunc
_myfunc:
    push    bp
    mov     bp,sp
    sub     sp,0x40          ; 64 bytes of local stack space
    mov     bx,[bp+4]       ; first parameter to function

    ; some more code

    mov     sp,bp          ; undo "sub sp,0x40" above
```

```

    pop    bp
    ret

```

For a large-model function, you would replace RET by RETF, and look for the first parameter at [BP+6] instead of [BP+4]. Of course, if one of the parameters is a pointer, then the offsets of *subsequent* parameters will change depending on the memory model as well: far pointers take up four bytes on the stack when passed as a parameter, whereas near pointers take up two.

At the other end of the process, to call a C function from your assembly code, you would do something like this:

```

extern _printf

    ; and then, further down...

    push   word [myint]           ; one of my integer variables
    push   word mystring         ; pointer into my data segment
    call   _printf
    add    sp,byte 4             ; 'byte' saves space

    ; then those data items...

segment _DATA

myint     dw    1234
mystring  db    'This number -> %d <- should be 1234',10,0

```

This piece of code is the small-model assembly equivalent of the C code

```

int myint = 1234;
printf("This number -> %d <- should be 1234\n", myint);

```

In large model, the function-call code might look more like this. In this example, it is assumed that DS already holds the segment base of the segment \_DATA. If not, you would have to initialize it first.

```

    push   word [myint]
    push   word seg mystring     ; Now push the segment, and...
    push   word mystring        ; ... offset of "mystring"
    call   far _printf
    add    sp,byte 6

```

The integer value still takes up one word on the stack, since large model does not affect the size of the int data type. The first argument (pushed last) to printf, however, is a data pointer, and therefore has to contain a segment and offset part. The segment should be stored second in memory, and therefore must be pushed first. (Of course, PUSH DS would have been a shorter instruction than PUSH WORD SEG mystring, if DS was set up as the above example assumed.) Then the actual call becomes a far call, since functions expect far calls in large model; and SP has to be increased by 6 rather than 4 afterwards to make up for the extra word of parameters.

#### 10.4.4 Accessing Data Items

To get at the contents of C variables, or to declare variables which C can access, you need only declare the names as GLOBAL or EXTERN. (Again, the names require leading underscores, as stated in section 10.4.1.) Thus, a C variable declared as int i can be accessed from assembler as

```

extern _i

    mov ax,[_i]

```

And to declare your own integer variable which C programs can access as extern int j, you do this (making sure you are assembling in the \_DATA segment, if necessary):

```

global _j

_j     dw    0

```

To access a C array, you need to know the size of the components of the array. For example, `int` variables are two bytes long, so if a C program declares an array as `int a[10]`, you can access `a[3]` by coding `mov ax, [_a+6]`. (The byte offset 6 is obtained by multiplying the desired array index, 3, by the size of the array element, 2.) The sizes of the C base types in 16-bit compilers are: 1 for `char`, 2 for `short` and `int`, 4 for `long` and `float`, and 8 for `double`.

To access a C data structure, you need to know the offset from the base of the structure to the field you are interested in. You can either do this by converting the C structure definition into a NASM structure definition (using `STRUC`), or by calculating the one offset and using just that.

To do either of these, you should read your C compiler's manual to find out how it organizes data structures. NASM gives no special alignment to structure members in its own `STRUC` macro, so you have to specify alignment yourself if the C compiler generates it. Typically, you might find that a structure like

```
struct {
    char c;
    int i;
} foo;
```

might be four bytes long rather than three, since the `int` field would be aligned to a two-byte boundary. However, this sort of feature tends to be a configurable option in the C compiler, either using command-line options or `#pragma` lines, so you have to find out how your own compiler does it.

#### 10.4.5 `c16.mac`: Helper Macros for the 16-bit C Interface

Included in the NASM archives, in the `misc` directory, is a file `c16.mac` of macros. It defines three macros: `proc`, `arg` and `endproc`. These are intended to be used for C-style procedure definitions, and they automate a lot of the work involved in keeping track of the calling convention.

(An alternative, TASM compatible form of `arg` is also now built into NASM's preprocessor. See section 5.11 for details.)

An example of an assembly function using the macro set is given here:

```
proc    _nearproc

%$i    arg
%$j    arg
      mov    ax, [bp + %$i]
      mov    bx, [bp + %$j]
      add    ax, [bx]

endproc
```

This defines `_nearproc` to be a procedure taking two arguments, the first (`i`) an integer and the second (`j`) a pointer to an integer. It returns `i + *j`.

Note that the `arg` macro has an `EQU` as the first line of its expansion, and since the label before the macro call gets prepended to the first line of the expanded macro, the `EQU` works, defining `%$i` to be an offset from `BP`. A context-local variable is used, local to the context pushed by the `proc` macro and popped by the `endproc` macro, so that the same argument name can be used in later procedures. Of course, you don't *have* to do that.

The macro set produces code for near functions (tiny, small and compact-model code) by default. You can have it generate far functions (medium, large and huge-model code) by means of coding `%define FARCODE`. This changes the kind of return instruction generated by `endproc`, and also changes the starting point for the argument offsets. The macro set contains no intrinsic dependency on whether data pointers are far or not.

`arg` can take an optional parameter, giving the size of the argument. If no size is given, 2 is assumed, since it is likely that many function parameters will be of type `int`.

The large-model equivalent of the above function would look like this:

```
%define FARCODE

proc    _farproc

%$i    arg
%$j    arg    4
        mov    ax, [bp + %$i]
        mov    bx, [bp + %$j]
        mov    es, [bp + %$j + 2]
        add    ax, [bx]

endproc
```

This makes use of the argument to the `arg` macro to define a parameter of size 4, because `j` is now a far pointer. When we load from `j`, we must load a segment and an offset.

## 10.5 Interfacing to Borland Pascal Programs

Interfacing to Borland Pascal programs is similar in concept to interfacing to 16-bit C programs. The differences are:

- The leading underscore required for interfacing to C programs is not required for Pascal.
- The memory model is always large: functions are far, data pointers are far, and no data item can be more than 64K long. (Actually, some functions are near, but only those functions that are local to a Pascal unit and never called from outside it. All assembly functions that Pascal calls, and all Pascal functions that assembly routines are able to call, are far.) However, all static data declared in a Pascal program goes into the default data segment, which is the one whose segment address will be in `DS` when control is passed to your assembly code. The only things that do not live in the default data segment are local variables (they live in the stack segment) and dynamically allocated variables. All data *pointers*, however, are far.
- The function calling convention is different – described below.
- Some data types, such as strings, are stored differently.
- There are restrictions on the segment names you are allowed to use – Borland Pascal will ignore code or data declared in a segment it doesn't like the name of. The restrictions are described below.

### 10.5.1 The Pascal Calling Convention

The 16-bit Pascal calling convention is as follows. In the following description, the words *caller* and *callee* are used to denote the function doing the calling and the function which gets called.

- The caller pushes the function's parameters on the stack, one after another, in normal order (left to right, so that the first argument specified to the function is pushed first).
- The caller then executes a far `CALL` instruction to pass control to the callee.
- The callee receives control, and typically (although this is not actually necessary, in functions which do not need to access their parameters) starts by saving the value of `SP` in `BP` so as to be able to use `BP` as a base pointer to find its parameters on the stack. However, the caller was probably doing this too, so part of the calling convention states that `BP` must be preserved by any function. Hence the callee, if it is going to set up `BP` as a frame pointer, must push the previous value first.

- The callee may then access its parameters relative to BP. The word at [BP] holds the previous value of BP as it was pushed. The next word, at [BP+2], holds the offset part of the return address, and the next one at [BP+4] the segment part. The parameters begin at [BP+6]. The rightmost parameter of the function, since it was pushed last, is accessible at this offset from BP; the others follow, at successively greater offsets.
- The callee may also wish to decrease SP further, so as to allocate space on the stack for local variables, which will then be accessible at negative offsets from BP.
- The callee, if it wishes to return a value to the caller, should leave the value in AL, AX or DX:AX depending on the size of the value. Floating-point results are returned in ST0. Results of type Real (Borland's own custom floating-point data type, not handled directly by the FPU) are returned in DX:BX:AX. To return a result of type String, the caller pushes a pointer to a temporary string before pushing the parameters, and the callee places the returned string value at that location. The pointer is not a parameter, and should not be removed from the stack by the RETF instruction.
- Once the callee has finished processing, it restores SP from BP if it had allocated local stack space, then pops the previous value of BP, and returns via RETF. It uses the form of RETF with an immediate parameter, giving the number of bytes taken up by the parameters on the stack. This causes the parameters to be removed from the stack as a side effect of the return instruction.
- When the caller regains control from the callee, the function parameters have already been removed from the stack, so it needs to do nothing further.

Thus, you would define a function in Pascal style, taking two Integer-type parameters, in the following way:

```
global myfunc

myfunc: push    bp
        mov     bp,sp
        sub     sp,0x40      ; 64 bytes of local stack space
        mov     bx,[bp+8]    ; first parameter to function
        mov     bx,[bp+6]    ; second parameter to function

        ; some more code

        mov     sp,bp        ; undo "sub sp,0x40" above
        pop     bp
        retf    4            ; total size of params is 4
```

At the other end of the process, to call a Pascal function from your assembly code, you would do something like this:

```
extern SomeFunc

        ; and then, further down...

        push   word seg mystring ; Now push the segment, and...
        push   word mystring     ; ... offset of "mystring"
        push   word [myint]      ; one of my variables
        call   far SomeFunc
```

This is equivalent to the Pascal code

```
procedure SomeFunc(String: PChar; Int: Integer);
  SomeFunc(@mystring, myint);
```

## 10.5.2 Borland Pascal Segment Name Restrictions

Since Borland Pascal's internal unit file format is completely different from OBJ, it only makes a very sketchy job of actually reading and understanding the various information contained in a

real OBJ file when it links that in. Therefore an object file intended to be linked to a Pascal program must obey a number of restrictions:

- Procedures and functions must be in a segment whose name is either CODE, CSEG, or something ending in \_TEXT.
- initialized data must be in a segment whose name is either CONST or something ending in \_DATA.
- Uninitialized data must be in a segment whose name is either DATA, DSEG, or something ending in \_BSS.
- Any other segments in the object file are completely ignored. GROUP directives and segment attributes are also ignored.

### 10.5.3 Using c16.mac With Pascal Programs

The c16.mac macro package, described in section 10.4.5, can also be used to simplify writing functions to be called from Pascal programs, if you code `%define PASCAL`. This definition ensures that functions are far (it implies FARCODE), and also causes procedure return instructions to be generated with an operand.

Defining PASCAL does not change the code which calculates the argument offsets; you must declare your function's arguments in reverse order. For example:

```
%define PASCAL

proc    _pascalproc

%$j    arg 4
%$i    arg
      mov    ax, [bp + %$i]
      mov    bx, [bp + %$j]
      mov    es, [bp + %$j + 2]
      add    ax, [bx]

endproc
```

This defines the same routine, conceptually, as the example in section 10.4.5: it defines a function taking two arguments, an integer and a pointer to an integer, which returns the sum of the integer and the contents of the pointer. The only difference between this code and the large-model C version is that PASCAL is defined instead of FARCODE, and that the arguments are declared in reverse order.



# Chapter 11: Writing 32-bit Code (Unix, Win32, DJGPP)

---

This chapter attempts to cover some of the common issues involved when writing 32-bit code, to run under Win32 or Unix, or to be linked with C code generated by a Unix-style C compiler such as DJGPP. It covers how to write assembly code to interface with 32-bit C routines, and how to write position-independent code for shared libraries.

Almost all 32-bit code, and in particular all code running under Win32, DJGPP or any of the PC Unix variants, runs in *flat* memory model. This means that the segment registers and paging have already been set up to give you the same 32-bit 4Gb address space no matter what segment you work relative to, and that you should ignore all segment registers completely. When writing flat-model application code, you never need to use a segment override or modify any segment register, and the code-section addresses you pass to `CALL` and `JMP` live in the same address space as the data-section addresses you access your variables by and the stack-section addresses you access local variables and procedure parameters by. Every address is 32 bits long and contains only an offset part.

## 11.1 Interfacing to 32-bit C Programs

A lot of the discussion in section 10.4, about interfacing to 16-bit C programs, still applies when working in 32 bits. The absence of memory models or segmentation worries simplifies things a lot.

### 11.1.1 External Symbol Names

Most 32-bit C compilers share the convention used by 16-bit compilers, that the names of all global symbols (functions or data) they define are formed by prefixing an underscore to the name as it appears in the C program. However, not all of them do: the ELF specification states that C symbols do *not* have a leading underscore on their assembly-language names.

The older Linux `a.out` C compiler, all Win32 compilers, DJGPP, and NetBSD and FreeBSD, all use the leading underscore; for these compilers, the macros `cextern` and `cglobal`, as given in section 10.4.1, will still work. For ELF, though, the leading underscore should not be used.

See also section 2.1.28.

### 11.1.2 Function Definitions and Function Calls

The C calling convention in 32-bit programs is as follows. In the following description, the words *caller* and *callee* are used to denote the function doing the calling and the function which gets called.

- The caller pushes the function's parameters on the stack, one after another, in reverse order (right to left, so that the first argument specified to the function is pushed last).
- The caller then executes a near `CALL` instruction to pass control to the callee.
- The callee receives control, and typically (although this is not actually necessary, in functions which do not need to access their parameters) starts by saving the value of `ESP` in `EBP` so as to be able to use `EBP` as a base pointer to find its parameters on the stack. However, the caller was probably doing this too, so part of the calling convention states that `EBP` must be preserved by any C function. Hence the callee, if it is going to set up `EBP` as a frame pointer, must push the previous value first.
- The callee may then access its parameters relative to `EBP`. The doubleword at `[EBP]` holds the previous value of `EBP` as it was pushed; the next doubleword, at `[EBP+4]`, holds the return

address, pushed implicitly by CALL. The parameters start after that, at [EBP+8]. The leftmost parameter of the function, since it was pushed last, is accessible at this offset from EBP; the others follow, at successively greater offsets. Thus, in a function such as printf which takes a variable number of parameters, the pushing of the parameters in reverse order means that the function knows where to find its first parameter, which tells it the number and type of the remaining ones.

- The callee may also wish to decrease ESP further, so as to allocate space on the stack for local variables, which will then be accessible at negative offsets from EBP.
- The callee, if it wishes to return a value to the caller, should leave the value in AL, AX or EAX depending on the size of the value. Floating-point results are typically returned in ST0.
- Once the callee has finished processing, it restores ESP from EBP if it had allocated local stack space, then pops the previous value of EBP, and returns via RET (equivalently, RETN).
- When the caller regains control from the callee, the function parameters are still on the stack, so it typically adds an immediate constant to ESP to remove them (instead of executing a number of slow POP instructions). Thus, if a function is accidentally called with the wrong number of parameters due to a prototype mismatch, the stack will still be returned to a sensible state since the caller, which *knows* how many parameters it pushed, does the removing.

There is an alternative calling convention used by Win32 programs for Windows API calls, and also for functions called by the Windows API such as window procedures: they follow what Microsoft calls the `__stdcall` convention. This is slightly closer to the Pascal convention, in that the callee clears the stack by passing a parameter to the RET instruction. However, the parameters are still pushed in right-to-left order.

Thus, you would define a function in C style in the following way:

```
global _myfunc
_myfunc:
    push    ebp
    mov     ebp,esp
    sub     esp,0x40      ; 64 bytes of local stack space
    mov     ebx,[ebp+8]   ; first parameter to function

    ; some more code

    leave          ; mov esp,ebp / pop ebp
    ret
```

At the other end of the process, to call a C function from your assembly code, you would do something like this:

```
extern _printf

    ; and then, further down...

    push    dword [myint] ; one of my integer variables
    push    dword mystring ; pointer into my data segment
    call    _printf
    add     esp,byte 8     ; 'byte' saves space

    ; then those data items...

segment _DATA

myint      dd    1234
mystring   db    'This number -> %d <- should be 1234',10,0
```

This piece of code is the assembly equivalent of the C code

```
int myint = 1234;
printf("This number -> %d <- should be 1234\n", myint);
```

### 11.1.3 Accessing Data Items

To get at the contents of C variables, or to declare variables which C can access, you need only declare the names as `GLOBAL` or `EXTERN`. (Again, the names require leading underscores, as stated in section 11.1.1.) Thus, a C variable declared as `int i` can be accessed from assembler as

```
extern _i
mov eax,[_i]
```

And to declare your own integer variable which C programs can access as `extern int j`, you do this (making sure you are assembling in the `_DATA` segment, if necessary):

```
global _j
_j      dd 0
```

To access a C array, you need to know the size of the components of the array. For example, `int` variables are four bytes long, so if a C program declares an array as `int a[10]`, you can access `a[3]` by coding `mov ax,[_a+12]`. (The byte offset 12 is obtained by multiplying the desired array index, 3, by the size of the array element, 4.) The sizes of the C base types in 32-bit compilers are: 1 for `char`, 2 for `short`, 4 for `int`, `long` and `float`, and 8 for `double`. Pointers, being 32-bit addresses, are also 4 bytes long.

To access a C data structure, you need to know the offset from the base of the structure to the field you are interested in. You can either do this by converting the C structure definition into a NASM structure definition (using `STRUC`), or by calculating the one offset and using just that.

To do either of these, you should read your C compiler's manual to find out how it organizes data structures. NASM gives no special alignment to structure members in its own `STRUC` macro, so you have to specify alignment yourself if the C compiler generates it. Typically, you might find that a structure like

```
struct {
    char c;
    int i;
} foo;
```

might be eight bytes long rather than five, since the `int` field would be aligned to a four-byte boundary. However, this sort of feature is sometimes a configurable option in the C compiler, either using command-line options or `#pragma` lines, so you have to find out how your own compiler does it.

### 11.1.4 `c32.mac`: Helper Macros for the 32-bit C Interface

Included in the NASM archives, in the `misc` directory, is a file `c32.mac` of macros. It defines three macros: `proc`, `arg` and `endproc`. These are intended to be used for C-style procedure definitions, and they automate a lot of the work involved in keeping track of the calling convention.

An example of an assembly function using the macro set is given here:

```
proc    _proc32

%$i    arg
%$j    arg
        mov     eax,[ebp + %$i]
        mov     ebx,[ebp + %$j]
        add     eax,[ebx]

endproc
```

This defines `_proc32` to be a procedure taking two arguments, the first (`i`) an integer and the second (`j`) a pointer to an integer. It returns `i + *j`.

Note that the `arg` macro has an `EQU` as the first line of its expansion, and since the label before the macro call gets prepended to the first line of the expanded macro, the `EQU` works, defining `%%i` to be an offset from `BP`. A context-local variable is used, local to the context pushed by the `proc` macro and popped by the `endproc` macro, so that the same argument name can be used in later procedures. Of course, you don't *have* to do that.

`arg` can take an optional parameter, giving the size of the argument. If no size is given, 4 is assumed, since it is likely that many function parameters will be of type `int` or pointers.

## 11.2 Writing NetBSD/FreeBSD/OpenBSD and Linux/ELF Shared Libraries

ELF replaced the older `a.out` object file format under Linux because it contains support for position-independent code (PIC), which makes writing shared libraries much easier. NASM supports the ELF position-independent code features, so you can write Linux ELF shared libraries in NASM.

NetBSD, and its close cousins FreeBSD and OpenBSD, take a different approach by hacking PIC support into the `a.out` format. NASM supports this as the `aoutb` output format, so you can write BSD shared libraries in NASM too.

The operating system loads a PIC shared library by memory-mapping the library file at an arbitrarily chosen point in the address space of the running process. The contents of the library's code section must therefore not depend on where it is loaded in memory.

Therefore, you cannot get at your variables by writing code like this:

```
mov    eax, [myvar]          ; WRONG
```

Instead, the linker provides an area of memory called the *global offset table*, or GOT; the GOT is situated at a constant distance from your library's code, so if you can find out where your library is loaded (which is typically done using a `CALL` and `POP` combination), you can obtain the address of the GOT, and you can then load the addresses of your variables out of linker-generated entries in the GOT.

The *data* section of a PIC shared library does not have these restrictions: since the data section is writable, it has to be copied into memory anyway rather than just paged in from the library file, so as long as it's being copied it can be relocated too. So you can put ordinary types of relocation in the data section without too much worry (but see section 11.2.4 for a caveat).

### 11.2.1 Obtaining the Address of the GOT

Each code module in your shared library should define the GOT as an external symbol:

```
extern _GLOBAL_OFFSET_TABLE_ ; in ELF
extern __GLOBAL_OFFSET_TABLE_ ; in BSD a.out
```

At the beginning of any function in your shared library which plans to access your data or BSS sections, you must first calculate the address of the GOT. This is typically done by writing the function in this form:

```
func:  push    ebp
       mov     ebp, esp
       push   ebx
       call   .get_GOT
.get_GOT:
       pop     ebx
       add     ebx, _GLOBAL_OFFSET_TABLE_+$$-.get_GOT wrt .gotpc

       ; the function body comes here

       mov     ebx, [ebp-4]
       mov     esp, ebp
```

```

    pop    ebp
    ret

```

(For BSD, again, the symbol `_GLOBAL_OFFSET_TABLE` requires a second leading underscore.)

The first two lines of this function are simply the standard C prologue to set up a stack frame, and the last three lines are standard C function epilogue. The third line, and the fourth to last line, save and restore the EBX register, because PIC shared libraries use this register to store the address of the GOT.

The interesting bit is the `CALL` instruction and the following two lines. The `CALL` and `POP` combination obtains the address of the label `.get_got`, without having to know in advance where the program was loaded (since the `CALL` instruction is encoded relative to the current position). The `ADD` instruction makes use of one of the special PIC relocation types: GOTPC relocation. With the `WRT ..gotpc` qualifier specified, the symbol referenced (here `_GLOBAL_OFFSET_TABLE_`, the special symbol assigned to the GOT) is given as an offset from the beginning of the section. (Actually, ELF encodes it as the offset from the operand field of the `ADD` instruction, but NASM simplifies this deliberately, so you do things the same way for both ELF and BSD.) So the instruction then *adds* the beginning of the section, to get the real address of the GOT, and subtracts the value of `.get_got` which it knows is in EBX. Therefore, by the time that instruction has finished, EBX contains the address of the GOT.

If you didn't follow that, don't worry: it's never necessary to obtain the address of the GOT by any other means, so you can put those three instructions into a macro and safely ignore them:

```

%macro get_GOT 0

    call    %%getgot
    %%getgot:
    pop     ebx
    add     ebx, _GLOBAL_OFFSET_TABLE_+$$-%%getgot wrt ..gotpc

%endmacro

```

## 11.2.2 Finding Your Local Data Items

Having got the GOT, you can then use it to obtain the addresses of your data items. Most variables will reside in the sections you have declared; they can be accessed using the `..gotoff` special `WRT` type. The way this works is like this:

```

    lea    eax, [ebx+myvar wrt ..gotoff]

```

The expression `myvar wrt ..gotoff` is calculated, when the shared library is linked, to be the offset to the local variable `myvar` from the beginning of the GOT. Therefore, adding it to EBX as above will place the real address of `myvar` in EAX.

If you declare variables as `GLOBAL` without specifying a size for them, they are shared between code modules in the library, but do not get exported from the library to the program that loaded it. They will still be in your ordinary data and BSS sections, so you can access them in the same way as local variables, using the above `..gotoff` mechanism.

Note that due to a peculiarity of the way BSD `a.out` format handles this relocation type, there must be at least one non-local symbol in the same section as the address you're trying to access.

## 11.2.3 Finding External and Common Data Items

If your library needs to get at an external variable (external to the *library*, not just to one of the modules within it), you must use the `..got` type to get at it. The `..got` type, instead of giving you the offset from the GOT base to the variable, gives you the offset from the GOT base to a GOT *entry* containing the address of the variable. The linker will set up this GOT entry when it builds the library, and the dynamic linker will place the correct address in it at load time. So to obtain the address of an external variable `extvar` in EAX, you would code

```
mov    eax,[ebx+extvar wrt ..got]
```

This loads the address of `extvar` out of an entry in the GOT. The linker, when it builds the shared library, collects together every relocation of type `..got`, and builds the GOT so as to ensure it has every necessary entry present.

Common variables must also be accessed in this way.

### 11.2.4 Exporting Symbols to the Library User

If you want to export symbols to the user of the library, you have to declare whether they are functions or data, and if they are data, you have to give the size of the data item. This is because the dynamic linker has to build *procedure linkage table* entries for any exported functions, and also moves exported data items away from the library's data section in which they were declared.

So to export a function to users of the library, you must use

```
global func:function          ; declare it as a function

func:  push    ebp
      ; etc.
```

And to export a data item such as an array, you would have to code

```
global array:data array.end-array ; give the size too

array:  resd   128
.end:
```

Be careful: If you export a variable to the library user, by declaring it as `GLOBAL` and supplying a size, the variable will end up living in the data section of the main program, rather than in your library's data section, where you declared it. So you will have to access your own global variable with the `..got` mechanism rather than `..gotoff`, as if it were external (which, effectively, it has become).

Equally, if you need to store the address of an exported global in one of your data sections, you can't do it by means of the standard sort of code:

```
dataptr:      dd    global_data_item ; WRONG
```

NASM will interpret this code as an ordinary relocation, in which `global_data_item` is merely an offset from the beginning of the `.data` section (or whatever); so this reference will end up pointing at your data section instead of at the exported global which resides elsewhere.

Instead of the above code, then, you must write

```
dataptr:      dd    global_data_item wrt ..sym
```

which makes use of the special `WRT` type `..sym` to instruct NASM to search the symbol table for a particular symbol at that address, rather than just relocating by section base.

Either method will work for functions: referring to one of your functions by means of

```
funcptr:      dd    my_function
```

will give the user the address of the code you wrote, whereas

```
funcptr:      dd    my_function wrt ..sym
```

will give the address of the procedure linkage table for the function, which is where the calling program will *believe* the function lives. Either address is a valid way to call the function.

### 11.2.5 Calling Procedures Outside the Library

Calling procedures outside your shared library has to be done by means of a *procedure linkage table*, or PLT. The PLT is placed at a known offset from where the library is loaded, so the library

code can make calls to the PLT in a position-independent way. Within the PLT there is code to jump to offsets contained in the GOT, so function calls to other shared libraries or to routines in the main program can be transparently passed off to their real destinations.

To call an external routine, you must use another special PIC relocation type, `WRT ..plt`. This is much easier than the GOT-based ones: you simply replace calls such as `CALL printf` with the PLT-relative version `CALL printf WRT ..plt`.

### 11.2.6 Generating the Library File

Having written some code modules and assembled them to `.o` files, you then generate your shared library with a command such as

```
ld -shared -o library.so module1.o module2.o      # for ELF
ld -Bshareable -o library.so module1.o module2.o  # for BSD
```

For ELF, if your shared library is going to reside in system directories such as `/usr/lib` or `/lib`, it is usually worth using the `-soname` flag to the linker, to store the final library file name, with a version number, into the library:

```
ld -shared -soname library.so.1 -o library.so.1.2 *.o
```

You would then copy `library.so.1.2` into the library directory, and create `library.so.1` as a symbolic link to it.



## Chapter 12: Mixing 16- and 32-bit Code

---

This chapter tries to cover some of the issues, largely related to unusual forms of addressing and jump instructions, encountered when writing operating system code such as protected-mode initialization routines, which require code that operates in mixed segment sizes, such as code in a 16-bit segment trying to modify data in a 32-bit one, or jumps between different-size segments.

### 12.1 Mixed-Size Jumps

The most common form of mixed-size instruction is the one used when writing a 32-bit OS: having done your setup in 16-bit mode, such as loading the kernel, you then have to boot it by switching into protected mode and jumping to the 32-bit kernel start address. In a fully 32-bit OS, this tends to be the *only* mixed-size instruction you need, since everything before it can be done in pure 16-bit code, and everything after it can be pure 32-bit.

This jump must specify a 48-bit far address, since the target segment is a 32-bit one. However, it must be assembled in a 16-bit segment, so just coding, for example,

```
jmp     0x1234:0x56789ABC      ; wrong!
```

will not work, since the offset part of the address will be truncated to `0x9ABC` and the jump will be an ordinary 16-bit far one.

The Linux kernel setup code gets round the inability of `as86` to generate the required instruction by coding it manually, using `DB` instructions. NASM can go one better than that, by actually generating the right instruction itself. Here's how to do it right:

```
jmp     dword 0x1234:0x56789ABC ; right
```

The `DWORD` prefix (strictly speaking, it should come *after* the colon, since it is declaring the *offset* field to be a doubleword; but NASM will accept either form, since both are unambiguous) forces the offset part to be treated as far, in the assumption that you are deliberately writing a jump from a 16-bit segment to a 32-bit one.

You can do the reverse operation, jumping from a 32-bit segment to a 16-bit one, by means of the `WORD` prefix:

```
jmp     word 0x8765:0x4321     ; 32 to 16 bit
```

If the `WORD` prefix is specified in 16-bit mode, or the `DWORD` prefix in 32-bit mode, they will be ignored, since each is explicitly forcing NASM into a mode it was in anyway.

### 12.2 Addressing Between Different-Size Segments

If your OS is mixed 16 and 32-bit, or if you are writing a DOS extender, you are likely to have to deal with some 16-bit segments and some 32-bit ones. At some point, you will probably end up writing code in a 16-bit segment which has to access data in a 32-bit segment, or vice versa.

If the data you are trying to access in a 32-bit segment lies within the first 64K of the segment, you may be able to get away with using an ordinary 16-bit addressing operation for the purpose; but sooner or later, you will want to do 32-bit addressing from 16-bit mode.

The easiest way to do this is to make sure you use a register for the address, since any effective address containing a 32-bit register is forced to be a 32-bit address. So you can do

```
mov     eax,offset_into_32_bit_segment_specified_by_fs
mov     dword [fs:eax],0x11223344
```

This is fine, but slightly cumbersome (since it wastes an instruction and a register) if you already know the precise offset you are aiming at. The x86 architecture does allow 32-bit effective

addresses to specify nothing but a 4-byte offset, so why shouldn't NASM be able to generate the best instruction for the purpose?

It can. As in section 12.1, you need only prefix the address with the `DWORD` keyword, and it will be forced to be a 32-bit address:

```
mov     dword [fs:dword my_offset],0x11223344
```

Also as in section 12.1, NASM is not fussy about whether the `DWORD` prefix comes before or after the segment override, so arguably a nicer-looking way to code the above instruction is

```
mov     dword [dword fs:my_offset],0x11223344
```

Don't confuse the `DWORD` prefix *outside* the square brackets, which controls the size of the data stored at the address, with the one *inside* the square brackets which controls the length of the address itself. The two can quite easily be different:

```
mov     word [dword 0x12345678],0x9ABC
```

This moves 16 bits of data to an address specified by a 32-bit offset.

You can also specify `WORD` or `DWORD` prefixes along with the `FAR` prefix to indirect far jumps or calls. For example:

```
call    dword far [fs:word 0x4321]
```

This instruction contains an address specified by a 16-bit offset; it loads a 48-bit far pointer from that (16-bit segment and 32-bit offset), and calls that address.

## 12.3 Other Mixed-Size Instructions

The other way you might want to access data might be using the string instructions (`LODSB`, `STOSX` and so on) or the `XLATB` instruction. These instructions, since they take no parameters, might seem to have no easy way to make them perform 32-bit addressing when assembled in a 16-bit segment.

This is the purpose of NASM's `a16`, `a32` and `a64` prefixes. If you are coding `LODSB` in a 16-bit segment but it is supposed to be accessing a string in a 32-bit segment, you should load the desired address into `ESI` and then code

```
a32     lodsb
```

The prefix forces the addressing size to 32 bits, meaning that `LODSB` loads from `[DS:ESI]` instead of `[DS:SI]`. To access a string in a 16-bit segment when coding in a 32-bit one, the corresponding `a16` prefix can be used.

The `a16`, `a32` and `a64` prefixes can be applied to any instruction in NASM's instruction table, but most of them can generate all the useful forms without them. The prefixes are necessary only for instructions with implicit addressing: `CMPSX`, `SCASX`, `LODSX`, `STOSX`, `MOVSB`, `INSX`, `OUTSX`, and `XLATB`. Also, the various push and pop instructions (`PUSHA` and `POPF` as well as the more usual `PUSH` and `POP`) can accept `a16`, `a32` or `a64` prefixes to force a particular one of `SP`, `ESP` or `RSP` to be used as a stack pointer, in case the stack segment in use is a different size from the code segment.

`PUSH` and `POP`, when applied to segment registers in 32-bit mode, also have the slightly odd behaviour that they push and pop 4 bytes at a time, of which the top two are ignored and the bottom two give the value of the segment register being manipulated. To force the 16-bit behaviour of segment-register push and pop instructions, you can use the operand-size prefix `o16`:

```
o16 push    ss
o16 push    ds
```

This code saves a doubleword of stack space by fitting two segment registers into the space which would normally be consumed by pushing one.

(You can also use the `o32` prefix to force the 32-bit behaviour when in 16-bit mode, but this seems less useful.)



# Chapter 13: Writing 64-bit Code (Unix, Win64)

---

This chapter attempts to cover some of the common issues involved when writing 64-bit code, to run under Win64 or Unix. It covers how to write assembly code to interface with 64-bit C routines, and how to write position-independent code for shared libraries.

All 64-bit code uses a flat memory model, since segmentation is not available in 64-bit mode. The one exception is the FS and GS registers, which still add their bases.

Position independence in 64-bit mode is significantly simpler, since the processor supports RIP-relative addressing directly; see the REL keyword (section 3.3). On most 64-bit platforms, it is probably desirable to make that the default, using the directive `DEFAULT REL` (section 8.2).

`DEFAULT REL` is likely to become the default in a future version of NASM.

64-bit programming is relatively similar to 32-bit programming, but of course pointers are 64 bits long; additionally, all existing platforms pass arguments in registers rather than on the stack. Furthermore, 64-bit platforms use SSE2 by default for floating point. Please see the ABI documentation for your platform.

64-bit platforms differ in the sizes of the C/C++ fundamental datatypes, not just from 32-bit platforms but from each other. If a specific size data type is desired, it is probably best to use the types defined in the standard C header `<inttypes.h>`.

All known 64-bit platforms except some embedded platforms require that the stack is 16-byte aligned at the entry to a function. Specifically, the stack pointer (RSP) needs to be 16-byte aligned just before the `CALL` instruction.

In 64-bit mode, the default instruction size is still 32 bits. When loading a value into a 32-bit register (but not an 8- or 16-bit register), the upper 32 bits of the corresponding 64-bit register are set to zero.

## 13.1 Register Names in 64-bit Mode

NASM uses the following names for general-purpose registers in 64-bit mode, for 8-, 16-, 32- and 64-bit references, respectively:

```
AL/AH, CL/CH, DL/DH, BL/BH, SPL, BPL, SIL, DIL, R8B-R15B
AX, CX, DX, BX, SP, BP, SI, DI, R8W-R15W
EAX, ECX, EDX, EBX, ESP, EBP, ESI, EDI, R8D-R15D
RAX, RCX, RDX, RBX, RSP, RBP, RSI, RDI, R8-R15
```

This is consistent with the AMD documentation and most other assemblers. The Intel documentation, however, uses the names `R8L-R15L` for 8-bit references to the higher registers. It is possible to use those names by defining them as macros; similarly, if one wants to use numeric names for the low 8 registers, define them as macros. The standard macro package `altreg` (see section 7.1) can be used for this purpose.

## 13.2 immediates and Displacements in 64-bit Mode

In 64-bit mode, immediates and displacements are generally only 32 bits wide. NASM will therefore truncate most displacements and immediates to 32 bits.

### 13.2.1 Immediate 64-bit Operands

The only instruction which takes a full 64-bit immediate is:

```
MOV reg64,imm64
```

NASM will produce this instruction whenever the programmer uses `MOV` with an immediate into a 64-bit register. If this is not desirable, simply specify the equivalent 32-bit register, which will be automatically zero-extended by the processor, or specify the immediate as `DWORD`:

```
mov rax,foo           ; 64-bit immediate
mov rax,qword foo    ; (identical)
mov eax,foo          ; 32-bit immediate, zero-extended
mov rax,dword foo    ; 32-bit immediate, sign-extended
```

The length of these instructions are 10, 5 and 7 bytes, respectively.

If optimization is enabled and NASM can determine at assembly time that a shorter instruction will suffice, the shorter instruction will be emitted unless of course `STRICT QWORD` or `STRICT DWORD` is specified (see section 3.7):

```
mov rax,1             ; Assembles as "mov eax,1" (5 bytes)
mov rax,strict qword 1 ; Full 10-byte instruction
mov rax,strict dword 1 ; 7-byte instruction
mov rax,symbol        ; 10 bytes, not known at assembly time
lea rax,[rel symbol]  ; 7 bytes, usually preferred by the ABI
```

Note that `lea rax,[rel symbol]` is position-independent, whereas `mov rax,symbol` is not. Most ABIs prefer or even require position-independent code in 64-bit mode. However, the `MOV` instruction is able to reference a symbol anywhere in the 64-bit address space, whereas `LEA` is only able to access a symbol within within 2 GB of the instruction itself (see below).

### 13.2.2 64-bit Displacements

The only instructions which take a full 64-bit *displacement* is loading or storing, using `MOV`, `AL`, `AX`, `EAX` or `RAX` (but no other registers) to an absolute 64-bit address. Since this is a relatively rarely used instruction (64-bit code generally uses relative addressing), the programmer has to explicitly declare the displacement size as `ABS QWORD`:

```
default abs

mov eax,[foo]         ; 32-bit absolute disp, sign-extended
mov eax,[a32 foo]    ; 32-bit absolute disp, zero-extended
mov eax,[qword foo]  ; 64-bit absolute disp

default rel

mov eax,[foo]         ; 32-bit relative disp
mov eax,[a32 foo]    ; d:o, address truncated to 32 bits(!)
mov eax,[qword foo]  ; error
mov eax,[abs qword foo] ; 64-bit absolute disp
```

A sign-extended absolute displacement can access from  $-2$  GB to  $+2$  GB; a zero-extended absolute displacement can access from 0 to 4 GB.

## 13.3 Interfacing to 64-bit C Programs (Unix)

On Unix, the 64-bit ABI as well as the x32 ABI (32-bit ABI with the CPU in 64-bit mode) is defined by the documents at:

<https://www.nasm.us/abi/unix64>

Although written for AT&T-syntax assembly, the concepts apply equally well for NASM-style assembly. What follows is a simplified summary.

The first six integer arguments (from the left) are passed in `RDI`, `RSI`, `RDX`, `RCX`, `R8`, and `R9`, in that order. Additional integer arguments are passed on the stack. These registers, plus `RAX`, `R10` and `R11` are destroyed by function calls, and thus are available for use by the function without saving.

Integer return values are passed in `RAX` and `RDX`, in that order.

Floating point is done using SSE registers, except for `long double`, which is 80 bits (`TWORD`) on most platforms (Android is one exception; there `long double` is 64 bits and treated the same as `double`.) Floating-point arguments are passed in `XMM0` to `XMM7`; return is `XMM0` and `XMM1`. `long double` are passed on the stack, and returned in `ST0` and `ST1`.

All SSE and x87 registers are destroyed by function calls.

On 64-bit Unix, `long` is 64 bits.

Integer and SSE register arguments are counted separately, so for the case of

```
void foo(long a, double b, int c)
```

`a` is passed in `RDI`, `b` in `XMM0`, and `c` in `ESI`.

## 13.4 Interfacing to 64-bit C Programs (Win64)

The Win64 ABI is described by the document at:

<https://www.nasm.us/abi/win64>

What follows is a simplified summary.

The first four integer arguments are passed in `RCX`, `RDX`, `R8` and `R9`, in that order. Additional integer arguments are passed on the stack. These registers, plus `RAX`, `R10` and `R11` are destroyed by function calls, and thus are available for use by the function without saving.

Integer return values are passed in `RAX` only.

Floating point is done using SSE registers, except for `long double`. Floating-point arguments are passed in `XMM0` to `XMM3`; return is `XMM0` only.

On Win64, `long` is 32 bits; `long long` or `_int64` is 64 bits.

Integer and SSE register arguments are counted together, so for the case of

```
void foo(long long a, double b, int c)
```

`a` is passed in `RCX`, `b` in `XMM1`, and `c` in `R8D`.

There is a requirement for functions to allocate a "shadow space" for callees, prior to calling them, that is owned by the callee. This is for the callee to (optionally) store the arguments that are passed in via registers (e.g. for debugging purposes), or in fact any other desired values. This 32-byte shadow space must be allocated just before the stack space used for non-register arguments (5th and beyond, if any).

Before a function call, 16-byte stack alignment is required.

Regarding shadow space and stack alignment, an exception is made for leaf functions, which in Win64 terms means no modification to `RSP` at all (not just having no function calls).



# Chapter 14: Troubleshooting

---

This chapter describes some of the common problems that users have been known to encounter with NASM, and answers them. If you think you have found a bug in NASM, please see section E.2.

## 14.1 Common Problems

### 14.1.1 NASM Generates Inefficient Code

We sometimes get ‘bug’ reports about NASM generating inefficient, or even ‘wrong’, code on instructions such as `ADD ESP, 8`. This is a deliberate design feature, connected to predictability of output: NASM, on seeing `ADD ESP, 8`, will generate the form of the instruction which leaves room for a 32-bit offset. You need to code `ADD ESP, BYTE 8` if you want the space-efficient form of the instruction. This isn’t a bug, it’s user error: if you prefer to have NASM produce the more efficient code automatically enable optimization with the `-o` option (see section 2.1.24).

### 14.1.2 My Jumps are Out of Range

Similarly, people complain that when they issue conditional jumps (which are `SHORT` by default) that try to jump too far, NASM reports ‘short jump out of range’ instead of making the jumps longer.

This, again, is partly a predictability issue, but in fact has a more practical reason as well. NASM has no means of being told what type of processor the code it is generating will be run on; so it cannot decide for itself that it should generate `Jcc NEAR` type instructions, because it doesn’t know that it’s working for a 386 or above. Alternatively, it could replace the out-of-range short `JNE` instruction with a very short `JE` instruction that jumps over a `JMP NEAR`; this is a sensible solution for processors below a 386, but hardly efficient on processors which have good branch prediction *and* could have used `JNE NEAR` instead. So, once again, it’s up to the user, not the assembler, to decide what instructions should be generated. See section 2.1.24.

### 14.1.3 ORG Doesn’t Work

People writing boot sector programs in the `bin` format often complain that `ORG` doesn’t work the way they’d like: in order to place the `0xAA55` signature word at the end of a 512-byte boot sector, people who are used to MASM tend to code

```
ORG 0
; some boot sector code

ORG 510
DW 0xAA55
```

This is not the intended use of the `ORG` directive in NASM, and will not work. The correct way to solve this problem in NASM is to use the `TIMES` directive, like this:

```
ORG 0
; some boot sector code

TIMES 510-($-$$) DB 0
DW 0xAA55
```

The `TIMES` directive will insert exactly enough zero bytes into the output to move the assembly point up to 510. This method also has the advantage that if you accidentally fill your boot sector too full, NASM will catch the problem at assembly time and report it, so you won’t end up with a boot sector that you have to disassemble to find out what’s wrong with it.

#### 14.1.4 TIMES Doesn't Work

The other common problem with the above code is people who write the `TIMES` line as

```
TIMES 510-$ DB 0
```

by reasoning that `$` should be a pure number, just like 510, so the difference between them is also a pure number and can happily be fed to `TIMES`.

NASM is a *modular* assembler: the various component parts are designed to be easily separable for re-use, so they don't exchange information unnecessarily. In consequence, the `bin` output format, even though it has been told by the `ORG` directive that the `.text` section should start at 0, does not pass that information back to the expression evaluator. So from the evaluator's point of view, `$` isn't a pure number: it's an offset from a section base. Therefore the difference between `$` and 510 is also not a pure number, but involves a section base. Values involving section bases cannot be passed as arguments to `TIMES`.

The solution, as in the previous section, is to code the `TIMES` line in the form

```
TIMES 510-($-$$) DB 0
```

in which `$` and `$$` are offsets from the same section base, and so their difference is a pure number. This will solve the problem and generate sensible code.

# Appendix A: List of Warning Classes

---

These are the warning classes currently defined by NASM for the purpose of enabling, disabling and promoting to error. See section 2.1.26 and section 8.14.

## A.1 Warning Classes

This list shows each warning class that can be enabled or disabled individually. Each warning containing a - character in the name can also be enabled or disabled as part of a group, named by removing one or more --delimited suffixes.

### A.1.1 Enabled by default

- `db-empty`: no operand for data declaration  
Warns about a `DB` declaration with no operands, producing no output. This is permitted, but often indicative of an error. See section 3.2.1.
- `ea-absolute`: absolute address cannot be RIP-relative  
Warns that an address that is inherently absolute cannot be generated with RIP-relative encoding using `REL`, see section 8.2.1.
- `ea-dispsize`: displacement size ignored on absolute address  
Warns that NASM does not support generating displacements for inherently absolute addresses that do not match the address size of the instruction.
- `float-overflow`: floating point overflow  
Warns about floating point underflow.
- `float-toolong`: too many digits in floating-point number  
Warns about too many digits in floating-point numbers.
- `forward`: forward reference may have unpredictable results  
Warns that a forward reference is used which may have unpredictable results, notably in a `RESB`-type pseudo-instruction. These would be *critical expressions* (see section 3.8) but are permitted in a handful of cases for compatibility with older versions of NASM. This warning should be treated as a severe programming error as the code could break at any time for any number of reasons.
- `implicit-abs-deprecated`: implicit `DEFAULT ABS` is deprecated  
Warns that in a future version of NASM, the 64-bit default addressing form is likely to change from `DEFAULT ABS` to `DEFAULT REL`. If absolute addressing is indeed intended, it is strongly recommended to specify `DEFAULT ABS` explicitly.
- `label-orphan`: labels alone on lines without trailing `:`  
Warns about source lines which contain no instruction but define a label without a trailing colon. This is most likely indicative of a typo, but is technically correct NASM syntax (see section 3.1.)
- `number-deprecated-hex`: `$` prefix for hexadecimal is deprecated  
Warns that the `$` prefix for hexadecimal numbers is deprecated, due to the syntactic conflict with `$` used as a symbol escape prefix. This syntax may be disabled by default in a future version of NASM. Replace `$` with `0x` to ensure compatibility with future versions.

- `number-overflow`: numeric constant does not fit  
Covers warnings about numeric constants which don't fit in 64 bits.
- `obsolete-nop`: instruction obsolete and is a noop on the target CPU  
Warns for an instruction which has been removed from the architecture, but has been architecturally defined to be a noop for future CPUs.
- `obsolete-removed`: instruction obsolete and removed on the target CPU  
Warns for an instruction which has been removed from the architecture, and is no longer included in the CPU definition given in the `[CPU]` directive, for example `POP CS`, the opcode for which, `0Fh`, instead is an opcode prefix on CPUs newer than the first generation 8086.
- `obsolete-valid`: instruction obsolete but valid on the target CPU  
Warns for an instruction which has been removed from the architecture, but is still valid on the specific CPU given in the `CPU` directive. Code using these instructions is most likely not forward compatible.
- `other`: any warning not assigned to a specific warning class  
Specifies any warning not included in any specific warning class.
- `pp-else-elif`: `%elif` after `%else`  
Warns that an `%elif`-type directive was encountered after `%else` has already been encountered. As a result, the content of the `%elif` will never be expanded.
- `pp-else-else`: `%else` after `%else`  
Warns that a second `%else` clause was found for the same `%if` statement. The content of this `%else` clause will never be expanded.
- `pp-empty-braces`: empty `%{}` construct  
Warns that an empty `%{}` was encountered. This expands to a single `%` character, which is normally the `%` arithmetic operator.
- `pp-environment`: nonexistent environment variable  
Warns if a nonexistent environment variable is accessed using the `%!preprocessor` construct (see section 5.14.2.) Such environment variables are treated as empty (with this warning issued) starting in NASM 2.15; earlier versions of NASM would treat this as an error.
- `pp-macro-def-case-single`: single-line macro defined both case sensitive and insensitive  
Warns when a single-line macro is defined both case sensitive and case insensitive. The new macro definition will override (shadow) the original one, although the original macro is not deleted, and will be re-exposed if the new macro is deleted with `%undef`, or, if the original macro is the case insensitive one, the macro call is done with a different case.
- `pp-macro-def-greedy-single`: single-line macro  
Warns that a single-line macro is defined which would match a previously existing greedy definition. The new macro definition will override (shadow) the original one, although the original macro is not deleted, and will be re-exposed if the new macro is deleted with `%undef`, and will be invoked if called with a parameter count that does not match the new definition.
- `pp-macro-defaults`: macros with more default than optional parameters  
Warns when a macro has more default parameters than optional parameters. See section 5.6.5 for why one might want to disable this warning.
- `pp-macro-params-legacy`: improperly calling multi-line macro for legacy support

Warns about multi-line macros being invoked with the wrong number of parameters, but for bug-compatibility with NASM versions older than 2.15, NASM tried to fix up the parameters to match the legacy behavior and call the macro anyway. This can happen in certain cases where there are empty arguments without braces, sometimes as a result of macro expansion.

The legacy behavior is quite strange and highly context-dependent, and can be disabled with:

```
%pragma preproc sane_empty_expansion true
```

It is highly recommended to use this option in new code.

- `pp-macro-params-multi`: multi-line macro calls with wrong parameter count

Warns about multi-line macros being invoked with the wrong number of parameters. See section 5.6.1 for an example of why you might want to disable this warning.

- `pp-macro-params-single`: single-line macro calls with wrong parameter count

Warns about single-line macros being invoked with the wrong number of parameters.

- `pp-macro-redef-multi`: redefining multi-line macro

Warns that a multi-line macro is being redefined, without first removing the old definition with `%unmacro`.

- `pp-open-braces`: unterminated `{...}`

Warns that a preprocessor parameter enclosed in braces `{...}` lacks the terminating `}` character.

- `pp-open-brackets`: unterminated `[...]`

Warns that a preprocessor `[...]` construct lacks the terminating `]` character.

- `pp-open-string`: unterminated string

Warns that a quoted string without a closing quotation mark was encountered during preprocessing.

- `pp-rep-negative`: negative `%rep` count

Warns about a negative count given to the `%rep` preprocessor directive.

- `pp-reserved`: reserved unimplemented preprocessor directive

Warns that a preprocessor directive which was inadvertently permitted in earlier versions of NASM without having been properly implemented was seen in the source code. This currently applies to the `%rmacro` (treated as `%macro`) and `%irmacro` (treated as `%imacro`) directives. These directive names are reserved and may be properly implemented in the future, changing the meaning of the source code. directive is

- `pp-sel-range`: `%sel()` argument out of range

Warns that the `%sel()` preprocessor function was passed a value less than 1 or larger than the number of available arguments.

- `pp-trailing`: trailing garbage ignored

Warns that the preprocessor encountered additional text where no such text was expected. This can sometimes be the result of an incorrectly written expression, or arguments that are inadvertently separated.

- `prefix-bnd`: invalid `BND` prefix

Warns about ineffective use of the `BND` prefix when the `JMP` instruction is converted to the `SHORT` form. This should be extremely rare since the short `JMP` only is applicable to jumps inside the same module, but if it is legitimate, it may be necessary to use `bind jmp dword`.

- `prefix-hint-dropped`: invalid branch hint prefix dropped

Warns that the `{PT}` (predict taken) or `{PN}` (predict not taken) branch prediction hint prefixes are specified on an instruction that does not take these prefixes. As these prefixes alias the segment override prefixes, this may be a very serious error, and therefore NASM will not generate these prefixes. To force these prefixes to be emitted, use `ds` or `cs`, instead, respectively.

- `prefix-hle`: invalid HLE prefix

Warns about invalid use of the HLE `XACQUIRE` or `XRELEASE` prefixes.

- `prefix-invalid`: invalid prefix for instruction

Warns about an instruction which is only valid with certain combinations of prefixes. The prefix will still be generated as requested, but the result may be a completely different instruction or result in a `#UD` trap.

- `prefix-lock-error`: `LOCK` prefix on unlockable instruction

Warns about `LOCK` prefixes specified on unlockable instructions.

- `prefix-lock-xchg`: superfluous `LOCK` prefix on `XCHG` instruction

Warns about a `LOCK` prefix added to an `XCHG` instruction. The `XCHG` instruction is *always* locking, and so this prefix is not necessary; however, NASM will generate it if explicitly provided by the user, so this warning indicates that suboptimal code is being generated.

- `prefix-opsz`: invalid operand size prefix

Warns that an operand prefix (`o16`, `o32`, `o64`, `osp`) is invalid for the specified instruction has been specified. The operand prefix will be ignored by the assembler.

- `prefix-seg`: segment prefix ignored in 64-bit mode

Warns that an `es`, `cs`, `ss` or `ds` segment override prefix has no effect in 64-bit mode. The prefix will still be generated as requested.

- `ptr`: non-NASM keyword used in other assemblers

Warns about keywords used in other assemblers that might indicate a mistake in the source code. Currently only the MASM `PTR` keyword is recognized. If (limited) MASM compatibility is desired, the `%use masm` macro package is available, see section 7.5; however, carefully note the caveats listed.

- `regsize`: register size specification ignored

Warns about a register with implicit size (such as `EAX`, which is always 32 bits) been given an explicit size specification which is inconsistent with the size of the named register, e.g. `WORD EAX`, `DWORD EAX` or `WORD AX` are permitted, and do not trigger this warning. Some registers which *do not* imply a specific size, such as `K0`, may need this specification unless the instruction itself implies the instruction size:

```
KMOVW K0,[foo]           ; OK: KMOVW = 16 bits
KMOV  WORD K0,[foo]      ; OK: WORD K0 = 16 bits
KMOV  K0,WORD [foo]      ; OK: WORD [foo] = 16 bits
KMOV  K0,[foo]           ; Error: unknown size
```

- `section-alignment-rounded`: section alignment rounded up

Warn if a section alignment is specified which is not supported by the underlying object format, but can be rounded up to a supported value.

- `user: %warning` directives

Controls output of `%warning` directives (see section 5.12).

- `warn-stack-empty`: warning stack empty

A `[WARNING POP]` directive was executed when the warning stack is empty. This is treated as a `[WARNING *a11]` directive.

- `zeroing: RESX` in initialized section becomes zero

A `RESX` directive was used in a section which contains initialized data, and the output format does not support this. Instead, this will be replaced with explicit zero content, which may produce a large output file.

- `zext-reloc`: relocation zero-extended to match output format

Warns that a relocation has been zero-extended due to limitations in the output format.

### A.1.2 Enabled and promoted to error by default

- `directive-garbage-eol`: garbage after directive

Text was found after a directive. This is a warning so it can be suppressed, because previous versions of NASM did not check for this condition.

- `label-redef-late`: label (re)defined during code generation

The value of a label changed during the final, code-generation pass. This may be the result of strange use of the preprocessor. This is very likely to produce incorrect code and may end up being an unconditional error in a future version of NASM.

- `pp-macro-def-param-single`: single-line macro defined with and without parameters

Warns if the same single-line macro is defined with and without parameters. The new macro definition will override (shadow) the original one, although the original macro is not deleted, and will be re-exposed if the new macro is deleted with `%undef`.

- `prefix-badmode-o64`: o64 prefix invalid in 16/32-bit mode

Warns that an `a64` prefix was specified in 16- or 32-bit mode. If the error is demoted to a warning or suppressed, the prefix is ignored by the assembler, but is likely to trigger further errors.

### A.1.3 Disabled by default

- `float-denorm`: floating point denormal

Warns about denormal floating point constants.

- `float-underflow`: floating point underflow

Warns about floating point underflow (a nonzero constant rounded to zero.)

- `label-redef`: label redefined to an identical value

Warns if a label is defined more than once, but the value is identical. It is an unconditional error to define the same label more than once to *different* values.

- `phase`: phase error during stabilization

Warns about symbols having changed values during the second-to-last assembly pass. This is not inherently fatal, but may be a source of bugs.

- `pragma-bad`: malformed `%pragma`  
Warns about a malformed or otherwise unparsable `%pragma` directive.
- `pragma-empty`: empty `%pragma` directive  
Warns about a `%pragma` directive containing nothing. This is treated identically to `%pragma ignore` except for this optional warning.
- `pragma-na`: `%pragma` not applicable to this compilation  
Warns about a `%pragma` directive which is not applicable to this particular assembly session. This is not yet implemented.
- `pragma-unknown`: unknown `%pragma` facility or directive  
Warns about an unknown `%pragma` directive. This is not yet implemented for most cases.
- `reloc-abs-byte`: 8-bit absolute section-crossing relocation  
Warns that an 8-bit absolute relocation that could not be resolved at assembly time was generated in the output format.  
This is usually normal, but may not be handled by all possible target environments
- `reloc-abs-dword`: 32-bit absolute section-crossing relocation  
Warns that a 32-bit absolute relocation that could not be resolved at assembly time was generated in the output format.  
This is usually normal, but may not be handled by all possible target environments
- `reloc-abs-qword`: 64-bit absolute section-crossing relocation  
Warns that a 64-bit absolute relocation that could not be resolved at assembly time was generated in the output format.  
This is usually normal, but may not be handled by all possible target environments
- `reloc-abs-word`: 16-bit absolute section-crossing relocation  
Warns that a 16-bit absolute relocation that could not be resolved at assembly time was generated in the output format.  
This is usually normal, but may not be handled by all possible target environments
- `reloc-rel-byte`: 8-bit relative section-crossing relocation  
Warns that an 8-bit relative relocation that could not be resolved at assembly time was generated in the output format.  
This is usually normal, but may not be handled by all possible target environments
- `reloc-rel-dword`: 32-bit relative section-crossing relocation  
Warns that a 32-bit relative relocation that could not be resolved at assembly time was generated in the output format.  
This is usually normal, but may not be handled by all possible target environments
- `reloc-rel-qword`: 64-bit relative section-crossing relocation  
Warns that an 64-bit relative relocation that could not be resolved at assembly time was generated in the output format.  
This is usually normal, but may not be handled by all possible target environments
- `reloc-rel-word`: 16-bit relative section-crossing relocation

Warns that a 16-bit relative relocation that could not be resolved at assembly time was generated in the output format.

This is usually normal, but may not be handled by all possible target environments

- `unknown-warning`: unknown warning in `-W/-w` or warning directive

Warns about a `-w` or `-W` option or a `[WARNING]` directive that contains an unknown warning name or is otherwise not possible to process.

## A.2 Warning Class Groups

Warning class groups are aliases for all warning classes with a common prefix. This list shows the warnings that are currently included in specific warning groups.

- `all`: all possible warnings

`all` is an group alias for *all* warning classes. Thus, `-w+all` enables all available warnings, and `-w-all` disables warnings entirely (since NASM 2.13).

- `ea`: group alias for:

- `ea-absolute`
  - `ea-dispsize`

- `float`: group alias for:

- `float-denorm`
  - `float-overflow`
  - `float-toolong`
  - `float-underflow`

- `label`: group alias for:

- `label-orphan`
  - `label-redef`
  - `label-redef-late`

- `number`: group alias for:

- `number-deprecated-hex`
  - `number-overflow`

- `obsolete`: group alias for:

- `obsolete-nop`
  - `obsolete-removed`
  - `obsolete-valid`

- `pp`: group alias for:

- `pp-else-elif`
  - `pp-else-else`
  - `pp-empty-braces`
  - `pp-environment`
  - `pp-macro-def-case-single`
  - `pp-macro-def-greedy-single`
  - `pp-macro-def-param-single`
  - `pp-macro-defaults`
  - `pp-macro-params-legacy`
  - `pp-macro-params-multi`
  - `pp-macro-params-single`
  - `pp-macro-redef-multi`
  - `pp-open-braces`
  - `pp-open-brackets`
  - `pp-open-string`
  - `pp-rep-negative`
  - `pp-reserved`

- pp-sel-range
  - pp-trailing
- **pp-else:** group alias for:
  - pp-else-elif
  - pp-else-else
- **pp-macro:** group alias for:
  - pp-macro-def-case-single
  - pp-macro-def-greedy-single
  - pp-macro-def-param-single
  - pp-macro-defaults
  - pp-macro-params-legacy
  - pp-macro-params-multi
  - pp-macro-params-single
  - pp-macro-redef-multi
- **pp-macro-def:** group alias for:
  - pp-macro-def-case-single
  - pp-macro-def-greedy-single
  - pp-macro-def-param-single
- **pp-macro-params:** group alias for:
  - pp-macro-params-legacy
  - pp-macro-params-multi
  - pp-macro-params-single
- **pp-open:** group alias for:
  - pp-open-braces
  - pp-open-brackets
  - pp-open-string
- **pragma:** group alias for:
  - pragma-bad
  - pragma-empty
  - pragma-na
  - pragma-unknown
- **prefix:** group alias for:
  - prefix-badmode-o64
  - prefix-bnd
  - prefix-hint-dropped
  - prefix-hle
  - prefix-invalid
  - prefix-lock-error
  - prefix-lock-xchg
  - prefix-opsize
  - prefix-seg
- **prefix-lock:** group alias for:
  - prefix-lock-error
  - prefix-lock-xchg
- **reloc:** group alias for:
  - reloc-abs-byte
  - reloc-abs-dword
  - reloc-abs-qword
  - reloc-abs-word
  - reloc-rel-byte
  - reloc-rel-dword
  - reloc-rel-qword
  - reloc-rel-word

- `reloc-abs`: group alias for:
  - `reloc-abs-byte`
  - `reloc-abs-dword`
  - `reloc-abs-qword`
  - `reloc-abs-word`
- `reloc-rel`: group alias for:
  - `reloc-rel-byte`
  - `reloc-rel-dword`
  - `reloc-rel-qword`
  - `reloc-rel-word`

### A.3 Warning Class Aliases for Backward Compatibility

These aliases are defined for compatibility with earlier versions of NASM.

- `bad-pragma`: malformed `%pragma`  
Alias for `pragma-bad`.
- `bnd`: invalid `BND` prefix  
Alias for `prefix-bnd`.
- `environment`: nonexistent environment variable  
Alias for `pp-environment`.
- `hle`: invalid `HLE` prefix  
Alias for `prefix-hle`.
- `lock`: `LOCK` prefix on unlockable instruction  
Alias for `prefix-lock-error`.
- `macro-def-case-single`: single-line macro defined both case sensitive and insensitive  
Alias for `pp-macro-def-case-single`.
- `macro-def-greedy-single`: single-line macro  
Alias for `pp-macro-def-greedy-single`.
- `macro-def-param-single`: single-line macro defined with and without parameters  
Alias for `pp-macro-def-param-single`.
- `macro-defaults`: macros with more default than optional parameters  
Alias for `pp-macro-defaults`.
- `macro-params-legacy`: improperly calling multi-line macro for legacy support  
Alias for `pp-macro-params-legacy`.
- `macro-params-multi`: multi-line macro calls with wrong parameter count  
Alias for `pp-macro-params-multi`.
- `macro-params-single`: single-line macro calls with wrong parameter count  
Alias for `pp-macro-params-single`.
- `negative-rep`: negative `%rep` count  
Alias for `pp-rep-negative`.
- `not-my-pragma`: `%pragma` not applicable to this compilation

Alias for `pragma-na`.

- `orphan-labels`: labels alone on lines without trailing :

Alias for `label-orphan`.

- `unknown-pragma`: unknown `%pragma` facility or directive

Alias for `pragma-unknown`.

# Appendix B: Ndisasm

---

The Netwide Disassembler, NDISASM

## B.1 Introduction

The Netwide Disassembler is a small companion program to the Netwide Assembler, NASM. It seemed a shame to have an x86 assembler, complete with a full instruction table, and not make as much use of it as possible, so here's a disassembler which shares the instruction table (and some other bits of code) with NASM.

The Netwide Disassembler does nothing except to produce disassemblies of *binary* source files. NDISASM does not have any understanding of object file formats, like `objdump`, and it will not understand DOS `.EXE` files like `debug` will. It just disassembles.

## B.2 Running NDISASM

To disassemble a file, you will typically use a command of the form

```
ndisasm -b {16|32|64} filename
```

NDISASM can disassemble 16-, 32- or 64-bit code equally easily, provided of course that you remember to specify which it is to work with. If no `-b` switch is present, NDISASM works in 16-bit mode by default. The `-u` switch (for USE32) also invokes 32-bit mode.

Two more command line options are `-r` which reports the version number of NDISASM you are running, and `-h` which gives a short summary of command line options.

### B.2.1 Specifying the Input Origin

To disassemble a DOS `.COM` file correctly, a disassembler must assume that the first instruction in the file is loaded at address `0x100`, rather than at zero. NDISASM, which assumes by default that any file you give it is loaded at zero, will therefore need to be informed of this.

The `-o` option allows you to declare a different origin for the file you are disassembling. Its argument may be expressed in any of the NASM numeric formats: decimal by default, if it begins with '\$' or '0x' or ends in 'h' it's hex, if it ends in 'Q' it's octal, and if it ends in 'B' it's binary.

Hence, to disassemble a `.COM` file:

```
ndisasm -o100h filename.com
```

will do the trick.

### B.2.2 Code Following Data: Synchronization

Suppose you are disassembling a file which contains some data which isn't machine code, and *then* contains some machine code. NDISASM will faithfully plough through the data section, producing machine instructions wherever it can (although most of them will look bizarre, and some may have unusual prefixes, e.g. `'FS OR AX, 0x240A'`), and generating 'DB' instructions ever so often if it's totally stumped. Then it will reach the code section.

Supposing NDISASM has just finished generating a strange machine instruction from part of the data section, and its file position is now one byte *before* the beginning of the code section. It's entirely possible that another spurious instruction will get generated, starting with the final byte of the data section, and then the correct first instruction in the code section will not be seen because the starting point skipped over it. This isn't really ideal.

To avoid this, you can specify a 'synchronization' point, or indeed as many synchronization points as you like (although NDISASM can only handle 2147483647 sync points internally). The definition of a sync point is this: NDISASM guarantees to hit sync points exactly during disassembly. If it is thinking about generating an instruction which would cause it to jump over a sync point, it will discard that instruction and output a 'db' instead. So it *will* start disassembly exactly from the sync point, and so you *will* see all the instructions in your code section.

Sync points are specified using the `-s` option: they are measured in terms of the program origin, not the file position. So if you want to synchronize after 32 bytes of a `.com` file, you would have to do

```
ndisasm -o100h -s120h file.com
```

rather than

```
ndisasm -o100h -s20h file.com
```

As stated above, you can specify multiple sync markers if you need to, just by repeating the `-s` option.

### B.2.3 Mixed Code and Data: Automatic (Intelligent) Synchronization

Suppose you are disassembling the boot sector of a DOS floppy (maybe it has a virus, and you need to understand the virus so that you know what kinds of damage it might have done you). Typically, this will contain a `JMP` instruction, then some data, then the rest of the code. So there is a very good chance of NDISASM being *misaligned* when the data ends and the code begins. Hence a sync point is needed.

On the other hand, why should you have to specify the sync point manually? What you'd do in order to find where the sync point would be, surely, would be to read the `JMP` instruction, and then to use its target address as a sync point. So can NDISASM do that for you?

The answer, of course, is yes: using either of the synonymous switches `-a` (for automatic sync) or `-i` (for intelligent sync) will enable auto-sync mode. Auto-sync mode automatically generates a sync point for any forward-referring PC-relative jump or call instruction that NDISASM encounters. (Since NDISASM is one-pass, if it encounters a PC-relative jump whose target has already been processed, there isn't much it can do about it...)

Only PC-relative jumps are processed, since an absolute jump is either through a register (in which case NDISASM doesn't know what the register contains) or involves a segment address (in which case the target code isn't in the same segment that NDISASM is working in, and so the sync point can't be placed anywhere useful).

For some kinds of file, this mechanism will automatically put sync points in all the right places, and save you from having to place any sync points manually. However, it should be stressed that auto-sync mode is *not* guaranteed to catch all the sync points, and you may still have to place some manually.

Auto-sync mode doesn't prevent you from declaring manual sync points: it just adds automatically generated ones to the ones you provide. It's perfectly feasible to specify `-i` and some `-s` options.

Another caveat with auto-sync mode is that if, by some unpleasant fluke, something in your data section should disassemble to a PC-relative call or jump instruction, NDISASM may obediently place a sync point in a totally random place, for example in the middle of one of the instructions in your code section. So you may end up with a wrong disassembly even if you use auto-sync. Again, there isn't much I can do about this. If you have problems, you'll have to use manual sync points, or use the `-k` option (documented below) to suppress disassembly of the data area.

## B.2.4 Other Options

The `-e` option skips a header on the file, by ignoring the first N bytes. This means that the header is *not* counted towards the disassembly offset: if you give `-e10 -o10`, disassembly will start at byte 10 in the file, and this will be given offset 10, not 20.

The `-k` option is provided with two comma-separated numeric arguments, the first of which is an assembly offset and the second is a number of bytes to skip. This *will* count the skipped bytes towards the assembly offset: its use is to suppress disassembly of a data section which wouldn't contain anything you wanted to see anyway.



# Appendix C: NASM Version History

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## C.1 NASM 3 Series

The NASM 3 series added support for the APX instruction encodings (extended GPRs), as well as preprocessor enhancements meant to make evolving code simpler.

It is the production version of NASM since 2025.

### C.1.1 Version 3.02

- Fix build problems on C23 compilers using a pre-C23 version of `<stdbool.h>` which defines `bool` as a macro in violation of the C23 specification.
- The immediate form of the `JMPE` instruction (opcode `0F B8`) has been changed to an absolute address, as in the Itanium Architecture Software Developer's Manual, version 2.3, Volume 4, page 4:249. Hopefully this won't break whatever virtual environments use `JMPE`, but it is the closest thing there is to an official specification for this opcode.

Being an *absolute* address, treat it equivalent to a `FAR` jump and do not default to 64 bits in 64-bit mode.

That `JMPE` has apparently been wrong all these years is probably as good of a hint as any how much it has been actually used, but it *does* have the possibility of breaking virtual environments. In that case, please file a bug report to <https://bugs.nasm.us> with details about the virtual environment, and we will figure out a suitable solution.

- Various build fixes. Fix the documentation not building on MacOS because of the `cp` utility lacking `-u` there. Also fix not building generally due to wrong link formatting. Another fix was a typo in `compiler.h` related to a C++ check.
- Corrections to assembling encodings:

Fix `CMP` allowing `LOCK` which is illegal.

Correct multiple `AVX512` instructions such as `VCVTS2SD2SI`, `VCVTS2SD2USI`, `VCVTS2SS2SI`, `VCVTS2SS2USI`, `VCVTTSD2SI`, `VCVTTSD2USI`, `VCVTTSS2SI`, `VCVTTSS2USI`, `VGETEXPSH`, `VGETMANTSH`, `MOVDDUP`, `VMOVDDUP`.

Fixed other encodings or instruction formats for instructions `UWRMSR`, `CMPSD`, `VCMPSS`, `V4FMADDSS`, `V4FMADDSS`, `VCVTDQ2PH`, `VCVTPD2PH`, `VCVTPH2UDQ`, `VCVTQ2PH`, `VCVTUDQ2PH`, `VCVTUQ2PH`, `VGETEXPSH`, `VGETMANTSH`, `VRCPPH`, `VRSQTPH`, `VCVTPH2BF8`, `VCVTPH2BF8S`, `VCVTPH2HF8`, `VCVTPH2HF8S`.

Fixed typos in `VP4DPWSSD` mnemonic.

Fixed `BYTE` and `WORD` operands getting the same encoding on arithmetic instructions such as `CMP`.

Fixed `PUSH` not assembling when used with a `DWORD` in 64-bit mode. This is not a recommended syntax as the operand size is still 64 bits, but was permitted by earlier versions of NASM.

Fix parsing of `$-`escaped symbols in directives (`GLOBAL`, `STATIC`, `EXTERN`, `REQUIRED`, `COMMON`).

- Corrections to disassembling:

Shift instructions with the `unity` operand were getting disassembled to a zero operand instead of one.

`JMP`, `CALL` and `JMPE` disassembled incorrectly with the register operands.

- Whole bunch of minor fixes to operand sizes, operand size prefixes. Changes mostly return the behavior known from 2.16.03.

`MOV [mem], label` would be accepted without size specifiers which could cause unintended consequences. Raise an error if no size was specified and one of the operands is a memory reference and another operand is a label.

`JMP NEAR` is now the same as `JMP STRICT NEAR` as the `STRICT` is redundant here. `JMP WORD` on the other hand is up for optimization as `NEAR` and `WORD` relate to different things – jump lengths and operation sizes respectively.

Using redundant (or not) but valid operand size prefixes was fixed on instructions such as `IRET`, `PUSHF`, `POPF`, `PUSH` and `POP`.

Using an operand size prefix on a `JMP` or `CALL` instruction could generate an invalid instruction. This appears to have been a long-standing bug. Specifying the operand size by specifying the size of the immediate explicitly (e.g. `JMP DWORD label`) has always worked correctly, however.

- Add support for C2y-style `\o` escape sequences, braced escape sequences, and as NASM extensions, decimal escape sequences (`\d`) and control-character escape sequences (`\^`). See section 3.4.2.
- Fix generation of the short opcodes for `ADD`, `OR`, `ADC`, `SBB`, `AND`, `SUB`, `XOR`, and `CMP AL, imm8`.
- Fix truncation of the generated constant to 63 bits when invoking a single-line macro when an argument is defined as `=/b` or `=/ub`.
- Add an `%env()` preprocessor function as a more robust and flexible alternative to the `%!` construct. See section 5.5.7.
- The maximum number of multi-line macro parameters is now a configurable limit. See section 2.1.32.
- The `--limit-` options and `%pragma limit` now accept the keywords `default`, `maximum`, and `reset`. See section 2.1.32.
- Fix parsing of `seg:offs-` style FAR pointers in `EQU`.
- Fix the `%clear` preprocessor directive hanging when given parameters.
- The never properly implemented (or documented) preprocessor directives `%macro` and `%imacro` are now properly disabled; to avoid breaking existing code, they fall back to `%macro` and `%imacro` with a suitable warning.

Programmers should *not* rely on this behavior: in the future, these directives might actually be (properly) implemented.

- Fix a crash when `-M` directives were used in response files.

### C.1.2 Version 3.01

- A new `obj2` version of the `obj` output format, intended for use on OS/2. See section 9.5.
- The condition after `%if` or `%elif` would be evaluated while output is suppressed after `%exitrep` or `%exitmacro`. Although no output would be generated in either case, assembly would fail if evaluating the expression triggered an error.
- Fix encoding of `TCVTR0WPS2PHL`, correct multiple AVX512-BF16 instructions' operand formats and typoed mnemonics.
- The unofficial but obvious alternate form `TEST reg,mem` was not accepted by NASM 3.00; corrected.
- For the `obj` output format, multiple `GROUP` directives can now be specified for the same group; the resulting group includes all sections specified in all `GROUP` directives for the group.
- A new `%selbits()` preprocessor function. See section 5.5.21.

- A new `--bits` option as convenience shorthand for `--before "BITS ..."`. See section 2.1.31.
- The options and pragmas for configuring external label mangling were inconsistent, the former using the spelling `postfix` and the latter `suffix`. Furthermore, these were also documented as *directives* in addition to pragmas. Implement the already documented directives (bracketed forms only) and allow both `postfix` and `suffix` in all cases.  
See section 2.1.28 and section 8.10.
- Define additional permissive patterns and fix several opcode bugs.
- Fix parsing of two-operand forms of x87 instructions.
- Fix bogus "absolute address can not be RIP-relative" warning.
- Hopefully fix building with OpenWatcom.
- Generate a warning, promoted to error by default, on the use of `o64` prefixes in 16- or 32-bit mode. If demoted to a warning or suppressed the prefix is ignored, but likely will trigger subsequent, harder to debug, error messages.
- More consistent handling of jump and call instructions with specified operand sizes.
- Fix an operand size handling bug in the `CMPXCHG` instruction.

### C.1.3 Version 3.00

- Improve the documentation for building from source (appendix D).
- Add support for the APX and AVX10 instruction sets, and various miscellaneous new instructions.
- Add new preprocessor functions: `%b2hs()`, `%chr()`, `%depend()`, `%find()`, `%findi()`, `%hs2b()`, `%null()`, `%ord()`, `%pathsearch()`, and `%realpath()`. See section 5.5.
- New preprocessor directive `%note` to insert a note in the list file, without issuing an external diagnostic. Unlike a comment, it is optionally macro-expanded, see section 5.12.
- New preprocessor directive `%iffile` (and corresponding function `%isfile()`) to test for the existence of a file. See section 5.7.12.
- New preprocessor directive `%ifdirective` to test for the existence of a preprocessor directive, assembly directive, or pseudo-instruction; see section 5.7.10.
- Fix a number of invalid memory references (usually causing crashes) on various invalid inputs.
- Fix multiple bugs in the handling of `$`-escaped symbols.
- The use of `$` as a prefix for hexadecimal numbers has been deprecated, and will now issue a warning. A new directive `[DOLLARHEX]` can be used to disable this syntax entirely, see section 8.12.
- Fix the generation of segment selector references (mainly used in the `obj` output format.)
- Fix crash in the `obj` backend when code was emitted into the default segment, without any labels having been defined.
- Clean up the command-line help text (`-h`) and break it down into individual topics, as the previous output was just too verbose to be practical as a quick reference.
- The implicit `DEFAULT ABS` in 64-bit mode is deprecated and may be changed to `REL` in the future. See section 8.2. A warning is now emitted for this condition.

- It is now possible to set the REL/ABS default for memory accesses using FS: or GS:, see section 8.2.
- The `__?DEFAULT?__` standard macro now reflects the settings of the `DEFAULT` directive. See section 6.4.
- The NASM preprocessor now assumes that an unknown directive starting with `%if` or `%elif` is a misspelled or not yet implemented conditional directive, and tries to match it with a corresponding `%endif`. See section 5.7.14.
- The `masm` macro package now defines a macro for x87 register syntax. See section 7.5.
- A new macro package, `vtern`, to simplify generation of the control immediates for the `VPTERNLOGD` and `VPTERNLOGQ` instructions. See section 7.6.
- A new command line option `-LF` allows overriding `[LIST -]` directives.
- In the `obj` output format, allow a segment in the `FLAT` pseudo-group to also belong to another (real) group. Used on OS/2.
- Add a new `build_version` directive to the Mach-O backend. See section 9.9.6.
- Fix a spec violation in the generation of DWARF debugging information on ELF.
- Response files can now be nested.
- Many documentation improvements.

## C.2 NASM 2 Series

The NASM 2 series added support for x86-64, and was the production versions of NASM from 2007 to 2025.

### C.2.1 Version 2.16.03

*This is a source build machinery and documentation update only. There are no functionality changes.*

- Fix building from `git` in a separate directory from the source.
- Remove some irrelevant files from the source distribution.
- Make the documentation stronger that `-00` or `-01` are probably not what the user wants. See section 2.1.24.
- Fix `configure --enable-lto` build option.
- Update the included RPM `.spec` file.

### C.2.2 Version 2.16.02

- Fix building from the source distribution in a separate directory from the source.
- Fix a number of issues when building from source, mostly involving `configure` or dependency generation.

In particular, more aggressively avoid cross-compilation problems on Unix/Linux systems automatically invoking `WINE`. We could end up invoking `WINE` even when we didn't want to, making `configure` think it was running native when in fact cross-compiling.

- Hopefully fix compiling with the latest versions of `MSVC/nmake`.
- Windows host: add embedded manifest file. Without a manifest, Windows applications force a fixed `PATH_MAX` limit to any pathname; this is unnecessary.
- Add support VEX-encoded SM4-NI instructions.

- Add support for VEX-encoded SM3-NI instructions.
- Add support for VEX-encoded SHA512-NI instructions.
- PTWRITE opcode corrected (F3 prefix required.)
- Disassembler: the SMAP instructions are NP; notably the prefixed versions of CLAC are ERETU/ERETS.
- Add support for Flexible Return and Exception Delivery (FRED): the LKGS, ERETS and ERETU instructions.
- Fix external references to segments in the obj (OMF) and possibly other output formats.
- Always support up to 8 characters, i.e. 64 bits, in a string-to-numeric conversion.
- Preprocessor: add %map() function to expand a macro from a list of arguments, see section 5.5.14.
- Preprocessor: allow the user to specify the desired radix for an evaluated parameter. It doesn't make any direct difference, but can be nice for debugging or turning into strings. See the = modifier in section 5.3.1.
- Update documentation: \_\_USE\_package\_\_ is now \_\_?USE\_package?\_\_.
- Documentation: correct a minor problem in the expression grammar for dx statements, see section 3.2.1.
- Preprocessor: correctly handle empty %rep blocks.
- Preprocessor: add options for a base prefix to %num(), see section 5.5.16.
- Preprocessor: add a %hex() function, equivalent to %eval() except that it produces hexadecimal values that are nevertheless valid NASM numeric constants, see section 5.5.10.
- Preprocessor: fix the parameter number in error messages (should be 1-based, like %num references to multi-line macro arguments.)
- Documentation: be more clear than the bin format is simply a linker built into NASM. See section 9.1.
- Adjust the LOCK prefix warning for XCHG.

LOCK XCHG *reg,mem* would issue a warning for being unlockable, which is incorrect. In this case the *reg,mem* encoding is simply an alias for the *mem,reg* encoding. However, XCHG is *always* locked, so create a new warning (-w+prefix-lock-xchg) to explicitly flag a user-specified LOCK XCHG; default off. Future versions of NASM may remove the LOCK prefix when optimization is enabled.

- Fix broken dependency-list generation.
- Add optional warnings for specific relocation types (-w+reloc-\*, see appendix A), default off.  
Some target environments may have specific restrictions on what kinds of relocations are possible or allowed.
- Error out on certain bad syntax in dx statements, such as db 1 2. See section 3.2.1.

### C.2.3 Version 2.16.01

*This is a documentation update release only. There are no functionality changes.*

- Fix the creation of the table of contents in the HTML version of the documentation.

## C.2.4 Version 2.16

- Support for the `rdf` format has been discontinued and all the RDOFF utilities has been removed.
- The `--reproducible` option now leaves the filename field in the COFF object format blank. This was always rather useless since it is only 18 characters long; as such debug formats have to carry their own filename information anyway.
- Fix handling of MASM-syntax reserved memory (e.g. `dw ?`) when used in structure definitions.
- The preprocessor now supports functions, which can be less verbose and more convenient than the equivalent code implemented using directives. See section 5.5.
- Fix the handling of `%00` in the preprocessor.
- Fix incorrect handling of path names affecting error messages, dependency generation, and debug format output.
- Support for the RDOFF output format and the RDOFF tools have been removed. The RDOFF tools had already been broken since at least NASM 2.14. For flat code the ELF output format recommended; for segmented code the `obj` (OMF) output format.
- New facility: preprocessor functions. Preprocessor functions, which are expanded similarly to single-line macros, can greatly simplify code that in the past would have required a lengthy list of directives and intermediate macros. See section 5.5.
- Single-line macros can now declare parameters (using a `&&` prefix) that creates a quoted string, but does *not* requote an already quoted string. See section 5.3.1.
- Instruction table updated per public information available as of November 2022.
- All warnings in the preprocessor have now been assigned warning classes. See appendix A.
- Fix the invalid use of `RELA`-type relocations instead of `REL`-type relocations when generating DWARF debug information for the `elf32` output format.
- Fix the handling `at` in `istruc` when the structure contains local labels. See section 6.12.2.
- When assembling with `--reproducible`, don't encode the filename in the COFF header for the `coff`, `win32` or `win64` output formats. The COFF header only has space for an 18-character filename, which makes this field rather useless in the first place. Debug output data, if enabled, is not affected.
- Fix incorrect size calculation when using MASM syntax for non-byte reservations (e.g. `dw ?.`)
- Allow forcing an instruction in 64-bit mode to have a (possibly redundant) REX prefix, using the syntax `{rex}` as a prefix.
- Add a `{vex}` prefix to enforce VEX (AVX) encoding of an instruction, either using the 2- or 3-byte VEX prefixes.
- The `cpu` directive has been augmented to allow control of generation of VEX (AVX) versus EVEX (AVX-512) instruction formats, see section 8.11.
- Some recent instructions that previously have been only available using EVEX encodings are now also encodable using VEX (AVX) encodings. For backwards compatibility these encodings are not enabled by default, but can be generated either via an explicit `{vex}` prefix or by specifying either `CPU LATEVEX` or `CPU NOEVEX`; see section 8.11.
- Document the already existing `%unimacro` directive. See section 5.6.12.
- Fix a code range generation bug in the DWARF debug format (incorrect information in the `DW_AT_high_pc` field) for the ELF output formats. This bug happened to cancel out with a bug in

older versions of the GNU binutils linker, but breaks with other linkers and updated or other linkers that expect the spec to be followed.

- Fix segment symbols with addends, e.g. `jmp _TEXT+10h:0` in output formats that support segment relocations, e.g. the `obj` format.
- Fix various crashes and hangs on invalid input.

### C.2.5 Version 2.15.05

- Fix `%ifid $` and `%ifid $$` incorrectly being treated as true. See section 5.7.7.
- Add `--reproducible` option to suppress NASM version numbers and timestamps in output files. See section 2.1.35.

### C.2.6 Version 2.15.04

- More sensible handling of the case where one single-line macro definition will shadow another. A warning will be issued, but the additional definition will be allowed. For the existing error case where both a parameterless and parametered macro are created, that warning is promoted to an error by default.
- Add special preprocessor tokens `%*?` and `%*??` that expand like `%?` and `%??` in single-line macros only. See section 5.3.6.
- Correct the encoding of the `ENQCMD5` and `TILELOADT1` instructions.
- Fix case where the COFF backend (the `coff`, `win32` and `win64` output formats) would add padding bytes in the middle of a section if a `SECTION/SEGMENT` directive was provided which repeated an `ALIGN=` attribute. This neither matched legacy behavior, other backends, or user expectations.
- Fix SSE instructions not being recognized with an explicit memory operation size (e.g. `movsd qword [eax],xmm0`).
- The `-L+` option no longer enables `-Lw`, which is mainly useful to debug NASM crashes. See section 2.1.4.
- Document long-standing hazards in the use of `$` in `dx` statements, see section 3.2.1.
- The NASM-only `RDOFF` output format backend, which has been broken since at least NASM 2.14, has been disabled. The `RDOFF` tools are scheduled to be removed from the NASM distribution in NASM 2.16. If you have a concrete use case for `RDOFF`, please file a NASM bug report at <https://bugs.nasm.us/> as soon as possible.

### C.2.7 Version 2.15.03

- Add instructions from the Intel Instruction Set Extensions and Future Features Programming Reference, June 2020. This includes AVX512 `bf10at16`, AVX512 mask intersect, and Intel Advanced Matrix Extensions (AMX).
- Support for `bf10at16` floating-point constants. See section 3.4.6 and section 7.3.
- Properly display warnings in preprocess-only mode.
- Fix copy-and-paste of examples from the PDF documentation.
- Debug information now properly reflect the line numbers of macro invocations (unless declared `.no1ist`).
- Fix excessive alignment of sections in the `coff/win32/win64` output formats when the user-specified alignment is less than the default alignment for the section or section type.

- Fix explicit token pasting (`%+`, section 5.3.4) for the cases where one or more parts result from empty token expansion, resulting in `%+` tokens at the beginning or end, or multiple ones in a row.
- Fix macro label capture (`%00`, section 5.6.7).
- Much better documentation for the MASM compatibility package, `%use masm` (see section 7.5).
- Fix LEA without square brackets, for MASM compatibility.
- Portability fixes.

### C.2.8 Version 2.15.02

- Fix miscompilation when building with `c1ang`.
- Add `db-empty` warning class, see section 2.1.26.
- Fix the dependencies in the MSVC NMAKE makefile (`Mkfiles/msvc.mak`).
- Some documentation improvements and cleanups.
- Fix the handling of macro parameter ranges (`%{:}`), including with brace-enclosed original arguments.

### C.2.9 Version 2.15.01

- Fix building the documentation from the release archive. For 2.15, the user has to `make warnings` manually in the main directory in order to be able to build the documentation, which means Perl needs to be installed on the system.
- Add instructions for Intel Control Flow Enforcement Technology (CET).

### C.2.10 Version 2.15

- The comparison and booleanizing operators can now be used in any expression context, not just `%if`. See section 3.5.
- New operator `? ... :`. See section 3.5.1.
- Signed shift operators `<<<` and `>>>`. See section 3.5.9.
- The MASM `DUP` syntax for data definitions is now supported, in a somewhat enhanced form. See section 3.2.1.
- Warn for strange legacy behavior regarding empty arguments in multi-line macro expansion, but try to match legacy behavior in most cases. Legacy behavior can be disabled with the directive `%pragma preproc sane_empty_expansion`, see section 5.6 and section 5.13.1.
- A much more sensible limit to expression evaluation depth. The previously defined limit would rarely trigger before NASM died with a stack overrun error on most systems. See section 2.1.32.
- The state of warnings can now be saved and restored via the `[WARNING PUSH]` and `[WARNING POP]` directives. See section 8.14.
- The `sectalign on|off` switch does not affect an explicit directive. See section 6.13.2.
- Added `configure` option to enable building with profiling (`--enable-profiling`).
- Attempt to support of long path names, up to 32767 of UTF-16 characters, on Windows.
- Fixed 'mismatch in operand sizes' error in the `MOVDDUP`, `CMPXCHG8B` and `CMPXCHG16B` instructions.
- Improved error messages in the string transformation routine.

- Removed obsolete `gnu-elf-extensions` warning about 8- and 16-bit relocation generation. See section 9.10.8
- Added group aliases for all prefixed warnings. See section 2.1.26.
- Allowed building with MSVC versions older than 1700.
- Added implicitly sized versions of the `k...` instructions, which allows the `k...` instructions to be specified without a size suffix as long as the operands are sized.
- Added `-L` option for additional listing information. See section 2.1.4.
- Added some warnings for obsolete instructions for a specified CPU.
- Deprecated `-hf` and `-y` options. Use `-h` instead.
- Made DWARF as the default debug format for ELF.
- Added `%pragma list options...` to set or clear listing options (see `opt-L`).
- Allowed immediate syntax for LEA instruction (ignore operand size completely).
- Added limited functionality MASM compatibility package. See section 7.5.
- Add single-line macros aliases using `%defalias` or `%idefalias`. These behave like a kind of "symbolic links" for single-line macros. See section 5.3.11 and `clear`.
- Added support for `stringify`, `nostrip`, `evaluating`, and `greedy` single-line macro arguments. See section 5.3.1.
- Unused single-line macro arguments no longer need to have a specified name. See section 5.3.1.
- Added conditional comma operator `%,.` See section 5.3.12.
- Changed private namespace from `__foo__` to `__?foo?__`, so a user namespace starting from underscore is now clean from symbols. For backwards compatibility, the previous names are defined as aliases; see section 5.3.11, section 5.14.3 and chapter 6.
- Added support of ELF weak symbols and external references. See section 9.10.5.
- Changed the behavior of the `EXTERN` keyword and introduced `REQUIRED` keyword. See section 8.6.
- Added `%ifusable` and `%ifusing` directives. See chapter 7.
- Made various performance improvements and stability fixes in macro preprocessor engine.
- Improved NASM error handling and cleaned up error messages.
- Many, many bug fixes.

### C.2.11 Version 2.14.03

- Suppress nuisance "label changed during code generation" messages after a real error.
- Add support for the `merge` and `strings` attributes on ELF sections. See section 9.10.2.
- Add support for the `note`, `preinit_array`, `init_array`, and `fini_array` sections type in ELF. See section 9.10.2.
- Handle more than 32,633 sections in ELF.

### C.2.12 Version 2.14.02

- Fix crash due to multiple errors or warnings during the code generation pass if a list file is specified.

### C.2.13 Version 2.14.01

- Create all system-defined macros before processing command-line given preprocessing directives (`-p`, `-d`, `-u`, `--pragma`, `--before`).
- If debugging is enabled, define a `__DEBUG_FORMAT__` predefined macro. See section 6.6.
- Fix an assert for the case in the `obj` format when a `SEG` operator refers to an `EXTERN` symbol declared further down in the code.
- Fix a corner case in the floating-point code where a binary, octal or hexadecimal floating-point having at least 32, 11, or 8 mantissa digits could produce slightly incorrect results under very specific conditions.
- Support `-MD` without a filename, for `gcc` compatibility. `-MF` can be used to set the dependencies output filename. See section 2.1.8.
- Fix `-E` in combination with `-MD`. See section 2.1.22.
- Fix missing errors on redefined labels; would cause convergence failure instead which is very slow and not easy to debug.
- Duplicate definitions of the same label *with the same value* is now explicitly permitted (2.14 would allow it in some circumstances.)
- Add the option `--no-line` to ignore `%line` directives in the source. See section 2.1.34 and section 5.14.1.

### C.2.14 Version 2.14

- Changed `-I` option semantics by adding a trailing path separator unconditionally.
- Fixed null dereference in corrupted invalid single line macros.
- Fixed division by zero which may happen if source code is malformed.
- Fixed out of bound access in processing of malformed segment override.
- Fixed out of bound access in certain `EQU` parsing.
- Fixed buffer underflow in float parsing.
- Added `sgx` (Intel Software Guard Extensions) instructions.
- Added `+n` syntax for multiple contiguous registers.
- Fixed `subsections_via_symbols` for `macho` object format.
- Added the `--gprefix`, `--gpostfix`, `--lprefix`, and `--lpostfix` command line options, to allow command line base symbol renaming. See section 2.1.28.
- Allow label renaming to be specified by `%pragma` in addition to from the command line. See section 8.10.
- Supported generic `%pragma` namespaces, `output` and `debug`. See section 5.13.
- Added the `--pragma` command line option to inject a `%pragma` directive. See section 2.1.29.
- Added the `--before` command line option to accept preprocess statement before input. See section 2.1.30.
- Added `AVX512 VBMI2` (Additional Bit Manipulation), `VNNI` (Vector Neural Network), `BITALG` (Bit Algorithm), and `GFNI` (Galois Field New Instruction) instructions.
- Added the `STATIC` directive for local symbols that should be renamed using global-symbol rules. See section 8.9.

- Allow a symbol to be defined as `EXTERN` and then later overridden as `GLOBAL` or `COMMON`. Furthermore, a symbol declared `EXTERN` and then defined will be treated as `GLOBAL`. See section 8.5.
- The `GLOBAL` directive no longer is required to precede the definition of the symbol.
- Support `private_extern` as `macho` specific extension to the `GLOBAL` directive. See section 9.9.5.
- Updated `ud0` encoding to match with the specification
- Added the `--limit-x` command line option to set execution limits. See section 2.1.32.
- Updated the `Codeview` version number to be aligned with `MASM`.
- Added the `--keep-all` command line option to preserve output files. See section 2.1.33.
- Added the `--include` command line option, an alias to `-P` (section 2.1.19).
- Added the `--help` command line option as an alias to `-h` (section 3.1).
- Added `-w`, `-d`, and `-q` suffix aliases for `RET` instructions so the operand sizes of these instructions can be encoded without using `o16`, `o32` or `o64`.

### C.2.15 Version 2.13.03

- Added `AVX` and `AVX512 VAES*` and `VPCLMULQDQ` instructions.
- Fixed missing dwarf record in x32 ELF output format.

### C.2.16 Version 2.13.02

- Fix false positive in testing of numeric overflows.
- Fix generation of `PEXTRW` instruction.
- Fix `smarta1ign` package which could trigger an error during optimization if the alignment code expanded too much due to optimization of the previous code.
- Fix a case where negative value in `TIMES` directive causes panic instead of an error.
- Always finalize `.debug_abbrev` section with a null in `dwarf` output format.
- Support `debug` flag in section attributes for `macho` output format. See section 9.9.1.
- Support up to 16 characters in section names for `macho` output format.
- Fix missing update of global `BITS` setting if `SECTION` directive specified a bit size using output format-specific extensions (e.g. `USE32` for the `obj` output format.)
- Fix the incorrect generation of `VEX`-encoded instruction when static mode decorators are specified on scalar instructions, losing the decorators as they require `EVEX` encoding.
- Option `-MW` to quote dependency outputs according to Watcom Make conventions instead of POSIX Make conventions. See section 2.1.12.
- The `obj` output format now contains embedded dependency file information, unless disabled with `%pragma obj nodepend`. See section 9.4.9.
- Fix generation of dependency lists.
- Fix a number of null pointer reference and memory allocation errors.
- Always generate symbol-relative relocations for the `macho64` output format; at least some versions of the XCode/LLVM linker fails for section-relative relocations.

### C.2.17 Version 2.13.01

- Fix incorrect output for some types of FAR or SEG references in the obj output format, and possibly other 16-bit output formats.
- Fix the address in the list file for an instruction containing a TIMES directive.
- Fix error with TIMES used together with an instruction which can vary in size, e.g. JMP.
- Fix breakage on some uses of the DZ pseudo-op.

### C.2.18 Version 2.13

- Support the official forms of the UD0 and UD1 instructions.
- Allow self-segment-relative expressions in immediates and displacements, even when combined with an external or otherwise out-of-segment special symbol, e.g.:

```
extern foo
mov eax,[foo - $ + ebx]           ; Now legal
```
- Handle a 64-bit origin in NDISASM.
- NASM can now generate sparse output files for relevant output formats, if the underlying operating system supports them.
- The macho object format now supports the subsections\_via\_symbols and no\_dead\_strip directives, see section 9.9.4.
- The macho object format now supports the no\_dead\_strip, live\_support and strip\_static\_syms section flags, see section 9.9.1.
- The macho object format now supports the dwarf debugging format, as required by newer toolchains.
- All warnings can now be suppressed if desired; warnings not otherwise part of any warning class are now considered its own warning class called other (e.g. -w-other). Furthermore, warning-as-error can now be controlled on a per warning class basis, using the syntax -w+error=warning-class and its equivalent for all other warning control options. See section 2.1.26 for the command-line options and warning classes and section 8.14 for the [WARNING] directive.
- Fix a number of bugs related to AVX-512 decorators.
- Significant improvements to building NASM with Microsoft Visual Studio via Mkfiles/msvc.mak. It is now possible to build the full Windows installer binary as long as the necessary prerequisites are installed; see Mkfiles/README
- To build NASM with custom modifications (table changes) or from the git tree now requires Perl 5.8 at the very minimum, quite possibly a higher version (Perl 5.24.1 tested.) There is no requirement to have Perl on your system at all if all you want to do is build unmodified NASM from source archives.
- Fix the {z} decorator on AVX-512 VMOVDQ\* instructions.
- Add new warnings for certain dangerous constructs which never ought to have been allowed. In particular, the RESX family of instructions should have been taking a critical expression all along.
- Fix the EVEX (AVX-512) versions of the VPBROADCAST, VPEXTR, and VPINSR instructions.
- Support contracted forms of additional instructions. As a general rule, if an instruction has a non-destructive source immediately after a destination register that isn't used as an input,

NASM supports omitting that source register, using the destination register as that value. This among other things makes it easier to convert SSE code to the equivalent AVX code:

```
addps xmm1,xmm0           ; SSE instruction
vaddps ymm1,ymm1,ymm0     ; AVX official long form
vaddps ymm1,ymm0         ; AVX contracted form
```

- Fix Codeview malformed compiler version record.
- Add the `CLWB` and `PCOMMIT` instructions. Note that the `PCOMMIT` instruction has been deprecated and will never be included in a shipping product; it is included for completeness only.
- Add the `%pragma` preprocessor directive for soft-error directives.
- Add the `RDPID` instruction.

### C.2.19 Version 2.12.02

- Fix preprocessor errors, especially `%error` and `%warning`, inside `%if` statements.
- Fix relative relocations in 32-bit Mach-O.
- More Codeview debug format fixes.
- If the MASM `PTR` keyword is encountered, issue a warning. This is much more likely to indicate a MASM-ism encountered in NASM than it is a valid label. This warning can be suppressed with `-w-ptr`, the `[warning]` directive (see section 2.1.26) or by the macro definition `%idefine ptr $%?` (see section 5.3.5).
- When an error or a warning comes from the expansion of a multi-line macro, display the file and line numbers for the expanded macros. Macros defined with `.no1ist` do not get displayed.
- Add macros `i1og2fw()` and `i1og2cw()` to the `ifunc` macro package. See section 7.4.1.

### C.2.20 Version 2.12.01

- Portability fixes for some platforms.
- Fix error when not specifying a list file.
- Correct the handling of macro-local labels in the Codeview debugging format.
- Add `CLZERO`, `MONITORX` and `MWAITX` instructions.

### C.2.21 Version 2.12

- Major fixes to the `macho` backend (section 9.9); earlier versions would produce invalid symbols and relocations on a regular basis.
- Support for thread-local storage in Mach-O.
- Support for arbitrary sections in Mach-O.
- Fix wrong negative size treated as a big positive value passed into backend causing NASM to crash.
- Fix handling of zero-extending unsigned relocations, we have been printing wrong message and forgot to assign segment with predefined value before passing it into output format.
- Fix potential write of oversized (with size greater than allowed in output format) relative relocations.
- Portability fixes for building NASM with the LLVM compiler.
- Add support of Codeview version 8 (`cv8`) debug format for `win32` and `win64` formats in the `coff` backend, see section 9.6.5.

- Allow 64-bit outputs in 16/32-bit only backends. Unsigned 64-bit relocations are zero-extended from 32-bits with a warning (suppressible via `-w-zext-reloc`); signed 64-bit relocations are an error.
- Line numbers in list files now correspond to the lines in the source files, instead of simply being sequential.
- There is now an official 64-bit (x64 a.k.a. x86-64) build for Windows.

### **C.2.22 Version 2.11.09**

- Fix potential stack overwrite in `macho32` backend.
- Fix relocation records in `macho64` backend.
- Fix symbol lookup computation in `macho64` backend.
- Adjust `.symtab` and `.rela.text` sections alignments to 8 bytes in `e1f64` backed.
- Fix section length computation in `bin` backend which leded in incorrect relocation records.

### **C.2.23 Version 2.11.08**

- Fix section length computation in `bin` backend which leded in incorrect relocation records.
- Add a warning for numeric preprocessor definitions passed via command line which might have unexpected results otherwise.
- Add ability to specify a module name record in `rdoff` linker with `-mn` option.
- Increase label length capacity up to 256 bytes in `rdoff` backend for FreePascal sake, which tends to generate very long labels for procedures.
- Fix segmentation failure when rip addressing is used in `macho64` backend.
- Fix access on out of memory when handling strings with a single grave. We have sixed similar problem in previous release but not all cases were covered.
- Fix NULL dereference in disassembled on `BND` instruction.

### **C.2.24 Version 2.11.07**

- Fix 256 bit `VMOVNTPS` instruction.
- Fix `-MD` option handling, which was rather broken in previous release changing command line api.
- Fix access to uninitialized space when handling strings with a single grave.
- Fix nil dereference in handling memory reference parsing.

### **C.2.25 Version 2.11.06**

- Update AVX512 instructions based on the Extension Reference (319433-021 Sept 2014).
- Fix the behavior of `-MF` and `-MD` options (Bugzilla 3392280)
- Updated Win32 Makefile to fix issue with build

### **C.2.26 Version 2.11.05**

- Add `--v` as an alias for `-v` (see section 2.1.27), for command-line compatibility with Yasm.
- Fix a bug introduced in 2.11.03 whereby certain instructions would contain multiple REX prefixes, and thus be corrupt.

### C.2.27 Version 2.11.04

- Removed an invalid error checking code. Sometimes a memref only with a displacement can also set an evex flag. For example:

```
vmovdq32 [0xabcd]{k1}, zmm0
```

- Fixed a bug in disassembler that EVEX.L'L vector length was not matched when EVEX.b was set because it was simply considered as EVEC.RC. Separated EVEX.L'L case from EVEX.RC which is ignored in matching.

### C.2.28 Version 2.11.03

- Fix a bug there REX prefixes were missing on instructions inside a TIMES statement.

### C.2.29 Version 2.11.02

- Add the XSAVEC, XSAVES and XRSTORS family instructions.
- Add the CLFLUSHOPT instruction.

### C.2.30 Version 2.11.01

- Allow instructions which implicitly uses XMM0 (VBLENDVPD, VBLENDVPS, PBLENDVB and SHA256RNDSS2) to be specified without an explicit xmm0 on the assembly line. In other words, the following two lines produce the same output:

```
vblendvpd xmm2,xmm1,xmm0 ; Last operand is fixed xmm0
vblendvpd xmm2,xmm1 ; Implicit xmm0 omitted
```

- In the ELF backends, don't crash the assembler if section align is specified without a value.

### C.2.31 Version 2.11

- Add support for the Intel AVX-512 instruction set:
- 16 new, 512-bit SIMD registers. Total 32 (ZMM0 ~ ZMM31)
- 8 new opmask registers (K0 ~ K7). One of 7 registers (K1 ~ K7) can be used as an opmask for conditional execution.
- A new EVEX encoding prefix. EVEX is based on VEX and provides more capabilities: opmasks, broadcasting, embedded rounding and compressed displacements.

- opmask

```
VDIVPD zmm0{k1}{z}, zmm1, zmm3 ; conditional vector operation
; using opmask k1.
; {z} is for zero-masking
```

- broadcasting

```
VDIVPS zmm4, zmm5, [rbx]{1to16} ; load single-precision float and
; replicate it 16 times. 32 * 16 = 512
```

- embedded rounding

```
VCVTSI2SD xmm6, xmm7, {rz-sae}, rax ; round toward zero. note that it
; is used as if a separate operand.
; it comes after the last SIMD operand
```

- Add support for ZWORD (512 bits), DZ and RESZ.
- Add support for the MPX and SHA instruction sets.
- Better handling of section redefinition.
- Generate manpages when running 'make dist'.
- Handle all token chains in mmacro params range.
- Support split [base,index] effective address:

```
mov eax,[eax+8,ecx*4] ; eax=base, ecx=index, 4=scale, 8=disp
```

This is expected to be most useful for the MPX instructions.

- Support **BND** prefix for branch instructions (for MPX).
- The **DEFAULT** directive can now take **BND** and **NOBND** options to indicate whether all relevant branches should be getting **BND** prefixes. This is expected to be the normal for use in MPX code.
- Add **{evex}**, **{vex3}** and **{vex2}** instruction prefixes to have NASM encode the corresponding instruction, if possible, with an EVEX, 3-byte VEX, or 2-byte VEX prefix, respectively.
- Support for section names longer than 8 bytes in Win32/Win64 COFF.
- The **NOSPLIT** directive by itself no longer forces a single register to become an index register, unless it has an explicit multiplier.

```
mov eax,[nosplit eax] ; eax as base register  
mov eax,[nosplit eax*1] ; eax as index register
```

### C.2.32 Version 2.10.09

- Pregenerate man pages.

### C.2.33 Version 2.10.08

- Fix **VMOVRTDQA**, **MOVNTDQA** and **MOVLDPD** instructions.
- Fix collision for **VGATHERQPS**, **VPGATHERQD** instructions.
- Fix **VPMOVSXBQ**, **VGATHERQPD**, **VSPLLW** instructions.
- Add a bunch of AMD TBM instructions.
- Fix potential stack overwrite in numbers conversion.
- Allow byte size in **PREFETCHTx** instructions.
- Make manual pages up to date.
- Make **F3** and **F2** SSE prefixes to override **66**.
- Support of AMD SVM instructions in 32 bit mode.
- Fix near offsets code generation for **JMP**, **CALL** instructions in long mode.
- Fix preprocessor parse regression when **id** is expanding to a whitespace.

### C.2.34 Version 2.10.07

- Fix line continuation parsing being broken in previous version.

### C.2.35 Version 2.10.06

- Always quote the dependency source names when using the automatic dependency generation options.
- If no dependency target name is specified via the **-MT** or **-MQ** options, quote the default output name.
- Fix assembly of shift operations in CPU **8086** mode.
- Fix incorrect generation of explicit immediate byte for shift by 1 under certain circumstances.
- Fix assembly of the **VPCMPGTQ** instruction.
- Fix RIP-relative relocations in the **macho64** backend.

### C.2.36 Version 2.10.05

- Add the CLAC and STAC instructions.

### C.2.37 Version 2.10.04

- Add back the inadvertently deleted 256-bit version of the VORPD instruction.
- Correct disassembly of instructions starting with byte 82 hex.
- Fix corner cases in token pasting, for example:

```
%define N 1e++%+ 5
      dd N, 1e+5
```

### C.2.38 Version 2.10.03

- Correct the assembly of the instruction:

```
XRELEASE MOV [absolute],AL
```

Previous versions would incorrectly generate F3 A2 for this instruction and issue a warning; correct behavior is to emit F3 88 05.

### C.2.39 Version 2.10.02

- Add the ifunc macro package with integer functions, currently only integer logarithms. See section 7.4.
- Add the RDSEED, ADCX and ADOX instructions.

### C.2.40 Version 2.10.01

- Add missing VPMOVMASKB instruction with reg32, ymmreg operands.

### C.2.41 Version 2.10

- When optimization is enabled, `mov r64,imm` now optimizes to the shortest form possible between:

```
mov r32,imm32          ; 5 bytes
mov r64,imm32          ; 7 bytes
mov r64,imm64          ; 10 bytes
```

To force a specific form, use the STRICT keyword, see section 3.7.

- Add support for the Intel AVX2 instruction set.
- Add support for Bit Manipulation Instructions 1 and 2.
- Add support for Intel Transactional Synchronization Extensions (TSX).
- Add support for x32 ELF (32-bit ELF with the CPU in 64-bit mode.) See section 9.10.
- Add support for bigendian UTF-16 and UTF-32. See section 3.4.5.

### C.2.42 Version 2.09.10

- Fix up NSIS script to protect uninstaller against registry keys absence or corruption. It brings in a few additional questions to a user during deinstallation procedure but still it is better than unpredictable file removal.

### C.2.43 Version 2.09.09

- Fix initialization of section attributes of `bin` output format.
- Fix `mach64` output format bug that crashes NASM due to NULL symbols.

### C.2.44 Version 2.09.08

- Fix `__OUTPUT_FORMAT__` assignment when output driver alias is used. For example when `-f elf` is used `__OUTPUT_FORMAT__` must be set to `elf`, if `-f elf32` is used `__OUTPUT_FORMAT__` must be assigned accordingly, i.e. to `elf32`. The rule applies to all output driver aliases. See section 6.5.

### C.2.45 Version 2.09.07

- Fix attempts to close same file several times when `-a` option is used.
- Fixes for `VEXTRACTF128`, `VMASKMOVPS` encoding.

### C.2.46 Version 2.09.06

- Fix missed section attribute initialization in `bin` output target.

### C.2.47 Version 2.09.05

- Fix arguments encoding for `VPEXTRW` instruction.
- Remove invalid form of `VPEXTRW` instruction.
- Add `VLDQQU` as alias for `VLDQQU` to match specification.

### C.2.48 Version 2.09.04

- Fix incorrect labels offset for VEX instructions.
- Eliminate bogus warning on implicit operand size override.
- `%if` term could not handle 64 bit numbers.
- The COFF backend was limiting relocations number to 16 bits even if in real there were a way more relocations.

### C.2.49 Version 2.09.03

- Print `%macro` name inside `%rep` blocks on error.
- Fix preprocessor expansion behaviour. It happened sometime too early and sometime simply wrong. Move behaviour back to the origins (down to NASM 2.05.01).
- Fix uninitialized data dereference on OMF output format.
- Issue warning on unterminated `{` construct.
- Fix for documentation typo.

### C.2.50 Version 2.09.02

- Fix reversed tokens when `%def tok` produces more than one output token.
- Fix segmentation fault on disassembling some VEX instructions.
- Missing `%endif` did not always cause error.
- Fix typo in documentation.
- Compound context local preprocessor single line macro identifiers were not expanded early enough and as result lead to unresolved symbols.

### C.2.51 Version 2.09.01

- Fix NULL dereference on missed `%def tok` second parameter.
- Fix NULL dereference on invalid `%substr` parameters.

### C.2.52 Version 2.09

- Fixed assignment the magnitude of `%rep` counter. It is limited to 62 bits now.
- Fixed NULL dereference if argument of `%strlen` resolves to whitespace. For example if nonexistent macro parameter is used.
- `%ifenv`, `%elifenv`, `%ifnenv`, and `%elifnenv` directives introduced. See section 5.7.13.
- Fixed NULL dereference if environment variable is missed.
- Updates of new AVX v7 Intel instructions.
- `PUSH imm32` is now officially documented.
- Fix for encoding the LFS, LGS and LSS in 64-bit mode.
- Fixes for compatibility with OpenWatcom compiler and DOS 8.3 file format limitation.
- Macros parameters range expansion introduced. See section 5.6.4.
- Backward compatibility on expanding of local single macros restored.
- 8 bit relocations for `elf` and `bin` output formats are introduced.
- Short intersegment jumps are permitted now.
- An alignment more than 64 bytes are allowed for `win32`, `win64` output formats.
- `SECTALIGN` directive introduced. See section 6.13.2.
- `nojmp` option introduced in `smartalign` package. See section 7.2.
- Short aliases `win`, `elf` and `macho` for output formats are introduced. Each stands for `win32`, `elf32` and `macho32` accordingly.
- Faster handling of missing directives implemented.
- Various small improvements in documentation.
- No hang anymore if unable to open `malloc.log` file.
- The environments without `vsprintf` function are able to build `nasm` again.
- AMD LWP instructions updated.
- Tighten EA checks. We warn a user if there overflow in EA addressing.
- Make `-o0` the default optimization level. For the legacy behavior, specify `-o0` explicitly. See section 2.1.24.
- Environment variables read with `%!`  or tested with `%ifenv` can now contain non-identifier characters if surrounded by quotes. See section 5.14.2.
- Add a new standard macro package `%use fp` for floating-point convenience macros. See section 7.3.

### C.2.53 Version 2.08.02

- Fix crash under certain circumstances when using the `%+` operator.

### C.2.54 Version 2.08.01

- Fix the `%use` statement, which was broken in 2.08.

### C.2.55 Version 2.08

- A number of enhancements/fixes in macros area.

- Support for converting strings to tokens. See section 5.3.10.
- Fuzzy operand size logic introduced.
- Fix COFF stack overrun on too long export identifiers.
- Fix Macho-O alignment bug.
- Fix crashes with `-fwin32` on file with many exports.
- Fix stack overrun for too long `[DEBUG id]`.
- Fix incorrect sbyte usage in `IMUL` (hit only if optimization flag passed).
- Append ending token for `.stabs` records in the ELF output format.
- New NSIS script which uses ModernUI and MultiUser approach.
- Visual Studio 2008 NASM integration (rules file).
- Warn a user if a constant is too long (and as result will be stripped).
- The obsoleted pre-XOP AMD SSE5 instruction set which was never actualized was removed.
- Fix stack overrun on too long error file name passed from the command line.
- Bind symbols to the `.text` section by default (ie in case if `SECTION` directive was omitted) in the ELF output format.
- Fix sync points array index wrapping.
- A few fixes for FMA4 and XOP instruction templates.
- Add AMD Lightweight Profiling (LWP) instructions.
- Fix the offset for `%arg` in 64-bit mode.
- An undefined local macro (`($)`) no longer matches a global macro with the same name.
- Fix NULL dereference on too long local labels.

### C.2.56 Version 2.07

- NASM is now under the 2-clause BSD license. See section 1.1.1.
- Fix the section type for the `.strtab` section in the `e1f64` output format.
- Fix the handling of `COMMON` directives in the `obj` output format.
- New `ith` and `srec` output formats; these are variants of the `bin` output format which output Intel hex and Motorola S-records, respectively. See section 9.2 and section 9.3.
- `rdf2ihx` replaced with an enhanced `rdf2bin`, which can output binary, COM, Intel hex or Motorola S-records.
- The Windows installer now puts the NASM directory first in the `PATH` of the "NASM Shell".
- Revert the early expansion behavior of `%+` to pre-2.06 behavior: `%+` is only expanded late.
- Yet another Mach-O alignment fix.
- Don't delete the list file on errors. Also, include error and warning information in the list file.
- Support for 64-bit Mach-O output, see section 9.9.
- Fix assert failure on certain operations that involve strings with high-bit bytes.

### C.2.57 Version 2.06

- This release is dedicated to the memory of Charles A. Crayne, long time NASM developer as well as moderator of `comp.lang.asm.x86` and author of the book *Serious Assembler*. We miss you, Chuck.
- Support for indirect macro expansion (`%[...]`). See section 5.3.3.
- `%pop` can now take an argument, see section 5.10.1.
- The argument to `%use` is no longer macro-expanded. Use `%[...]` if macro expansion is desired.
- Support for thread-local storage in ELF32 and ELF64. See section 9.10.4.
- Fix crash on `%ifmacro` without an argument.
- Correct the arguments to the `POPCNT` instruction.
- Fix section alignment in the Mach-O format.
- Update AVX support to version 5 of the Intel specification.
- Fix the handling of accesses to context-local macros from higher levels in the context stack.
- Treat `WAIT` as a prefix rather than as an instruction, thereby allowing constructs like `016 FSAVE` to work correctly.
- Support for structures with a non-zero base offset. See section 6.12.1.
- Correctly handle preprocessor token concatenation (see section 5.6.9) involving floating-point numbers.
- The `PINSR` series of instructions have been corrected and rationalized.
- Removed AMD SSE5, replaced with the new XOP/FMA4/CVT16 (rev 3.03) spec.
- The ELF backends no longer automatically generate a `.comment` section.
- Add additional "well-known" ELF sections with default attributes. See section 9.10.2.

### C.2.58 Version 2.05.01

- Fix the `-w/-W` option parsing, which was broken in NASM 2.05.

### C.2.59 Version 2.05

- Fix redundant `REX.W` prefix on `JMP reg64`.
- Make the behaviour of `-o0` match NASM 0.98 legacy behavior. See section 2.1.24.
- `-w-user` can be used to suppress the output of `%warning` directives. See section 2.1.26.
- Fix bug where `ALIGN` would issue a full alignment datum instead of zero bytes.
- Fix offsets in list files.
- Fix `%include` inside multi-line macros or loops.
- Fix error where NASM would generate a spurious warning on valid optimizations of immediate values.
- Fix arguments to a number of the `CVT` SSE instructions.
- Fix RIP-relative offsets when the instruction carries an immediate.
- Massive overhaul of the ELF64 backend for spec compliance.
- Fix the Geode `PFRCPV` and `PFRSQRTV` instruction.

- Fix the SSE 4.2 CRC32 instruction.

### C.2.60 Version 2.04

- Sanitize macro handling in the `%error` directive.
- New `%warning` directive to issue user-controlled warnings.
- `%error` directives are now deferred to the final assembly phase.
- New `%fatal` directive to immediately terminate assembly.
- New `%strcat` directive to join quoted strings together.
- New `%use` macro directive to support standard macro directives. See section 5.9.4.
- Excess default parameters to `%macro` now issues a warning by default. See section 5.6.
- Fix `%ifn` and `%elifn`.
- Fix nested `%else` clauses.
- Correct the handling of nested `%reps`.
- New `%unmacro` directive to undeclare a multi-line macro. See section 5.6.12.
- Builtin macro `__PASS__` which expands to the current assembly pass. See section 6.11.
- `__utf16__` and `__utf32__` operators to generate UTF-16 and UTF-32 strings. See section 3.4.5.
- Fix bug in case-insensitive matching when compiled on platforms that don't use the `configure` script. Of the official release binaries, that only affected the OS/2 binary.
- Support for x87 packed BCD constants. See section 3.4.7.
- Correct the LTR and SLDT instructions in 64-bit mode.
- Fix unnecessary REX.W prefix on indirect jumps in 64-bit mode.
- Add AVX versions of the AES instructions (`VAES...`).
- Fix the 256-bit FMA instructions.
- Add 256-bit AVX stores per the latest AVX spec.
- VIA XCRYPT instructions can now be written either with or without `REP`, apparently different versions of the VIA spec wrote them differently.
- Add missing 64-bit `MOVNTI` instruction.
- Fix the operand size of `VMREAD` and `VMWRITE`.
- Numerous bug fixes, especially to the AES, AVX and VTX instructions.
- The optimizer now always runs until it converges. It also runs even when disabled, but doesn't optimize. This allows most forward references to be resolved properly.
- `%push` no longer needs a context identifier; omitting the context identifier results in an anonymous context.

### C.2.61 Version 2.03.01

- Fix buffer overflow in the listing module.
- Fix the handling of hexadecimal escape codes in `'...'` strings.
- The Postscript/PDF documentation has been reformatted.
- The `-F` option now implies `-g`.

### C.2.62 Version 2.03

- Add support for Intel AVX, CLMUL and FMA instructions, including YMM registers.
- `dy`, `resy` and `yword` for 32-byte operands.
- Fix some SSE5 instructions.
- Intel `INVEPT`, `INVVPID` and `MOVBE` instructions.
- Fix checking for critical expressions when the optimizer is enabled.
- Support the DWARF debugging format for ELF targets.
- Fix optimizations of signed bytes.
- Fix operation on bigendian machines.
- Fix buffer overflow in the preprocessor.
- `SAFESSEH` support for Win32, `IMAGEREL` for Win64 (SEH).
- `%?` and `??` to refer to the name of a macro itself. In particular, `%ifndef` keyword `$%?` can be used to make a keyword "disappear".
- New options for dependency generation: `-MD`, `-MF`, `-MP`, `-MT`, `-MQ`.
- New preprocessor directives `%pathsearch` and `%depend`; `INCBIN` reimplemented as a macro.
- `%include` now resolves macros in a sane manner.
- `%substr` can now be used to get other than one-character substrings.
- New type of character/string constants, using backquotes (`'...'`), which support C-style escape sequences.
- `%defstr` and `%idefstr` to stringize macro definitions before creation.
- Fix forward references used in `EQU` statements.

### C.2.63 Version 2.02

- Additional fixes for MMX operands with explicit `qword`, as well as (hopefully) SSE operands with `oword`.
- Fix handling of truncated strings with `D0`.
- Fix segfaults due to memory overwrites when floating-point constants were used.
- Fix segfaults due to missing include files.
- Fix OpenWatcom Makefiles for DOS and OS/2.
- Add autogenerated instruction list back into the documentation.
- ELF: Fix segfault when generating stabs, and no symbols have been defined.
- ELF: Experimental support for DWARF debugging information.
- New compile date and time standard macros.
- `%ifnum` now returns true for negative numbers.
- New `%iftoken` test for a single token.
- New `%ifempty` test for empty expansion.
- Add support for the `XSAVE` instruction group.
- Makefile for Netware/gcc.

- Fix issue with some warnings getting emitted way too many times.
- Autogenerated instruction list added to the documentation.

### **C.2.64 Version 2.01**

- Fix the handling of MMX registers with explicit `qword` tags on memory (broken in 2.00 due to 64-bit changes.)
- Fix the `PREFETCH` instructions.
- Fix the documentation.
- Fix debugging info when using `-f elf` (backwards compatibility alias for `-f elf32`).
- Man pages for `rdoff` tools (from the Debian project.)
- ELF: handle large numbers of sections.
- Fix corrupt output when the optimizer runs out of passes.

### **C.2.65 Version 2.00**

- Added c99 data-type compliance.
- Added general x86-64 support.
- Added win64 (x86-64 COFF) output format.
- Added `__BITS__` standard macro.
- Renamed the `elf` output format to `elf32` for clarity.
- Added `elf64` and `macho` (MacOS X) output formats.
- Added Numeric constants in `dq` directive.
- Added `oword`, `do` and `reso` pseudo operands.
- Allow underscores in numbers.
- Added 8-, 16- and 128-bit floating-point formats.
- Added binary, octal and hexadecimal floating-point.
- Correct the generation of floating-point constants.
- Added floating-point option control.
- Added Infinity and NaN floating point support.
- Added ELF Symbol Visibility support.
- Added setting OSABI value in ELF header directive.
- Added Generate Makefile Dependencies option.
- Added Unlimited Optimization Passes option.
- Added `%IFN` and `%ELIFN` support.
- Added Logical Negation Operator.
- Enhanced Stack Relative Preprocessor Directives.
- Enhanced ELF Debug Formats.
- Enhanced Send Errors to a File option.
- Added SSSE3, SSE4.1, SSE4.2, SSE5 support.

- Added a large number of additional instructions.
- Significant performance improvements.
- `-w+warning` and `-w-warning` can now be written as `-Wwarning` and `-Wno-warning`, respectively. See section 2.1.26.
- Add `-w+error` to treat warnings as errors. See section 2.1.26.
- Add `-w+a11` and `-w-a11` to enable or disable all suppressible warnings. See section 2.1.26.

## C.3 NASM 0.98 Series

The 0.98 series was the production versions of NASM from 1999 to 2007.

### C.3.1 Version 0.98.39

- fix buffer overflow
- fix outas86's `.bss` handling
- "make spotless" no longer deletes `config.h.in`.
- `%(e1)if(n)idn` insensitivity to string quotes difference (#809300).
- `(nasm.c) __OUTPUT_FORMAT__` changed to string value instead of symbol.

### C.3.2 Version 0.98.38

- Add Makefile for 16-bit DOS binaries under OpenWatcom, and modify `mkdep.pl` to be able to generate completely pathless dependencies, as required by OpenWatcom `wmake` (it supports path searches, but not explicit paths.)
- Fix the `STR` instruction.
- Fix the ELF output format, which was broken under certain circumstances due to the addition of stabs support.
- Quick-fix Borland format debug-info for `-f obj`
- Fix for `%rep` with no arguments (#560568)
- Fix concatenation of preprocessor function call (#794686)
- Fix long label causes `coredump` (#677841)
- Use `autoheader` as well as `autoconf` to keep `configure` from generating ridiculously long command lines.
- Make sure that all of the formats which support debugging output actually will suppress debugging output when `-g` not specified.

### C.3.3 Version 0.98.37

- Paths given in `-I` switch searched for `incbin-ed` as well as `%include-ed` files.
- Added stabs debugging for the ELF output format, patch from Martin Wawro.
- Fix `output/outbin.c` to allow `origin > 80000000h`.
- Make `-u` switch work.
- Fix the use of relative offsets with explicit prefixes, e.g. `a32 loop foo`.
- Remove `backslash()`.
- Fix the `SMSW` and `SLDT` instructions.

- -02 and -03 are no longer aliases for -010 and -015. If you mean the latter, please say so! :)

### C.3.4 Version 0.98.36

- Update rdoft – librarian/archiver – common rec – docs!
- Fix signed/unsigned problems.
- Fix JMP FAR label and CALL FAR label.
- Add new multisection support – map files – fix align bug
- Fix sysexit, movhps/movlps reg,reg bugs in insns.dat
- q or o suffixes indicate octal
- Support Prescott new instructions (PNI).
- Cyrix xSTORE instruction.

### C.3.5 Version 0.98.35

- Fix build failure on 16-bit DOS (Makefile.bc3 workaround for compiler bug.)
- Fix dependencies and compiler warnings.
- Add "const" in a number of places.
- Add -X option to specify error reporting format (use -Xvc to integrate with Microsoft Visual Studio.)
- Minor changes for code legibility.
- Drop use of tmpnam() in rdoft (security fix.)

### C.3.6 Version 0.98.34

- Correct additional address-size vs. operand-size confusions.
- Generate dependencies for all Makefiles automatically.
- Add support for unimplemented (but theoretically available) registers such as tr0 and cr5. Segment registers 6 and 7 are called segr6 and segr7 for the operations which they can be represented.
- Correct some disassembler bugs related to redundant address-size prefixes. Some work still remains in this area.
- Correctly generate an error for things like "SEG eax".
- Add the JMPE instruction, enabled by "CPU IA64".
- Correct compilation on newer gcc/glibc platforms.
- Issue an error on things like "jmp far eax".

### C.3.7 Version 0.98.33

- New \_\_NASM\_PATCHLEVEL\_\_ and \_\_NASM\_VERSION\_ID\_\_ standard macros to round out the version-query macros. version.pl now understands X.YYplWW or X.YY.ZZplWW as a version number, equivalent to X.YY.ZZ.WW (or X.YY.0.WW, as appropriate).
- New keyword "strict" to disable the optimization of specific operands.
- Fix the handing of size overrides with JMP instructions (instructions such as "jmp dword foo".)
- Fix the handling of "ABSOLUTE label", where "label" points into a relocatable segment.

- Fix OBJ output format with lots of externs.
- More documentation updates.
- Add `-Ov` option to get verbose information about optimizations.
- Undo a braindead change which broke `%elif` directives.
- Makefile updates.

### **C.3.8 Version 0.98.32**

- Fix NASM crashing when `%macro` directives were left unterminated.
- Lots of documentation updates.
- Complete rewrite of the PostScript/PDF documentation generator.
- The MS Visual C++ Makefile was updated and corrected.
- Recognize `.rodata` as a standard section name in ELF.
- Fix some obsolete Perl4-isms in Perl scripts.
- Fix `configure.in` to work with `autoconf 2.5x`.
- Fix a couple of "make cleaner" misses.
- Make the normal `./configure && make` work with Cygwin.

### **C.3.9 Version 0.98.31**

- Correctly build in a separate object directory again.
- Derive all references to the version number from the version file.
- New standard macros `__NASM_SUBMINOR__` and `__NASM_VER__` macros.
- Lots of Makefile updates and bug fixes.
- New `%ifmacro` directive to test for multiline macros.
- Documentation updates.
- Fixes for 16-bit OBJ format output.
- Changed the NASM environment variable to `NASMENV`.

### **C.3.10 Version 0.98.30**

- Changed doc files a lot: completely removed old `README` and `Wishlist` files, incorporating all information in `CHANGES` and `TODO`.
- I waited a long time to rename `zoutieeee.c` to (original) `outieeee.c`
- moved all output modules to `output/` subdirectory.
- Added 'make strip' target to strip debug info from `nasm` & `ndisasm`.
- Added `INSTALL` file with installation instructions.
- Added `-v` option description to `nasm man`.
- Added `dist` makefile target to produce source distributions.
- 16-bit support for ELF output format (GNU extension, but useful.)

### **C.3.11 Version 0.98.28**

- Fastcooked this for Debian's Woody release: Frank applied the INCBIN bug patch to 0.98.25alt and called it 0.98.28 to not confuse poor little apt-get.

### **C.3.12 Version 0.98.26**

- Reorganised files even better from 0.98.25alt

### **C.3.13 Version 0.98.25alt**

- Prettified the source tree. Moved files to more reasonable places.
- Added findleak.pl script to misc/ directory.
- Attempted to fix doc.

### **C.3.14 Version 0.98.25**

- Line continuation character \.
- Docs inadvertently reverted – "dos packaging".

### **C.3.15 Version 0.98.24p1**

- FIXME: Someone, document this please.

### **C.3.16 Version 0.98.24**

- Documentation – Ndisasm doc added to Nasm.doc.

### **C.3.17 Version 0.98.23**

- Attempted to remove rdoff version1
- Lino Mastrodomenico's patches to preproc.c (%\$\$ bug?).

### **C.3.18 Version 0.98.22**

- Update rdoff2 – attempt to remove v1.

### **C.3.19 Version 0.98.21**

- Optimization fixes.

### **C.3.20 Version 0.98.20**

- Optimization fixes.

### **C.3.21 Version 0.98.19**

- H. J. Lu's patch back out.

### **C.3.22 Version 0.98.18**

- Added ".rdata" to "-f win32".

### **C.3.23 Version 0.98.17**

- H. J. Lu's "bogus elf" patch. (Red Hat problem?)

### **C.3.24 Version 0.98.16**

- Fix whitespace before "[section ..." bug.

### **C.3.25 Version 0.98.15**

- Rdoft changes (?).
- Fix fixes to memory leaks.

### **C.3.26 Version 0.98.14**

- Fix memory leaks.

### **C.3.27 Version 0.98.13**

- There was no 0.98.13

### **C.3.28 Version 0.98.12**

- Update optimization (new function of "-O1")
- Changes to test/bintest.asm (?).

### **C.3.29 Version 0.98.11**

- Optimization changes.
- Ndisasm fixed.

### **C.3.30 Version 0.98.10**

- There was no 0.98.10

### **C.3.31 Version 0.98.09**

- Add multiple sections support to "-f bin".
- Changed GLOBAL\_TEMP\_BASE in outelf.c from 6 to 15.
- Add "-v" as an alias to the "-r" switch.
- Remove "#ifdef" from Tasm compatibility options.
- Remove redundant size-overrides on "mov ds, ex", etc.
- Fixes to SSE2, other insns.dat (?).
- Enable uppercase "I" and "P" switches.
- Case insensitive "seg" and "wrt".
- Update install.sh (?).
- Allocate tokens in blocks.
- Improve "invalid effective address" messages.

### **C.3.32 Version 0.98.08**

- Add "%strlen" and "%substr" macro operators
- Fixed broken c16.mac.
- Unterminated string error reported.
- Fixed bugs as per 0.98bf

### **C.3.33 Version 0.98.09b with John Coffman patches released 28-Oct-2001**

Changes from 0.98.07 release to 98.09b as of 28-Oct-2001

- More closely compatible with 0.98 when `-O0` is implied or specified. Not strictly identical, since backward branches in range of short offsets are recognized, and signed byte values with no explicit size specification will be assembled as a single byte.
- More forgiving with the PUSH instruction. 0.98 requires a size to be specified always. 0.98.09b will imply the size from the current BITS setting (16 or 32).
- Changed definition of the optimization flag:
  - O0 strict two-pass assembly, JMP and Jcc are handled more like 0.98, except that backward JMPs are short, if possible.
  - O1 strict two-pass assembly, but forward branches are assembled with code guaranteed to reach; may produce larger code than -O0, but will produce successful assembly more often if branch offset sizes are not specified.
  - O2 multi-pass optimization, minimize branch offsets; also will minimize signed immediate bytes, overriding size specification.
  - O3 like -O2, but more passes taken, if needed

### C.3.34 Version 0.98.07 released 01/28/01

- Added Stepane Denis' SSE2 instructions to a *\*working\** version of the code – some earlier versions were based on broken code – sorry 'bout that. version "0.98.07"
- Cosmetic modifications to nasm.c, nasm.h, AUTHORS, MODIFIED

### C.3.35 Version 0.98.06f released 01/18/01

- Add "metalbrain"s jecxz bug fix in insns.dat
- Alter nasmdoc.src to match – version "0.98.06f"

### C.3.36 Version 0.98.06e released 01/09/01

- Removed the "outforms.h" file – it appears to be someone's old backup of "outform.h". version "0.98.06e"
- fbk – finally added the fix for the "multiple %includes bug", known since 7/27/99 – reported originally (?) and sent to us by Austin Lunnan – he reports that John Fine had a fix within the day. Here it is...
- Nelson Rush resigns from the group. Big thanks to Nelson for his leadership and enthusiasm in getting these changes incorporated into Nasm!
- fbk – [list +], [list -] directives – ineptly implemented, should be re-written or removed, perhaps.
- Brian Raiter / fbk – "elfso bug" fix – applied to aoutb format as well – testing might be desirable...
- James Seter – -postfix, -prefix command line switches.
- Yuri Zaporozhets – rdoff utility changes.

### C.3.37 Version 0.98p1

- GAS-like palign (Panos Minos)
- FIXME: Someone, fill this in with details

### C.3.38 Version 0.98bf (bug-fixed)

- Fixed – elf and aoutb bug – shared libraries – multiple "%include" bug in "-f obj" – jcxz, jecxz bug – unrecognized option bug in ndisasm

### C.3.39 Version 0.98.03 with John Coffman's changes released 27-Jul-2000

- Added signed byte optimizations for the 0x81/0x83 class of instructions: ADC, ADD, AND, CMP, OR, SBB, SUB, XOR: when used as 'ADD reg16,imm' or 'ADD reg32,imm.' Also optimization of signed byte form of 'PUSH imm' and 'IMUL reg,imm'/'IMUL reg,reg,imm.' No size specification is needed.
- Added multi-pass JMP and Jcc offset optimization. Offsets on forward references will preferentially use the short form, without the need to code a specific size (short or near) for the branch. Added instructions for 'Jcc label' to use the form 'Jnotcc \$+3/JMP label', in cases where a short offset is out of bounds. If compiling for a 386 or higher CPU, then the 386 form of Jcc will be used instead.

This feature is controlled by a new command-line switch: "O", (upper case letter O). "-O0" reverts the assembler to no extra optimization passes, "-O1" allows up to 5 extra passes, and "-O2"(default), allows up to 10 extra optimization passes.

- Added a new directive: 'cpu XXX', where XXX is any of: 8086, 186, 286, 386, 486, 586, pentium, 686, PPro, P2, P3 or Katmai. All are case insensitive. All instructions will be selected only if they apply to the selected cpu or lower. Corrected a couple of bugs in cpu-dependence in 'insns.dat'.
- Added to 'standard.mac', the "use16" and "use32" forms of the "bits 16/32" directive. This is nothing new, just conforms to a lot of other assemblers. (minor)
- Changed label allocation from 320/32 (10000 labels @ 200K+) to 32/37 (1000 labels); makes running under DOS much easier. Since additional label space is allocated dynamically, this should have no effect on large programs with lots of labels. The 37 is a prime, believed to be better for hashing. (minor)

### C.3.40 Version 0.98.03

"Integrated patchfile 0.98-0.98.01. I call this version 0.98.03 for historical reasons: 0.98.02 was trashed." --John Coffman <johninsd@san.rr.com>, 27-Jul-2000

- Kendall Bennett's SciTech MGL changes
- Note that you must define "TASM\_COMPAT" at compile-time to get the Tasm Ideal Mode compatibility.
- All changes can be compiled in and out using the TASM\_COMPAT macros, and when compiled without TASM\_COMPAT defined we get the exact same binary as the unmodified 0.98 sources.
- standard.mac, macros.c: Added macros to ignore TASM directives before first include
- nasm.h: Added extern declaration for tasm\_compatible\_mode
- nasm.c: Added global variable tasm\_compatible\_mode
- Added command line switch for TASM compatible mode (-t)
- Changed version command line to reflect when compiled with TASM additions
- Added response file processing to allow all arguments on a single line (response file is @resp rather than -@resp for NASM format).
- labels.c: Changes islocal() macro to support TASM style @@local labels.

- Added `islocalchar()` macro to support TASM style `@@local` labels.
- `parser.c`: Added support for TASM style memory references (ie: `mov [DWORD eax],10` rather than the NASM style `mov DWORD [eax],10`).
- `preproc.c`: Added new directives, `%arg`, `%local`, `%stacksize` to directives table
- Added support for TASM style directives without a leading `%` symbol.
- Integrated a block of changes from Andrew Zabolotny <bit@eltech.ru>:
- A new keyword `%xdefine` and its case-insensitive counterpart `%ixdefine`. They work almost the same way as `%define` and `%idefine` but expand the definition immediately, not on the invocation. Something like a cross between `%define` and `%assign`. The "x" suffix stands for "eXpand", so "xdefine" can be deciphered as "expand-and-define". Thus you can do things like this:

```

%assign ofs      0

%macro arg      1
    %xdefine %1 dword [esp+ofs]
    %assign ofs ofs+4
%endmacro

```

- Changed the place where the expansion of `$$name` macros are expanded. Now they are converted into `..@ctxnum.name` form when detokenizing, so there are no quirks as before when using `$$name` arguments to macros, in macros etc. For example:

```

%macro abc      1
    %define %1 hello
%endm

abc      $$here
$$here

```

Now last line will be expanded into "hello" as expected. This also allows for lots of goodies, a good example are extended "proc" macros included in this archive.

- Added a check for "cstk" in `smacro_defined()` before calling `get_ctx()` – this allows for things like:

```

#ifdef $$abc
#endif

```

to work without warnings even in no context.

- Added a check for "cstk" in `%if*ctx` and `%elif*ctx` directives – this allows to use `%ifctx` without excessive warnings. If there is no active context, `%ifctx` goes through "false" branch.
- Removed "user error: " prefix with `%error` directive: it just clobbers the output and has absolutely no functionality. Besides, this allows to write macros that does not differ from built-in functions in any way.
- Added expansion of string that is output by `%error` directive. Now you can do things like:

```

#define hello(x) Hello, x!

#define $$name andy
#error "hello($$name)"

```

Same happened with `%include` directive.

- Now all directives that expect an identifier will try to expand and concatenate everything without whitespaces in between before usage. For example, with "unfixed" nasm the commands

```

#define %$abc hello
#define __%$abc goodbye
__%$abc

```

would produce "incorrect" output: last line will expand to

```
hello goodbyehello
```

Not quite what you expected, eh? :) The answer is that preprocessor treats the `%define` construct as if it would be

```
%define __ %$abc goodbye
```

(note the white space between `__` and `%$abc`). After my "fix" it will "correctly" expand into

```
goodbye
```

as expected. Note that I use quotes around words "correct", "incorrect" etc because this is rather a feature not a bug; however current behaviour is more logical (and allows more advanced macro usage :-).

Same change was applied to: `%push,%macro,%imacro,%define,%idefine,%xdefine,%ixdefine,%assign,%iassign,%undef`

- A new directive `[WARNING {+|-}warning-id]` have been added. It works only if the assembly phase is enabled (i.e. it doesn't work with `nasm -e`).
- A new warning type: `macro-selfref`. By default this warning is disabled; when enabled NASM warns when a macro self-references itself; for example the following source:

```

[WARNING macro-selfref]

%macro          push    1-*
    %rep        %0
        push    %1
        %rotate 1
    %endrep
%endmacro

                push    eax, ebx, ecx

```

will produce a warning, but if we remove the first line we won't see it anymore (which is The Right Thing To Do {tm} IMHO since C preprocessor eats such constructs without warnings at all).

- Added a "error" routine to preprocessor which always will set `ERR_PASS1` bit in `severity_code`. This removes annoying repeated errors on first and second passes from preprocessor.
- Added the `%+` operator in single-line macros for concatenating two identifiers. Usage example:

```

#define _myfunc _otherfunc
#define cextern(x) _ %+ x
cextern (myfunc)

```

After first expansion, third line will become `"_myfunc"`. After this expansion is performed again so it becomes `"_otherunc"`.

- Now if preprocessor is in a non-emitting state, no warning or error will be emitted. Example:

```

%if 1
    mov    eax, ebx
%else
    put anything you want between these two brackets,
    even macro-parameter references %1 or local
    labels %$zz or macro-local labels %%zz - no
    warning will be emitted.
%endif

```

- Context-local variables on expansion as a last resort are looked up in outer contexts. For example, the following piece:

```
%push outer
%define %$a [esp]

        %push inner
        %$a
        %pop
%pop
```

will expand correctly the fourth line to [esp]; if we'll define another %\$a inside the "inner" context, it will take precedence over outer definition. However, this modification has been applied only to `expand_macro` and not to `macro_define`: as a consequence expansion looks in outer contexts, but `%ifdef` won't look in outer contexts.

This behaviour is needed because we don't want nested contexts to act on already defined local macros. Example:

```
%define %$arg1 [esp+4]
test    eax, eax
if      nz
        mov    eax, %$arg1
endif
```

In this example the "if" macro enters into the "if" context, so %\$arg1 is not valid anymore inside "if". Of course it could be worked around by using explicitly %\$\$arg1 but this is ugly IMHO.

- Fixed memory leak in `%undef`. The origline wasn't freed before exiting on success.
- Fixed trap in preprocessor when line expanded to empty set of tokens. This happens, for example, in the following case:

```
#define SOMETHING
SOMETHING
```

### C.3.41 Version 0.98

All changes since NASM 0.98p3 have been produced by H. Peter Anvin <hpa@zytor.com>.

- The documentation comment delimiter is
- Allow EQU definitions to refer to external labels; reported by Pedro Gimeno.
- Re-enable support for RDOFF v1; reported by Pedro Gimeno.
- Updated License file per OK from Simon and Julian.

### C.3.42 Version 0.98p9

- Update documentation (although the instruction set reference will have to wait; I don't want to hold up the 0.98 release for it.)
- Verified that the NASM implementation of the PEXTRW and PMOVMSKB instructions is correct. The encoding differs from what the Intel manuals document, but the Pentium III behaviour matches NASM, not the Intel manuals.
- Fix handling of implicit sizes in PSHUFW and PINSRW, reported by Stefan Hoffmeister.
- Resurrect the `-s` option, which was removed when changing the diagnostic output to `stdout`.

### C.3.43 Version 0.98p8

- Fix for "DB" when NASM is running on a bigendian machine.
- Invoke `insns.pl` once for each output script, making `Makefile.in` legal for "make -j".

- Improve the Unix configure-based makefiles to make package creation easier.
- Included an RPM .spec file for building RPM (RedHat Package Manager) packages on Linux or Unix systems.
- Fix Makefile dependency problems.
- Change src/rdsr.pl to include sectioning information in info output; required for install-info to work.
- Updated the RDOFF distribution to version 2 from Jules; minor massaging to make it compile in my environment.
- Split doc files that can be built by anyone with a Perl interpreter off into a separate archive.
- "Dress rehearsal" release!

### C.3.44 Version 0.98p7

- Fixed opcodes with a third byte-sized immediate argument to not complain if given "byte" on the immediate.
- Allow %undef to remove single-line macros with arguments. This matches the behaviour of #undef in the C preprocessor.
- Allow -d, -u, -i and -p to be specified as -D, -U, -I and -P for compatibility with most C compilers and preprocessors. This allows Makefile options to be shared between cc and nasm, for example.
- Minor cleanups.
- Went through the list of Katmai instructions and hopefully fixed the (rather few) mistakes in it.
- (Hopefully) fixed a number of disassembler bugs related to ambiguous instructions (disambiguated by -p) and SSE instructions with REP.
- Fix for bug reported by Mark Junger: "call dword 0x12345678" should work and may add an OSP (affected CALL, JMP, Jcc).
- Fix for environments when "stderr" isn't a compile-time constant.

### C.3.45 Version 0.98p6

- Took officially over coordination of the 0.98 release; so drop the p3.x notation. Skipped p4 and p5 to avoid confusion with John Fine's J4 and J5 releases.
- Update the documentation; however, it still doesn't include documentation for the various new instructions. I somehow wonder if it makes sense to have an instruction set reference in the assembler manual when Intel et al have PDF versions of their manuals online.
- Recognize "idt" or "centaur" for the -p option to ndisasm.
- Changed error messages back to stderr where they belong, but add an -E option to redirect them elsewhere (the DOS shell cannot redirect stderr.)
- -M option to generate Makefile dependencies (based on code from Alex Verstak.)
- %undef preprocessor directive, and -u option, that undefines a single-line macro.
- OS/2 Makefile (Mkfiles/Makefile.os2) for Borland under OS/2; from Chuck Crayne.
- Various minor bugfixes (reported by): - Dangling %s in preproc.c (Martin Junker)
- THERE ARE KNOWN BUGS IN SSE AND THE OTHER KATMAI INSTRUCTIONS. I am on a trip and didn't bring the Katmai instruction reference, so I can't work on them right now.

- Updated the License file per agreement with Simon and Jules to include a GPL distribution clause.

### C.3.46 Version 0.98p3.7

- (Hopefully) fixed the canned Makefiles to include the outrdf2 and zoutieee modules.
- Renamed changes.asm to changed.asm.

### C.3.47 Version 0.98p3.6

- Fixed a bunch of instructions that were added in 0.98p3.5 which had memory operands, and the address-size prefix was missing from the instruction pattern.

### C.3.48 Version 0.98p3.5

- Merged in changes from John S. Fine's 0.98-J5 release. John's based 0.98-J5 on my 0.98p3.3 release; this merges the changes.
- Expanded the instructions flag field to a long so we can fit more flags; mark SSE (KNI) and AMD or Katmai-specific instructions as such.
- Fix the "PRIV" flag on a bunch of instructions, and create new "PROT" flag for protected-mode-only instructions (orthogonal to if the instruction is privileged!) and new "SMM" flag for SMM-only instructions.
- Added AMD-only SYSCALL and SYSRET instructions.
- Make SSE actually work, and add new Katmai MMX instructions.
- Added a `-p` (preferred vendor) option to `ndisasm` so that it can distinguish e.g. Cyrix opcodes also used in SSE. For example:

```
ndisasm -p cyrix aliased.bin
00000000 670F514310      paddsiw mm0,[ebx+0x10]
00000005 670F514320      paddsiw mm0,[ebx+0x20]
ndisasm -p intel aliased.bin
00000000 670F514310      sqrtps xmm0,[ebx+0x10]
00000005 670F514320      sqrtps xmm0,[ebx+0x20]
```

- Added a bunch of Cyrix-specific instructions.

### C.3.49 Version 0.98p3.4

- Made at least an attempt to modify all the additional Makefiles (in the `Mkfiles` directory). I can't test it, but this was the best I could do.
- DOS DJGPP+"Opus Make" Makefile from John S. Fine.
- `changes.asm` changes from John S. Fine.

### C.3.50 Version 0.98p3.3

- Patch from Conan Brink to allow nesting of `%rep` directives.
- If we're going to allow `INT01` as an alias for `INT1/ICEBP` (one of Jules 0.98p3 changes), then we should allow `INT03` as an alias for `INT3` as well.
- Updated `changes.asm` to include the latest changes.
- Tried to clean up the `<CR>`s that had snuck in from a DOS/Windows environment into my Unix environment, and try to make sure than DOS/Windows users get them back.
- We would silently generate broken tools if `insns.dat` wasn't sorted properly. Change `insns.pl` so that the order doesn't matter.

- Fix bug in `insns.pl` (introduced by me) which would cause conditional instructions to have an extra "cc" in disassembly, e.g. "jnz" disassembled as "jccnz".

### **C.3.51 Version 0.98p3.2**

- Merged in John S. Fine's changes from his 0.98-J4 prerelease; see <http://www.csoft.net/cz/johnfine/>
- Changed previous "spotless" Makefile target (appropriate for distribution) to "distclean", and added "cleaner" target which is same as "clean" except deletes files generated by Perl scripts; "spotless" is union.
- Removed BASIC programs from distribution. Get a Perl interpreter instead (see below.)
- Calling this "pre-release 3.2" rather than "p3-hpa2" because of John's contributions.
- Actually link in the IEEE output format (`zoutieee.c`); fix a bunch of compiler warnings in that file. Note I don't know what IEEE output is supposed to look like, so these changes were made "blind".

### **C.3.52 Version 0.98p3-hpa**

- Merged `nasm098p3.zip` with `nasm-0.97.tar.gz` to create a fully buildable version for Unix systems (Makefile.in updates, etc.)
- Changed `insns.pl` to create the instruction tables in `nasm.h` and `names.c`, so that a new instruction can be added by adding it \*only\* to `insns.dat`.
- Added the following new instructions: SYSENTER, SYSEXIT, FXSAVE, FXRSTOR, UD1, UD2 (the latter two are two opcodes that Intel guarantee will never be used; one of them is documented as UD2 in Intel documentation, the other one just as "Undefined Opcode" -- calling it UD1 seemed to make sense.)
- `MAX_SYMBOL` was defined to be 9, but `LOADALL286` and `LOADALL386` are 10 characters long. Now `MAX_SYMBOL` is derived from `insns.dat`.
- A note on the BASIC programs included: forget them. `insns.bas` is already out of date. Get yourself a Perl interpreter for your platform of choice at <http://www.cpan.org/ports/index.html>.

### **C.3.53 Version 0.98 pre-release 3**

- added response file support, improved command line handling, new layout help screen
- fixed limit checking bug, 'OUT byte nn, reg' bug, and a couple of `rdoff` related bugs, updated Wishlist; 0.98 Prerelease 3.

### **C.3.54 Version 0.98 pre-release 2**

- fixed bug in `outcoff.c` to do with truncating section names longer than 8 characters, referencing beyond end of string; 0.98 pre-release 2

### **C.3.55 Version 0.98 pre-release 1**

- Fixed a bug whereby `STRUC` didn't work at all in RDF.
- Fixed a problem with group specification in `PUBDEFs` in `OBJ`.
- Improved ease of adding new output formats. Contribution due to Fox Cutter.
- Fixed a bug in relocations in the 'bin' format: was showing up when a relocatable reference crossed an 8192-byte boundary in any output section.

- Fixed a bug in local labels: local-label lookups were inconsistent between passes one and two if an EQU occurred between the definition of a global label and the subsequent use of a local label local to that global.
- Fixed a seg-fault in the preprocessor (again) which happened when you use a blank line as the first line of a multi-line macro definition and then defined a label on the same line as a call to that macro.
- Fixed a stale-pointer bug in the handling of the NASM environment variable. Thanks to Thomas McWilliams.
- ELF had a hard limit on the number of sections which caused segfaults when transgressed. Fixed.
- Added ability for ndisasm to read from stdin by using '-' as the filename.
- ndisasm wasn't outputting the TO keyword. Fixed.
- Fixed error cascade on bogus expression in `%if` – an error in evaluation was causing the entire `%if` to be discarded, thus creating trouble later when the `%else` or `%endif` was encountered.
- Forward reference tracking was instruction-granular not operand-granular, which was causing 286-specific code to be generated needlessly on code of the form `'shr word [forwardref],1'`. Thanks to Jim Hague for sending a patch.
- All messages now appear on stdout, as sending them to stderr serves no useful purpose other than to make redirection difficult.
- Fixed the problem with EQUs pointing to an external symbol – this now generates an error message.
- Allowed multiple size prefixes to an operand, of which only the first is taken into account.
- Incorporated John Fine's changes, including fixes of a large number of preprocessor bugs, some small problems in OBJ, and a reworking of label handling to define labels before their line is assembled, rather than after.
- Reformatted a lot of the source code to be more readable. Included 'coding.txt' as a guideline for how to format code for contributors.
- Stopped nested `%reps` causing a panic – they now cause a slightly more friendly error message instead.
- Fixed floating point constant problems (patch by Pedro Gimeno)
- Fixed the return value of `insn_size()` not being checked for `-1`, indicating an error.
- Incorporated 3Dnow! instructions.
- Fixed the `'mov eax, eax + ebx'` bug.
- Fixed the GLOBAL EQU bug in ELF. Released developers release 3.
- Incorporated John Fine's command line parsing changes
- Incorporated David Lindauer's OMF debug support
- Made changes for LCC 4.0 support (`__NASM_CDec1__`, removed register size specification warning when sizes agree).

## C.4 NASM 0.90-0.97

Revisions before 0.98.

### C.4.1 Version 0.97 released December 1997

- This was entirely a bug-fix release to 0.96, which seems to have got cursed. Silly me.
- Fixed stupid mistake in OBJ which caused 'MOV EAX,<constant>' to fail. Caused by an error in the 'MOV EAX,<segment>' support.
- ndisasm hung at EOF when compiled with lcc on Linux because lcc on Linux somehow breaks feof(). ndisasm now does not rely on feof().
- A heading in the documentation was missing due to a markup error in the indexing. Fixed.
- Fixed failure to update all pointers on realloc() within extended-operand code in parser.c. Was causing wrong behaviour and seg faults on lines such as 'dd 0.0,0.0,0.0,0.0,...'
- Fixed a subtle preprocessor bug whereby invoking one multi-line macro on the first line of the expansion of another, when the second had been invoked with a label defined before it, didn't expand the inner macro.
- Added internal.doc back in to the distribution archives – it was missing in 0.96 \*blush\*
- Fixed bug causing 0.96 to be unable to assemble its own test files, specifically objtest.asm. \*blush again\*
- Fixed seg-faults and bogus error messages caused by mismatching %rep and %endrep within multi-line macro definitions.
- Fixed a problem with buffer overrun in OBJ, which was causing corruption at ends of long PUBDEF records.
- Separated DOS archives into main-program and documentation to reduce download size.

### C.4.2 Version 0.96 released November 1997

- Fixed a bug whereby, if 'nasm sourcefile' would cause a filename collision warning and put output into 'nasm.out', then 'nasm sourcefile -o outputfile' still gave the warning even though the '-o' was honoured. Fixed name pollution under Digital UNIX: one of its header files defined R\_SP, which broke the enum in nasm.h.
- Fixed minor instruction table problems: FUCOM and FUCOMP didn't have two-operand forms; NDISASM didn't recognise the longer register forms of PUSH and POP (eg FF F3 for PUSH BX); TEST mem,imm32 was flagged as undocumented; the 32-bit forms of CMOV had 16-bit operand size prefixes; 'AAD imm' and 'AAM imm' are no longer flagged as undocumented because the Intel Architecture reference documents them.
- Fixed a problem with the local-label mechanism, whereby strange types of symbol (EQUs, auto-defined OBJ segment base symbols) interfered with the 'previous global label' value and screwed up local labels.
- Fixed a bug whereby the stub preprocessor didn't communicate with the listing file generator, so that the -a and -l options in conjunction would produce a useless listing file.
- Merged 'os2' object file format back into 'obj', after discovering that 'obj' \_also\_ shouldn't have a link pass separator in a module containing a non-trivial MODEND. Flat segments are now declared using the FLAT attribute. 'os2' is no longer a valid object format name: use 'obj'.
- Removed the fixed-size temporary storage in the evaluator. Very very long expressions (like 'mov ax,1+1+1+1+...' for two hundred 1s or so) should now no longer crash NASM.
- Fixed a bug involving segfaults on disassembly of MMX instructions, by changing the meaning of one of the operand-type flags in nasm.h. This may cause other apparently unrelated MMX problems; it needs to be tested thoroughly.

- Fixed some buffer overrun problems with large OBJ output files. Thanks to DJ Delorie for the bug report and fix.
- Made preprocess-only mode actually listen to the `%line` markers as it prints them, so that it can report errors more sanely.
- Re-designed the evaluator to keep more sensible track of expressions involving forward references: can now cope with previously-nightmare situations such as:
 

```
mov ax,foo | bar
foo equ 1
bar equ 2
```
- Added the `ALIGN` and `ALIGNB` standard macros.
- Added PIC support in ELF: use of `WRT` to obtain the four extra relocation types needed.
- Added the ability for output file formats to define their own extensions to the `GLOBAL`, `COMMON` and `EXTERN` directives.
- Implemented common-variable alignment, and global-symbol type and size declarations, in ELF.
- Implemented `NEAR` and `FAR` keywords for common variables, plus far-common element size specification, in OBJ.
- Added a feature whereby `EXTERN`s and `COMMON`s in OBJ can be given a default `WRT` specification (either a segment or a group).
- Transformed the Unix NASM archive into an auto-configuring package.
- Added a sanity-check for people applying `SEG` to things which are already segment bases: this previously went unnoticed by the `SEG` processing and caused OBJ-driver panics later.
- Added the ability, in OBJ format, to deal with `'MOV EAX,<segment>'` type references: OBJ doesn't directly support dword-size segment base fixups, but as long as the low two bytes of the constant term are zero, a word-size fixup can be generated instead and it will work.
- Added the ability to specify sections' alignment requirements in Win32 object files and pure binary files.
- Added preprocess-time expression evaluation: the `%assign` (and `%iassign`) directive and the bare `%if` (and `%elif`) conditional. Added relational operators to the evaluator, for use only in `%if` constructs: the standard relationals `= < > <= >= <>` (and C-like synonyms `==` and `!=`) plus low-precedence logical operators `&&`, `^^` and `||`.
- Added a preprocessor repeat construct: `%rep / %exitrep / %endrep`.
- Added the `__FILE__` and `__LINE__` standard macros.
- Added a sanity check for number constants being greater than `0xFFFFFFFF`. The warning can be disabled.
- Added the `%0` token whereby a variadic multi-line macro can tell how many parameters it's been given in a specific invocation.
- Added `%rotate`, allowing multi-line macro parameters to be cycled.
- Added the `'*` option for the maximum parameter count on multi-line macros, allowing them to take arbitrarily many parameters.
- Added the ability for the user-level forms of `EXTERN`, `GLOBAL` and `COMMON` to take more than one argument.
- Added the `IMPORT` and `EXPORT` directives in OBJ format, to deal with Windows DLLs.

- Added some more preprocessor %if constructs: %ifidn / %ifidni (exact textual identity), and %ifid / %ifnum / %ifstr (token type testing).
- Added the ability to distinguish SHL AX,1 (the 8086 version) from SHL AX,BYTE 1 (the 286-and-upwards version whose constant happens to be 1).
- Added NetBSD/FreeBSD/OpenBSD's variant of a.out format, complete with PIC shared library features.
- Changed NASM's idiosyncratic handling of FCLEX, FDISI, FENI, FINIT, FSAVE, FSTCW, FSTENV, and FSTSW to bring it into line with the otherwise accepted standard. The previous behaviour, though it was a deliberate feature, was a deliberate feature based on a misunderstanding. Apologies for the inconvenience.
- Improved the flexibility of ABSOLUTE: you can now give it an expression rather than being restricted to a constant, and it can take relocatable arguments as well.
- Added the ability for a variable to be declared as EXTERN multiple times, and the subsequent definitions are just ignored.
- We now allow instruction prefixes (CS, DS, LOCK, REPZ etc) to be alone on a line (without a following instruction).
- Improved sanity checks on whether the arguments to EXTERN, GLOBAL and COMMON are valid identifiers.
- Added misc/exebin.mac to allow direct generation of .EXE files by hacking up an EXE header using DB and DW; also added test/binexe.asm to demonstrate the use of this. Thanks to Yann Guidon for contributing the EXE header code.
- ndisasm forgot to check whether the input file had been successfully opened. Now it does. Doh!
- Added the Cyrix extensions to the MMX instruction set.
- Added a hinting mechanism to allow [EAX+EBX] and [EBX+EAX] to be assembled differently. This is important since [ESI+EBP] and [EBP+ESI] have different default base segment registers.
- Added support for the PharLap OMF extension for 4096-byte segment alignment.

### **C.4.3 Version 0.95 released July 1997**

- Fixed yet another ELF bug. This one manifested if the user relied on the default segment, and attempted to define global symbols without first explicitly declaring the target segment.
- Added makefiles (for NASM and the RDF tools) to build Win32 console apps under Symantec C++. Donated by Mark Junker.
- Added 'macros.bas' and 'insns.bas', QBasic versions of the Perl scripts that convert 'standard.mac' to 'macros.c' and convert 'insns.dat' to 'insnsa.c' and 'insnsd.c'. Also thanks to Mark Junker.
- Changed the disassembled forms of the conditional instructions so that JB is now emitted as JC, and other similar changes. Suggested list by Ulrich Doewich.
- Added '@' to the list of valid characters to begin an identifier with.
- Documentary changes, notably the addition of the 'Common Problems' section in nasm.doc.
- Fixed a bug relating to 32-bit PC-relative fixups in OBJ.
- Fixed a bug in perm\_copy() in labels.c which was causing exceptions in cleanup\_labels() on some systems.

- Positivity sanity check in TIMES argument changed from a warning to an error following a further complaint.
- Changed the acceptable limits on byte and word operands to allow things like '~10111001b' to work.
- Fixed a major problem in the preprocessor which caused seg-faults if macro definitions contained blank lines or comment-only lines.
- Fixed inadequate error checking on the commas separating the arguments to 'db', 'dw' etc.
- Fixed a crippling bug in the handling of macros with operand counts defined with a '+' modifier.
- Fixed a bug whereby object file formats which stored the input file name in the output file (such as OBJ and COFF) weren't doing so correctly when the output file name was specified on the command line.
- Removed [INC] and [INCLUDE] support for good, since they were obsolete anyway.
- Fixed a bug in OBJ which caused all fixups to be output in 16-bit (old-format) FIXUPP records, rather than putting the 32-bit ones in FIXUPP32 (new-format) records.
- Added, tentatively, OS/2 object file support (as a minor variant on OBJ).
- Updates to Fox Cutter's Borland C makefile, Makefile.bc2.
- Removed a spurious second fclose() on the output file.
- Added the '-s' command line option to redirect all messages which would go to stderr (errors, help text) to stdout instead.
- Added the '-w' command line option to selectively suppress some classes of assembly warning messages.
- Added the '-p' pre-include and '-d' pre-define command-line options.
- Added an include file search path: the '-i' command line option.
- Fixed a silly little preprocessor bug whereby starting a line with a '%!' environment-variable reference caused an 'unknown directive' error.
- Added the long-awaited listing file support: the '-l' command line option.
- Fixed a problem with OBJ format whereby, in the absence of any explicit segment definition, non-global symbols declared in the implicit default segment generated spurious EXTDEF records in the output.
- Added the NASM environment variable.
- From this version forward, Win32 console-mode binaries will be included in the DOS distribution in addition to the 16-bit binaries. Added Makefile.vc for this purpose.
- Added 'return 0;' to test/objlink.c to prevent compiler warnings.
- Added the \_\_NASM\_MAJOR\_\_ and \_\_NASM\_MINOR\_\_ standard defines.
- Added an alternative memory-reference syntax in which prefixing an operand with '&' is equivalent to enclosing it in square brackets, at the request of Fox Cutter.
- Errors in pass two now cause the program to return a non-zero error code, which they didn't before.
- Fixed the single-line macro cycle detection, which didn't work at all on macros with no parameters (caused an infinite loop). Also changed the behaviour of single-line macro cycle detection to work like cpp, so that macros like 'extrn' as given in the documentation can be implemented.

- Fixed the implementation of WRT, which was too restrictive in that you couldn't do 'mov ax,[di+abc wrt dgroup]' because (di+abc) wasn't a relocatable reference.

#### C.4.4 Version 0.94 released April 1997

- Major item: added the macro processor.
- Added undocumented instructions SMI, IBTS, XBTS and LOADALL286. Also reorganised CMPXCHG instruction into early-486 and Pentium forms. Thanks to Thobias Jones for the information.
- Fixed two more stupid bugs in ELF, which were causing 'ld' to continue to seg-fault in a lot of non-trivial cases.
- Fixed a seg-fault in the label manager.
- Stopped FBLD and FBSTP from `_requiring_` the TWORD keyword, which is the only option for BCD loads/stores in any case.
- Ensured FLDCW, FSTCW and FSTSW can cope with the WORD keyword, if anyone bothers to provide it. Previously they complained unless no keyword at all was present.
- Some forms of FDIV/FDIVR and FSUB/FSUBR were still inverted: a vestige of a bug that I thought had been fixed in 0.92. This was fixed, hopefully for good this time...
- Another minor phase error (insofar as a phase error can `_ever_` be minor) fixed, this one occurring in code of the form
 

```
ro1 ax,forward_reference
forward_reference equ 1
```
- The number supplied to TIMES is now sanity-checked for positivity, and also may be greater than 64K (which previously didn't work on 16-bit systems).
- Added Watcom C makefiles, and misc/pmw.bat, donated by Dominik Behr.
- Added the INCBIN pseudo-opcode.
- Due to the advent of the preprocessor, the [INCLUDE] and [INC] directives have become obsolete. They are still supported in this version, with a warning, but won't be in the next.
- Fixed a bug in OBJ format, which caused incorrect object records to be output when absolute labels were made global.
- Updates to RDOFF subdirectory, and changes to outrdf.c.

#### C.4.5 Version 0.93 released January 1997

This release went out in a great hurry after semi-crippling bugs were found in 0.92.

- Really *did* fix the stack overflows this time. \*blush\*
- Had problems with EA instruction sizes changing between passes, when an offset contained a forward reference and so 4 bytes were allocated for the offset in pass one; by pass two the symbol had been defined and happened to be a small absolute value, so only 1 byte got allocated, causing instruction size mismatch between passes and hence incorrect address calculations. Fixed.
- Stupid bug in the revised ELF section generation fixed (associated string-table section for .symtab was hard-coded as 7, even when this didn't fit with the real section table). Was causing 'ld' to seg-fault under Linux.
- Included a new Borland C makefile, Makefile.bc2, donated by Fox Cutter <lmb@comtch.iea.com>.

#### **C.4.6 Version 0.92 released January 1997**

- The FDIVP/FDIVRP and FSUBP/FSUBRP pairs had been inverted: this was fixed. This also affected the LCC driver.
- Fixed a bug regarding 32-bit effective addresses of the form [other\_register+ESP].
- Documentary changes, notably documentation of the fact that Borland Win32 compilers use 'obj' rather than 'win32' object format.
- Fixed the COMMENT record in OBJ files, which was formatted incorrectly.
- Fixed a bug causing segfaults in large RDF files.
- OBJ format now strips initial periods from segment and group definitions, in order to avoid complications with the local label syntax.
- Fixed a bug in disassembling far calls and jumps in NDISASM.
- Added support for user-defined sections in COFF and ELF files.
- Compiled the DOS binaries with a sensible amount of stack, to prevent stack overflows on any arithmetic expression containing parentheses.
- Fixed a bug in handling of files that do not terminate in a newline.

#### **C.4.7 Version 0.91 released November 1996**

- Loads of bug fixes.
- Support for RDF added.
- Support for DBG debugging format added.
- Support for 32-bit extensions to Microsoft OBJ format added.
- Revised for Borland C: some variable names changed, makefile added.
- LCC support revised to actually work.
- JMP/CALL NEAR/FAR notation added.
- 'a16', 'o16', 'a32' and 'o32' prefixes added.
- Range checking on short jumps implemented.
- MMX instruction support added.
- Negative floating point constant support added.
- Memory handling improved to bypass 64K barrier under DOS.
- \$ prefix to force treatment of reserved words as identifiers added.
- Default-size mechanism for object formats added.
- Compile-time configurability added.
- #, @, ~ and c{?} are now valid characters in labels.
- -e and -k options in NDISASM added.

#### **C.4.8 Version 0.90 released October 1996**

First release version. First support for object file output. Other changes from previous version (0.3x) too numerous to document.

# Appendix D: Building NASM from Source

---

The source code for NASM is available from our website, <https://www.nasm.us/>, see section E.1.

## D.1 Building from a Source Archive

The source archives available on the web site should be capable of building on a number of platforms. This is the recommended method for building NASM to support platforms for which executables are not available, if you do not require changing the source code.

The preferred build platforms are development environments which support POSIX (Unix)-style tools (a "POSIX environment"). For Windows, MSYS2 (<https://www.msys2.org/>) is such a development environment. Normally either `gcc` or `clang` is used as the compiler, but it is also possible to use MSVC with a POSIX wrapper like `ccc1` from the SWIG project.

In a POSIX environment, run:

```
sh configure
make
```

A number of options can be passed to `configure`; see `sh configure --help`. In particular, the `--host` option can be used to cross-compile NASM to run on another host system.

For non-POSIX environments, a set of makefiles for a handful of other environments are also available; please see the file `Mkfiles/README`. These makefiles are generally considered unreliable, as we have very little ability to test them.

The `.zip` version of the source archive has DOS/Windows line endings (CR LF), which many Unix/POSIX systems will not recognize. To extract the `.zip` version on such a system, use `unzip -a`. The `.tar` versions of the source archive has POSIX line endings (LF).

## D.2 Optional Build Tools

The following additional tools are required to build specific subsystems, to build from the `git` repository, or if the sources are modified.

Note that some of these tools will have their own dependencies.

Make sure all tools are available in your `PATH` (or equivalent.)

To build the installer for the Windows platform:

- The Nullsoft Scriptable Installer (NSIS, <https://nsis-dev.github.io/>).

To modify the sources, or to build the documentation:

- A Perl interpreter (<https://www.perl.org/>).
- Modules from CPAN (<https://www.cpan.org/>). The following Perl modules are currently required, some of which will be bundled with the Perl interpreter or into larger CPAN packages:

```
Compress::Zlib
Fcntl
File::Basename
File::Compare
File::Copy
File::Find
File::Path
File::Spec
File::Temp
Font::TTF::Cmap
Font::TTF::Font
```

```
Font::TTF::Head
Font::TTF::Hmtx
Font::TTF::Maxp
Font::TTF::Post
Font::TTF::PSNames
Getopt::Long
JSON
Pod::Usage
Sort::Versions
Win32 (if building on Windows only)
```

To build the documentation:

- Either Ghostscript (<https://www.ghostscript.com/>) or Adobe Acrobat Distiller (untested.)
- The Google *Roboto* and *Roboto Mono* fonts, which are freely available under the SIL Open Font License (<https://github.com/google/roboto>).

To build the Unix man pages:

- AsciiDoc (<https://asciidoc.org/>).
- xmlto (<https://pagure.io/xmlto/>).

To build from the git repository on a POSIX platform:

- GNU m4, autoconf and autoheader (<https://www.gnu.org/>).

### D.3 Building Optional Components

Install the required tools for the subsystem in question as described in section D.2.

To build the documentation:

```
make doc
```

Building the documentation may not work in a non-POSIX environment.

To build the Windows installer:

```
make nsis
```

To build the Unix man pages:

```
make manpages
```

To build everything available on the current platform:

```
make everything
```

### D.4 Building from the git Repository

The NASM development tree is kept in a source code repository using the git distributed source control system. The link is available on the website. This is recommended only to participate in the development of NASM or to assist with testing the development code.

Install the required tools as described in section section D.2.

In a POSIX environment:

Run:

```
sh autogen.sh
```

to create the `configure` script and then build as described in section D.1.

In a non-POSIX environment, use the tool-specific Makefiles as described in section D.1.

## D.5 Modifying the Sources

To build modified sources, you will need the tools described in section D.2.

Some build system changes might not be possible without a POSIX environment.

If you have modified the sources to change the embedded declarations of warning classes, you may have to manually re-build the warning catalog:

```
make warnings
```

This is not done automatically, as the tools do not have the ability to automatically detect when it is necessary to do so.



# Appendix E: Contact Information

---

## E.1 Website

NASM has a website at <https://www.nasm.us/>.

New releases, release candidates, and daily development snapshots of NASM are available from the official web site in source form as well as binaries for a number of common platforms.

### E.1.1 User Forums

Users of NASM may find the Forums on the website useful. These are, however, not frequented much by the developers of NASM, so they are not suitable for reporting bugs.

### E.1.2 Development Community

The development of NASM is coordinated primarily through the `nasm-devel` mailing list. If you wish to participate in development of NASM, please join this mailing list. Subscription links and archives of past posts are available on the website.

## E.2 Reporting Bugs

To report bugs in NASM, please use the bug tracker at <https://www.nasm.us/> (click on "Bug Tracker"), or if that fails then through one of the contacts in section E.1.

Please read section 2.2 first, and don't report the bug if it's listed in there as a deliberate feature. (If you think the feature is badly thought out, feel free to send us reasons why you think it should be changed, but don't just send us mail saying 'This is a bug' if the documentation says we did it on purpose.) Then read section 14.1, and don't bother reporting the bug if it's listed there.

If you do report a bug, *please* make sure your bug report includes the following information:

- What operating system you're running NASM under: Linux, FreeBSD, NetBSD, MacOS X, Win16, Win32, Win64, MS-DOS, OS/2, VMS, whatever.
- If you compiled your own executable from a source archive, compiled your own executable from `git`, used the standard distribution binaries from the website, or got an executable from somewhere else (e.g. a Linux distribution.) If you were using a locally built executable, try to reproduce the problem using one of the standard binaries, as this will make it easier for us to reproduce your problem prior to fixing it.
- Which version of NASM you're using, and exactly how you invoked it. Give us the precise command line, and the contents of the `NASMENV` environment variable if any.
- Which versions of any supplementary programs you're using, and how you invoked them. If the problem only becomes visible at link time, tell us what linker you're using, what version of it you've got, and the exact linker command line. If the problem involves linking against object files generated by a compiler, tell us what compiler, what version, and what command line or options you used. (If you're compiling in an IDE, please try to reproduce the problem with the command-line version of the compiler.)
- If at all possible, send us a NASM source file which exhibits the problem. If this causes copyright problems (e.g. you can only reproduce the bug in restricted-distribution code) then bear in mind the following two points: firstly, we guarantee that any source code sent to us for the purposes of debugging NASM will be used *only* for the purposes of debugging NASM, and that we will delete all our copies of it as soon as we have found and fixed the bug or bugs in question; and secondly, we would prefer *not* to be mailed large chunks of code anyway. The smaller the file, the better. A three-line sample file that does nothing useful *except*

demonstrate the problem is much easier to work with than a fully fledged ten-thousand-line program. (Of course, some errors *do* only crop up in large files, so this may not be possible.)

- A description of what the problem actually *is*. 'It doesn't work' is *not* a helpful description! Please describe exactly what is happening that shouldn't be, or what isn't happening that should. Examples might be: 'NASM generates an error message saying Line 3 for an error that's actually on Line 5'; 'NASM generates an error message that I believe it shouldn't be generating at all'; 'NASM fails to generate an error message that I believe it *should* be generating'; 'the object file produced from this source code crashes my linker'; 'the ninth byte of the output file is 66 and I think it should be 77 instead'.
- If you believe the output file from NASM to be faulty, send it to us. That allows us to determine whether our own copy of NASM generates the same file, or whether the problem is related to portability issues between our development platforms and yours. We can handle binary files mailed to us as MIME attachments, uuencoded, and even BinHex. Alternatively, we may be able to provide an FTP site you can upload the suspect files to; but mailing them is easier for us.
- Any other information or data files that might be helpful. If, for example, the problem involves NASM failing to generate an object file while TASM can generate an equivalent file without trouble, then send us *both* object files, so we can see what TASM is doing differently from us.

# Appendix F: Instruction List

---

## F.1 Introduction

The following sections show the instructions which NASM currently supports. For each instruction, there is a separate entry for each supported addressing mode. The third column shows the processor type in which the instruction was introduced and, when appropriate, one or more usage flags.

### F.1.1 Special instructions (pseudo-ops)

DB		PSEUDO
DW		PSEUDO
DD		PSEUDO
DQ		PSEUDO
DT		PSEUDO
DO		PSEUDO
DY		PSEUDO
DZ		PSEUDO
RESB	imm	PSEUDO
RESW	imm	PSEUDO
RESQ	imm	PSEUDO
REST	imm	PSEUDO
RESO	imm	PSEUDO
RESY	imm	PSEUDO
RESZ	imm	PSEUDO
INCBIN		PSEUDO
EQU	imm	PSEUDO
EQU	imm:imm	PSEUDO
EQU	spec4	PSEUDO, DFV

### F.1.2 No operation

NOP		BESTDIS, 8086
NOP2		ND, 386
NOP	rm16	BESTDIS, P6
NOP	rm32	BESTDIS, P6
NOP	rm64	LONG, BESTDIS, PROT, X86_64

### F.1.3 Integer data move instructions

MOV	reg_al, mem_offs	SM0-1, NOAPX, 8086
MOV	reg_ax, mem_offs	SM0-1, NOAPX, 8086
MOV	reg_eax, mem_offs	SM0-1, NOAPX, ZU, 386
MOV	reg_rax, mem_offs	SM0-1, NOAPX, ZU, LONG, PROT, X86_64
MOV	mem_offs, reg_al	SM0-1, NOAPX, NOHLE, 8086
MOV	mem_offs, reg_ax	SM0-1, NOAPX, NOHLE, 8086
MOV	mem_offs, reg_eax	SM0-1, NOAPX, NOHLE, 386
MOV	mem_offs, reg_rax	SM0-1, NOAPX, LONG, NOHLE, PROT, X86_64
MOVABS	reg_al, mem_offs	SM0, ND, SM1, NOAPX, 8086
MOVABS	reg_ax, mem_offs	SM0, ND, SM1, NOAPX, 8086
MOVABS	reg_eax, mem_offs	ND, SM0-1, NOAPX, ZU, 386
MOVABS	reg_rax, mem_offs	ND, SM0-1, NOAPX, ZU, LONG, PROT, X86_64
MOVABS	mem_offs, reg_al	SM0, ND, SM1, NOAPX, NOHLE, 8086
MOVABS	mem_offs, reg_ax	ND, SM0-1, NOAPX, NOHLE, 8086
MOVABS	mem_offs, reg_eax	ND, SM0-1, NOAPX, NOHLE, 386
MOVABS	mem_offs, reg_rax	SM0, ND, SM1, NOAPX, LONG, NOHLE, PROT, X86_64
MOV	rm8, reg8	SM0-1, 8086
MOV	rm16, reg16	SM0-1, 8086
MOV	rm32, reg32	SM0-1, 386
MOV	rm64, reg64	SM0-1, LONG, PROT, X86_64
MOV	reg8, rm8	SM0-1, 8086

MOV	reg16, rm16	SM0-1, 8086
MOV	reg32, rm32	SM0-1, 386
MOV	reg64, rm64	SM0-1, LONG, PROT, X86_64
MOV	reg64, udword64	ND, SM0-1, OPT, LONG, PROT, X86_64
MOV	reg64, sdword64	SM0, ND, SM1, SDWORD, OPT, LONG, PROT, X86_64
MOV	reg8, imm8	SM0-1, 8086
MOV	reg16, imm16	SM0-1, 8086
MOV	reg32, imm32	SM0-1, 386
MOV	reg64, imm64	SM0-1, LONG, PROT, X86_64
MOV	reg8, imm8 abs	SM0, ND, SM1, 8086
MOV	reg16, imm16 abs	ND, SM0-1, 8086
MOV	reg32, imm32 abs	ND, SM0-1, 386
MOV	reg64, imm64 abs	ND, SM0-1, LONG, PROT, X86_64
MOVABS	reg8, imm8	ND, SM0-1, 8086
MOVABS	reg16, imm16	SM0, ND, SM1, 8086
MOVABS	reg32, imm32	SM0, ND, SM1, 386
MOVABS	reg64, imm64	SM0, ND, SM1, LONG, PROT, X86_64
MOV	rm8, imm8	SM0-1, 8086
MOV	rm16, imm16	SM0-1, 8086
MOV	rm32, imm32	SM0-1, 386
MOV	rm64, sdword64	SM0-1, LONG, PROT, X86_64
MOVRS	reg8, mem8	SM0-1
MOVRS	reg16, mem16	SM0-1
MOVRS	reg32, mem32	SM0-1
MOVRS	reg64, mem64	SM0-1, LONG, PROT, X86_64
MOVRS	reg8, mem8	SM0-1
MOVRS	reg16, mem16	SM0-1
MOVRS	reg32, mem32	SM0-1
MOVRS	reg64, mem64	SM0-1, LONG, PROT, X86_64

#### F.1.4 Load effective address

LEA	reg16, mem	8086
LEA	reg32, mem	386
LEA	reg64, mem	LONG, PROT, X86_64
LEA	reg16, imm16	ND, 8086
LEA	reg32, imm32	ND, 386
LEA	reg64, sdword64	ND, LONG, PROT, X86_64

#### F.1.5 The basic 8 arithmetic operations

ADD	rm8, reg8	SM0-1, LOCK, FL, 8086
ADD	rm16, reg16	SM0-1, LOCK, FL, 8086
ADD	rm32, reg32	SM0-1, LOCK, FL, 386
ADD	rm64, reg64	SM0-1, LOCK, LONG, FL, PROT, X86_64
ADD	reg8, rm8	SM0-1, FL, 8086
ADD	reg16, rm16	SM0-1, FL, 8086
ADD	reg32, rm32	SM0-1, FL, 386
ADD	reg64, rm64	SM0-1, LONG, FL, PROT, X86_64
ADD	reg_al, imm8	SM0-1, FL, 8086
ADD	rm8, imm8	SM0-1, LOCK, FL, 8086
ADD	rm16, sbytedword16	SM0-1, LOCK, FL, 8086
ADD	reg_ax, imm16	SM0-1, FL, 8086
ADD	rm16, imm16	SM0-1, LOCK, FL, 8086
ADD	rm32, sbytedword32	SM0-1, ZU, LOCK, FL, 386
ADD	reg_eax, imm32	SM0-1, ZU, FL, 386
ADD	rm32, imm32	SM0-1, ZU, LOCK, FL, 386
ADD	rm64, sbytedword64	SM0-1, ZU, LOCK, LONG, FL, PROT, X86_64
ADD	reg_rax, sdword64	SM0-1, ZU, LONG, FL, PROT, X86_64
ADD	rm64, sdword64	SM0-1, ZU, LOCK, LONG, FL, PROT, X86_64
ADD	reg8?, reg8, rm8	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
ADD	reg16?, reg16, rm16	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
ADD	reg32?, reg32, rm32	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
ADD	reg64?, reg64, rm64	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
ADD	reg8?, rm8, reg8	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
ADD	reg16?, rm16, reg16	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
ADD	reg32?, rm32, reg32	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64

ADD	reg64?, rm64, reg64	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
ADD	reg16?, rm16, sbytedword16	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
ADD	reg32?, rm32, sbytedword32	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
ADD	reg64?, rm64, sbytedword64	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
ADD	reg8?, rm8, imm8	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
ADD	reg16?, rm16, imm16	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
ADD	reg32?, rm32, imm32	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
ADD	reg64?, rm64, sdword64	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
OR	rm8, reg8	SM0-1, LOCK, FL, 8086
OR	rm16, reg16	SM0-1, LOCK, FL, 8086
OR	rm32, reg32	SM0-1, LOCK, FL, 386
OR	rm64, reg64	SM0-1, LOCK, LONG, FL, PROT, X86_64
OR	reg8, rm8	SM0-1, FL, 8086
OR	reg16, rm16	SM0-1, FL, 8086
OR	reg32, rm32	SM0-1, FL, 386
OR	reg64, rm64	SM0-1, LONG, FL, PROT, X86_64
OR	reg_al, imm8	SM0-1, FL, 8086
OR	rm8, imm8	SM0-1, LOCK, FL, 8086
OR	rm16, sbytedword16	SM0-1, LOCK, FL, 8086
OR	reg_ax, imm16	SM0-1, FL, 8086
OR	rm16, imm16	SM0-1, LOCK, FL, 8086
OR	rm32, sbytedword32	SM0-1, ZU, LOCK, FL, 386
OR	reg_eax, imm32	SM0-1, ZU, FL, 386
OR	rm32, imm32	SM0-1, ZU, LOCK, FL, 386
OR	rm64, sbytedword64	SM0-1, ZU, LOCK, LONG, FL, PROT, X86_64
OR	reg_rax, sdword64	SM0-1, ZU, LONG, FL, PROT, X86_64
OR	rm64, sdword64	SM0-1, ZU, LOCK, LONG, FL, PROT, X86_64
OR	reg8?, reg8, rm8	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
OR	reg16?, reg16, rm16	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
OR	reg32?, reg32, rm32	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
OR	reg64?, reg64, rm64	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
OR	reg8?, rm8, reg8	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
OR	reg16?, rm16, reg16	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
OR	reg32?, rm32, reg32	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
OR	reg64?, rm64, reg64	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
OR	reg16?, rm16, sbytedword16	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
OR	reg32?, rm32, sbytedword32	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
OR	reg64?, rm64, sbytedword64	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
OR	reg8?, rm8, imm8	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
OR	reg16?, rm16, imm16	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
OR	reg32?, rm32, imm32	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
OR	reg64?, rm64, sdword64	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
ADC	rm8, reg8	SM0-1, LOCK, FL, 8086
ADC	rm16, reg16	SM0-1, LOCK, FL, 8086
ADC	rm32, reg32	SM0-1, LOCK, FL, 386
ADC	rm64, reg64	SM0-1, LOCK, LONG, FL, PROT, X86_64
ADC	reg8, rm8	SM0-1, FL, 8086
ADC	reg16, rm16	SM0-1, FL, 8086
ADC	reg32, rm32	SM0-1, FL, 386
ADC	reg64, rm64	SM0-1, LONG, FL, PROT, X86_64
ADC	reg_al, imm8	SM0-1, FL, 8086
ADC	rm8, imm8	SM0-1, LOCK, FL, 8086
ADC	rm16, sbytedword16	SM0-1, LOCK, FL, 8086
ADC	reg_ax, imm16	SM0-1, FL, 8086
ADC	rm16, imm16	SM0-1, LOCK, FL, 8086
ADC	rm32, sbytedword32	SM0-1, ZU, LOCK, FL, 386
ADC	reg_eax, imm32	SM0-1, ZU, FL, 386
ADC	rm32, imm32	SM0-1, ZU, LOCK, FL, 386
ADC	rm64, sbytedword64	SM0-1, ZU, LOCK, LONG, FL, PROT, X86_64
ADC	reg_rax, sdword64	SM0-1, ZU, LONG, FL, PROT, X86_64
ADC	rm64, sdword64	SM0-1, ZU, LOCK, LONG, FL, PROT, X86_64
ADC	reg8?, reg8, rm8	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
ADC	reg16?, reg16, rm16	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
ADC	reg32?, reg32, rm32	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
ADC	reg64?, reg64, rm64	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
ADC	reg8?, rm8, reg8	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
ADC	reg16?, rm16, reg16	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64

ADC	reg32?, rm32, reg32	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
ADC	reg64?, rm64, reg64	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
ADC	reg16?, rm16, sbytedword16	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
ADC	reg32?, rm32, sbytedword32	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
ADC	reg64?, rm64, sbytedword64	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
ADC	reg8?, rm8, imm8	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
ADC	reg16?, rm16, imm16	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
ADC	reg32?, rm32, imm32	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
ADC	reg64?, rm64, sdword64	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
SBB	rm8, reg8	SM0-1, LOCK, FL, 8086
SBB	rm16, reg16	SM0-1, LOCK, FL, 8086
SBB	rm32, reg32	SM0-1, LOCK, FL, 386
SBB	rm64, reg64	SM0-1, LOCK, LONG, FL, PROT, X86_64
SBB	reg8, rm8	SM0-1, FL, 8086
SBB	reg16, rm16	SM0-1, FL, 8086
SBB	reg32, rm32	SM0-1, FL, 386
SBB	reg64, rm64	SM0-1, LONG, FL, PROT, X86_64
SBB	reg_al, imm8	SM0-1, FL, 8086
SBB	rm8, imm8	SM0-1, LOCK, FL, 8086
SBB	rm16, sbytedword16	SM0-1, LOCK, FL, 8086
SBB	reg_ax, imm16	SM0-1, FL, 8086
SBB	rm16, imm16	SM0-1, LOCK, FL, 8086
SBB	rm32, sbytedword32	SM0-1, ZU, LOCK, FL, 386
SBB	reg_eax, imm32	SM0-1, ZU, FL, 386
SBB	rm32, imm32	SM0-1, ZU, LOCK, FL, 386
SBB	rm64, sbytedword64	SM0-1, ZU, LOCK, LONG, FL, PROT, X86_64
SBB	reg_rax, sdword64	SM0-1, ZU, LONG, FL, PROT, X86_64
SBB	rm64, sdword64	SM0-1, ZU, LOCK, LONG, FL, PROT, X86_64
SBB	reg8?, reg8, rm8	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
SBB	reg16?, reg16, rm16	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
SBB	reg32?, reg32, rm32	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
SBB	reg64?, reg64, rm64	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
SBB	reg8?, rm8, reg8	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
SBB	reg16?, rm16, reg16	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
SBB	reg32?, rm32, reg32	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
SBB	reg64?, rm64, reg64	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
SBB	reg16?, rm16, sbytedword16	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
SBB	reg32?, rm32, sbytedword32	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
SBB	reg64?, rm64, sbytedword64	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
SBB	reg8?, rm8, imm8	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
SBB	reg16?, rm16, imm16	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
SBB	reg32?, rm32, imm32	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
SBB	reg64?, rm64, sdword64	SM0-2, LONG, FL, EVEX, PROT, APX, X86_64
AND	rm8, reg8	SM0-1, LOCK, FL, 8086
AND	rm16, reg16	SM0-1, LOCK, FL, 8086
AND	rm32, reg32	SM0-1, LOCK, FL, 386
AND	rm64, reg64	SM0-1, LOCK, LONG, FL, PROT, X86_64
AND	reg8, rm8	SM0-1, FL, 8086
AND	reg16, rm16	SM0-1, FL, 8086
AND	reg32, rm32	SM0-1, FL, 386
AND	reg64, rm64	SM0-1, LONG, FL, PROT, X86_64
AND	reg_al, imm8	SM0-1, FL, 8086
AND	rm8, imm8	SM0-1, LOCK, FL, 8086
AND	rm16, sbytedword16	SM0-1, LOCK, FL, 8086
AND	reg_ax, imm16	SM0-1, FL, 8086
AND	rm16, imm16	SM0-1, LOCK, FL, 8086
AND	rm32, sbytedword32	SM0-1, ZU, LOCK, FL, 386
AND	reg_eax, imm32	SM0-1, ZU, FL, 386
AND	rm32, imm32	SM0-1, ZU, LOCK, FL, 386
AND	rm64, sbytedword64	SM0-1, ZU, LOCK, LONG, FL, PROT, X86_64
AND	reg_rax, sdword64	SM0-1, ZU, LONG, FL, PROT, X86_64
AND	rm64, sdword64	SM0-1, ZU, LOCK, LONG, FL, PROT, X86_64
AND	reg8?, reg8, rm8	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
AND	reg16?, reg16, rm16	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
AND	reg32?, reg32, rm32	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
AND	reg64?, reg64, rm64	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
AND	reg8?, rm8, reg8	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64

AND	reg16?, rm16, reg16	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
AND	reg32?, rm32, reg32	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
AND	reg64?, rm64, reg64	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
AND	reg16?, rm16, sbytedword16	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
AND	reg32?, rm32, sbytedword32	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
AND	reg64?, rm64, sbytedword64	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
AND	reg8?, rm8, imm8	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
AND	reg16?, rm16, imm16	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
AND	reg32?, rm32, imm32	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
AND	reg64?, rm64, sdword64	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
SUB	rm8, reg8	SM0-1, LOCK, FL, 8086
SUB	rm16, reg16	SM0-1, LOCK, FL, 8086
SUB	rm32, reg32	SM0-1, LOCK, FL, 386
SUB	rm64, reg64	SM0-1, LOCK, LONG, FL, PROT, X86_64
SUB	reg8, rm8	SM0-1, FL, 8086
SUB	reg16, rm16	SM0-1, FL, 8086
SUB	reg32, rm32	SM0-1, FL, 386
SUB	reg64, rm64	SM0-1, LONG, FL, PROT, X86_64
SUB	reg_al, imm8	SM0-1, FL, 8086
SUB	rm8, imm8	SM0-1, LOCK, FL, 8086
SUB	rm16, sbytedword16	SM0-1, LOCK, FL, 8086
SUB	reg_ax, imm16	SM0-1, FL, 8086
SUB	rm16, imm16	SM0-1, LOCK, FL, 8086
SUB	rm32, sbytedword32	SM0-1, ZU, LOCK, FL, 386
SUB	reg_eax, imm32	SM0-1, ZU, FL, 386
SUB	rm32, imm32	SM0-1, ZU, LOCK, FL, 386
SUB	rm64, sbytedword64	SM0-1, ZU, LOCK, LONG, FL, PROT, X86_64
SUB	reg_rax, sdword64	SM0-1, ZU, LONG, FL, PROT, X86_64
SUB	rm64, sdword64	SM0-1, ZU, LOCK, LONG, FL, PROT, X86_64
SUB	reg8?, reg8, rm8	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
SUB	reg16?, reg16, rm16	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
SUB	reg32?, reg32, rm32	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
SUB	reg64?, reg64, rm64	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
SUB	reg8?, rm8, reg8	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
SUB	reg16?, rm16, reg16	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
SUB	reg32?, rm32, reg32	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
SUB	reg64?, rm64, reg64	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
SUB	reg16?, rm16, sbytedword16	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
SUB	reg32?, rm32, sbytedword32	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
SUB	reg64?, rm64, sbytedword64	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
SUB	reg8?, rm8, imm8	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
SUB	reg16?, rm16, imm16	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
SUB	reg32?, rm32, imm32	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
SUB	reg64?, rm64, sdword64	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
XOR	rm8, reg8	SM0-1, LOCK, FL, 8086
XOR	rm16, reg16	SM0-1, LOCK, FL, 8086
XOR	rm32, reg32	SM0-1, LOCK, FL, 386
XOR	rm64, reg64	SM0-1, LOCK, LONG, FL, PROT, X86_64
XOR	reg8, rm8	SM0-1, FL, 8086
XOR	reg16, rm16	SM0-1, FL, 8086
XOR	reg32, rm32	SM0-1, FL, 386
XOR	reg64, rm64	SM0-1, LONG, FL, PROT, X86_64
XOR	reg_al, imm8	SM0-1, FL, 8086
XOR	rm8, imm8	SM0-1, LOCK, FL, 8086
XOR	rm16, sbytedword16	SM0-1, LOCK, FL, 8086
XOR	reg_ax, imm16	SM0-1, FL, 8086
XOR	rm16, imm16	SM0-1, LOCK, FL, 8086
XOR	rm32, sbytedword32	SM0-1, ZU, LOCK, FL, 386
XOR	reg_eax, imm32	SM0-1, ZU, FL, 386
XOR	rm32, imm32	SM0-1, ZU, LOCK, FL, 386
XOR	rm64, sbytedword64	SM0-1, ZU, LOCK, LONG, FL, PROT, X86_64
XOR	reg_rax, sdword64	SM0-1, ZU, LONG, FL, PROT, X86_64
XOR	rm64, sdword64	SM0-1, ZU, LOCK, LONG, FL, PROT, X86_64
XOR	reg8?, reg8, rm8	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
XOR	reg16?, reg16, rm16	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
XOR	reg32?, reg32, rm32	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
XOR	reg64?, reg64, rm64	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64

XOR	reg8?, rm8, reg8	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
XOR	reg16?, rm16, reg16	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
XOR	reg32?, rm32, reg32	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
XOR	reg64?, rm64, reg64	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
XOR	reg16?, rm16, sbytedword16	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
XOR	reg32?, rm32, sbytedword32	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
XOR	reg64?, rm64, sbytedword64	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
XOR	reg8?, rm8, imm8	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
XOR	reg16?, rm16, imm16	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
XOR	reg32?, rm32, imm32	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
XOR	reg64?, rm64, sdword64	SM0-2, NF, LONG, FL, EVEX, PROT, APX, X86_64
CMP	rm8, reg8	SM0-1, FL, 8086
CMP	rm16, reg16	SM0-1, FL, 8086
CMP	rm32, reg32	SM0-1, FL, 386
CMP	rm64, reg64	SM0-1, LONG, FL, PROT, X86_64
CMP	reg8, rm8	SM0-1, FL, 8086
CMP	reg16, rm16	SM0-1, FL, 8086
CMP	reg32, rm32	SM0-1, FL, 386
CMP	reg64, rm64	SM0-1, LONG, FL, PROT, X86_64
CMP	reg_al, imm8	SM0-1, FL, 8086
CMP	rm8, imm8	SM0-1, FL, 8086
CMP	rm16, sbytedword16	SM0-1, FL, 8086
CMP	reg_ax, imm16	SM0-1, FL, 8086
CMP	rm16, imm16	SM0-1, FL, 8086
CMP	rm32, sbytedword32	SM0-1, ZU, FL, 386
CMP	reg_eax, imm32	SM0-1, ZU, FL, 386
CMP	rm32, imm32	SM0-1, ZU, FL, 386
CMP	rm64, sbytedword64	SM0-1, ZU, LONG, FL, PROT, X86_64
CMP	reg_rax, sdword64	SM0-1, ZU, LONG, FL, PROT, X86_64
CMP	rm64, sdword64	SM0-1, ZU, LONG, FL, PROT, X86_64

## F.1.6 Bitwise testing

TEST	rm8, reg8	SM0-1, FL, 8086
TEST	rm16, reg16	SM0-1, FL, 8086
TEST	rm32, reg32	SM0-1, FL, 386
TEST	rm64, reg64	SM0-1, LONG, FL, PROT, X86_64
TEST	reg8, mem8	ND, SM0-1, FL, 8086
TEST	reg16, mem16	SM0, ND, SM1, FL, 8086
TEST	reg32, mem32	ND, SM0-1, FL, 386
TEST	reg64, mem64	SM0, ND, SM1, LONG, FL, PROT, X86_64
TEST	reg_al, imm8	SM0-1, NOAPX, FL, 8086
TEST	reg_ax, imm16	SM0-1, NOAPX, FL, 8086
TEST	reg_eax, imm32	SM0-1, NOAPX, FL, 386
TEST	reg_rax, sdword64	SM0-1, NOAPX, LONG, FL, PROT, X86_64
TEST	rm8, imm8	SM0-1, FL, 8086
TEST	rm16, imm16	SM0-1, FL, 8086
TEST	rm32, imm32	SM0-1, FL, 386
TEST	rm64, sdword64	SM0-1, LONG, FL, PROT, X86_64

## F.1.7 The basic shift and rotate operations

ROL	rm8, unity	FL, 8086
ROL	rm16, unity	FL, 8086
ROL	rm32, unity	FL, 386
ROL	rm64, unity	LONG, FL, PROT, X86_64
ROL	rm8, reg_cl	FL, 8086
ROL	rm16, reg_cl	FL, 8086
ROL	rm32, reg_cl	FL, 386
ROL	rm64, reg_cl	LONG, FL, PROT, X86_64
ROL	rm8, reg_cx	ND, FL, 8086
ROL	rm16, reg_cx	ND, FL, 8086
ROL	rm32, reg_cx	ND, FL, 386
ROL	rm64, reg_cx	ND, LONG, FL, PROT, X86_64
ROL	rm8, reg_ecx	ND, FL, 8086
ROL	rm16, reg_ecx	ND, FL, 8086
ROL	rm32, reg_ecx	ND, FL, 386

ROL	rm64, reg_ecx	ND, LONG, FL, PROT, X86_64
ROL	rm8, reg_rcx	ND, FL, 8086
ROL	rm16, reg_rcx	ND, FL, 8086
ROL	rm32, reg_rcx	ND, FL, 386
ROL	rm64, reg_rcx	ND, LONG, FL, PROT, X86_64
ROL	rm8, imm8	FL, 186
ROL	rm16, imm8	FL, 186
ROL	rm32, imm8	FL, 386
ROL	rm64, imm8	LONG, FL, PROT, X86_64
ROR	rm8, unity	FL, 8086
ROR	rm16, unity	FL, 8086
ROR	rm32, unity	FL, 386
ROR	rm64, unity	LONG, FL, PROT, X86_64
ROR	rm8, reg_cl	FL, 8086
ROR	rm16, reg_cl	FL, 8086
ROR	rm32, reg_cl	FL, 386
ROR	rm64, reg_cl	LONG, FL, PROT, X86_64
ROR	rm8, reg_cx	ND, FL, 8086
ROR	rm16, reg_cx	ND, FL, 8086
ROR	rm32, reg_cx	ND, FL, 386
ROR	rm64, reg_cx	ND, LONG, FL, PROT, X86_64
ROR	rm8, reg_ecx	ND, FL, 8086
ROR	rm16, reg_ecx	ND, FL, 8086
ROR	rm32, reg_ecx	ND, FL, 386
ROR	rm64, reg_ecx	ND, LONG, FL, PROT, X86_64
ROR	rm8, reg_rcx	ND, FL, 8086
ROR	rm16, reg_rcx	ND, FL, 8086
ROR	rm32, reg_rcx	ND, FL, 386
ROR	rm64, reg_rcx	ND, LONG, FL, PROT, X86_64
ROR	rm8, imm8	FL, 186
ROR	rm16, imm8	FL, 186
ROR	rm32, imm8	FL, 386
ROR	rm64, imm8	LONG, FL, PROT, X86_64
RCL	rm8, unity	FL, 8086
RCL	rm16, unity	FL, 8086
RCL	rm32, unity	FL, 386
RCL	rm64, unity	LONG, FL, PROT, X86_64
RCL	rm8, reg_cl	FL, 8086
RCL	rm16, reg_cl	FL, 8086
RCL	rm32, reg_cl	FL, 386
RCL	rm64, reg_cl	LONG, FL, PROT, X86_64
RCL	rm8, reg_cx	ND, FL, 8086
RCL	rm16, reg_cx	ND, FL, 8086
RCL	rm32, reg_cx	ND, FL, 386
RCL	rm64, reg_cx	ND, LONG, FL, PROT, X86_64
RCL	rm8, reg_ecx	ND, FL, 8086
RCL	rm16, reg_ecx	ND, FL, 8086
RCL	rm32, reg_ecx	ND, FL, 386
RCL	rm64, reg_ecx	ND, LONG, FL, PROT, X86_64
RCL	rm8, reg_rcx	ND, FL, 8086
RCL	rm16, reg_rcx	ND, FL, 8086
RCL	rm32, reg_rcx	ND, FL, 386
RCL	rm64, reg_rcx	ND, LONG, FL, PROT, X86_64
RCL	rm8, imm8	FL, 186
RCL	rm16, imm8	FL, 186
RCL	rm32, imm8	FL, 386
RCL	rm64, imm8	LONG, FL, PROT, X86_64
RCR	rm8, unity	FL, 8086
RCR	rm16, unity	FL, 8086
RCR	rm32, unity	FL, 386
RCR	rm64, unity	LONG, FL, PROT, X86_64
RCR	rm8, reg_cl	FL, 8086
RCR	rm16, reg_cl	FL, 8086
RCR	rm32, reg_cl	FL, 386
RCR	rm64, reg_cl	LONG, FL, PROT, X86_64
RCR	rm8, reg_cx	ND, FL, 8086
RCR	rm16, reg_cx	ND, FL, 8086

RCR	rm32, reg_cx	ND, FL, 386
RCR	rm64, reg_cx	ND, LONG, FL, PROT, X86_64
RCR	rm8, reg_ecx	ND, FL, 8086
RCR	rm16, reg_ecx	ND, FL, 8086
RCR	rm32, reg_ecx	ND, FL, 386
RCR	rm64, reg_ecx	ND, LONG, FL, PROT, X86_64
RCR	rm8, reg_rcx	ND, FL, 8086
RCR	rm16, reg_rcx	ND, FL, 8086
RCR	rm32, reg_rcx	ND, FL, 386
RCR	rm64, reg_rcx	ND, LONG, FL, PROT, X86_64
RCR	rm8, imm8	FL, 186
RCR	rm16, imm8	FL, 186
RCR	rm32, imm8	FL, 386
RCR	rm64, imm8	LONG, FL, PROT, X86_64
SHL	rm8, unity	FL, 8086
SHL	rm16, unity	FL, 8086
SHL	rm32, unity	FL, 386
SHL	rm64, unity	LONG, FL, PROT, X86_64
SHL	rm8, reg_cl	FL, 8086
SHL	rm16, reg_cl	FL, 8086
SHL	rm32, reg_cl	FL, 386
SHL	rm64, reg_cl	LONG, FL, PROT, X86_64
SHL	rm8, reg_cx	ND, FL, 8086
SHL	rm16, reg_cx	ND, FL, 8086
SHL	rm32, reg_cx	ND, FL, 386
SHL	rm64, reg_cx	ND, LONG, FL, PROT, X86_64
SHL	rm8, reg_ecx	ND, FL, 8086
SHL	rm16, reg_ecx	ND, FL, 8086
SHL	rm32, reg_ecx	ND, FL, 386
SHL	rm64, reg_ecx	ND, LONG, FL, PROT, X86_64
SHL	rm8, reg_rcx	ND, FL, 8086
SHL	rm16, reg_rcx	ND, FL, 8086
SHL	rm32, reg_rcx	ND, FL, 386
SHL	rm64, reg_rcx	ND, LONG, FL, PROT, X86_64
SHL	rm8, imm8	FL, 186
SHL	rm16, imm8	FL, 186
SHL	rm32, imm8	FL, 386
SHL	rm64, imm8	LONG, FL, PROT, X86_64
SAL	rm8, unity	FL, 8086
SAL	rm16, unity	FL, 8086
SAL	rm32, unity	FL, 386
SAL	rm64, unity	LONG, FL, PROT, X86_64
SAL	rm8, reg_cl	FL, 8086
SAL	rm16, reg_cl	FL, 8086
SAL	rm32, reg_cl	FL, 386
SAL	rm64, reg_cl	LONG, FL, PROT, X86_64
SAL	rm8, reg_cx	ND, FL, 8086
SAL	rm16, reg_cx	ND, FL, 8086
SAL	rm32, reg_cx	ND, FL, 386
SAL	rm64, reg_cx	ND, LONG, FL, PROT, X86_64
SAL	rm8, reg_ecx	ND, FL, 8086
SAL	rm16, reg_ecx	ND, FL, 8086
SAL	rm32, reg_ecx	ND, FL, 386
SAL	rm64, reg_ecx	ND, LONG, FL, PROT, X86_64
SAL	rm8, reg_rcx	ND, FL, 8086
SAL	rm16, reg_rcx	ND, FL, 8086
SAL	rm32, reg_rcx	ND, FL, 386
SAL	rm64, reg_rcx	ND, LONG, FL, PROT, X86_64
SAL	rm8, imm8	FL, 186
SAL	rm16, imm8	FL, 186
SAL	rm32, imm8	FL, 386
SAL	rm64, imm8	LONG, FL, PROT, X86_64
SHR	rm8, unity	FL, 8086
SHR	rm16, unity	FL, 8086
SHR	rm32, unity	FL, 386
SHR	rm64, unity	LONG, FL, PROT, X86_64
SHR	rm8, reg_cl	FL, 8086

SHR	rm16, reg_cl	FL, 8086
SHR	rm32, reg_cl	FL, 386
SHR	rm64, reg_cl	LONG, FL, PROT, X86_64
SHR	rm8, reg_cx	ND, FL, 8086
SHR	rm16, reg_cx	ND, FL, 8086
SHR	rm32, reg_cx	ND, FL, 386
SHR	rm64, reg_cx	ND, LONG, FL, PROT, X86_64
SHR	rm8, reg_ecx	ND, FL, 8086
SHR	rm16, reg_ecx	ND, FL, 8086
SHR	rm32, reg_ecx	ND, FL, 386
SHR	rm64, reg_ecx	ND, LONG, FL, PROT, X86_64
SHR	rm8, reg_rcx	ND, FL, 8086
SHR	rm16, reg_rcx	ND, FL, 8086
SHR	rm32, reg_rcx	ND, FL, 386
SHR	rm64, reg_rcx	ND, LONG, FL, PROT, X86_64
SHR	rm8, imm8	FL, 186
SHR	rm16, imm8	FL, 186
SHR	rm32, imm8	FL, 386
SHR	rm64, imm8	LONG, FL, PROT, X86_64
SAR	rm8, unity	FL, 8086
SAR	rm16, unity	FL, 8086
SAR	rm32, unity	FL, 386
SAR	rm64, unity	LONG, FL, PROT, X86_64
SAR	rm8, reg_cl	FL, 8086
SAR	rm16, reg_cl	FL, 8086
SAR	rm32, reg_cl	FL, 386
SAR	rm64, reg_cl	LONG, FL, PROT, X86_64
SAR	rm8, reg_cx	ND, FL, 8086
SAR	rm16, reg_cx	ND, FL, 8086
SAR	rm32, reg_cx	ND, FL, 386
SAR	rm64, reg_cx	ND, LONG, FL, PROT, X86_64
SAR	rm8, reg_ecx	ND, FL, 8086
SAR	rm16, reg_ecx	ND, FL, 8086
SAR	rm32, reg_ecx	ND, FL, 386
SAR	rm64, reg_ecx	ND, LONG, FL, PROT, X86_64
SAR	rm8, reg_rcx	ND, FL, 8086
SAR	rm16, reg_rcx	ND, FL, 8086
SAR	rm32, reg_rcx	ND, FL, 386
SAR	rm64, reg_rcx	ND, LONG, FL, PROT, X86_64
SAR	rm8, imm8	FL, 186
SAR	rm16, imm8	FL, 186
SAR	rm32, imm8	FL, 386
SAR	rm64, imm8	LONG, FL, PROT, X86_64
RORX	reg32, rm32, imm8	SM0-1, BMI2
ROLX	reg32, rm32, imm_known8	SM0-1, BMI2
SHLX	reg32, rm32*, reg8	SM0, ND, SM1, BMI2
SALX	reg32, rm32*, reg8	SM0, ND, SM1, BMI2
SARX	reg32, rm32*, reg8	SM0, ND, SM1, BMI2
SHRX	reg32, rm32*, reg8	ND, SM0-1, BMI2
SHLX	reg32, rm32*, reg16	ND, SM0-1, BMI2
SALX	reg32, rm32*, reg16	ND, SM0-1, BMI2
SARX	reg32, rm32*, reg16	ND, SM0-1, BMI2
SHRX	reg32, rm32*, reg16	ND, SM0-1, BMI2
SHLX	reg32, rm32*, reg32	SM0-1, BMI2
SALX	reg32, rm32*, reg32	SM0, ND, SM1, BMI2
SARX	reg32, rm32*, reg32	SM0-1, BMI2
SHRX	reg32, rm32*, reg32	SM0-1, BMI2
SHLX	reg32, rm32*, reg64	SM0, ND, SM1, BMI2
SALX	reg32, rm32*, reg64	SM0, ND, SM1, BMI2
SARX	reg32, rm32*, reg64	ND, SM0-1, BMI2
SHRX	reg32, rm32*, reg64	ND, SM0-1, BMI2
RORX	reg64, rm64, imm8	SM0-1, BMI2
ROLX	reg64, rm64, imm_known8	SM0-1, BMI2
SHLX	reg64, rm64*, reg8	ND, SM0-1, BMI2
SALX	reg64, rm64*, reg8	ND, SM0-1, BMI2
SARX	reg64, rm64*, reg8	ND, SM0-1, BMI2
SHRX	reg64, rm64*, reg8	ND, SM0-1, BMI2

SHLX	reg64, rm64*, reg16	ND, SM0-1, BMI2
SALX	reg64, rm64*, reg16	ND, SM0-1, BMI2
SARX	reg64, rm64*, reg16	ND, SM0-1, BMI2
SHRX	reg64, rm64*, reg16	ND, SM0-1, BMI2
SHLX	reg64, rm64*, reg32	SM0, ND, SM1, BMI2
SALX	reg64, rm64*, reg32	SM0, ND, SM1, BMI2
SARX	reg64, rm64*, reg32	SM0, ND, SM1, BMI2
SHRX	reg64, rm64*, reg32	SM0, ND, SM1, BMI2
SHLX	reg64, rm64*, reg64	SM0-1, BMI2
SALX	reg64, rm64*, reg64	ND, SM0-1, BMI2
SARX	reg64, rm64*, reg64	SM0-1, BMI2
SHRX	reg64, rm64*, reg64	SM0-1, BMI2
ROR	reg32, rm32, imm8	ND, SM0-1, OPT, NF, NF_R, BMI2
ROL	reg32, rm32, imm_known8	ND, SM0-1, OPT, NF, NF_R, BMI2
SHL	reg32, rm32*, reg8	SM0, ND, SM1, OPT, NF, NF_R, BMI2
SAL	reg32, rm32*, reg8	ND, SM0-1, OPT, NF, NF_R, BMI2
SAR	reg32, rm32*, reg8	SM0, ND, SM1, OPT, NF, NF_R, BMI2
SHR	reg32, rm32*, reg8	SM0, ND, SM1, OPT, NF, NF_R, BMI2
SHL	reg32, rm32*, reg16	SM0, ND, SM1, OPT, NF, NF_R, BMI2
SAL	reg32, rm32*, reg16	SM0, ND, SM1, OPT, NF, NF_R, BMI2
SAR	reg32, rm32*, reg16	ND, SM0-1, OPT, NF, NF_R, BMI2
SHR	reg32, rm32*, reg16	SM0, ND, SM1, OPT, NF, NF_R, BMI2
SHL	reg32, rm32*, reg32	SM0, ND, SM1, OPT, NF, NF_R, BMI2
SAL	reg32, rm32*, reg32	SM0, ND, SM1, OPT, NF, NF_R, BMI2
SAR	reg32, rm32*, reg32	ND, SM0-1, OPT, NF, NF_R, BMI2
SHR	reg32, rm32*, reg32	SM0, ND, SM1, OPT, NF, NF_R, BMI2
SHL	reg32, rm32*, reg64	ND, SM0-1, OPT, NF, NF_R, BMI2
SAL	reg32, rm32*, reg64	SM0, ND, SM1, OPT, NF, NF_R, BMI2
SAR	reg32, rm32*, reg64	SM0, ND, SM1, OPT, NF, NF_R, BMI2
SHR	reg32, rm32*, reg64	ND, SM0-1, OPT, NF, NF_R, BMI2
ROR	reg64, rm64, imm8	ND, SM0-1, OPT, NF, NF_R, BMI2
ROL	reg64, rm64, imm_known8	ND, SM0-1, OPT, NF, NF_R, BMI2
SHL	reg64, rm64*, reg8	ND, SM0-1, OPT, NF, NF_R, BMI2
SAL	reg64, rm64*, reg8	ND, SM0-1, OPT, NF, NF_R, BMI2
SAR	reg64, rm64*, reg8	ND, SM0-1, OPT, NF, NF_R, BMI2
SHR	reg64, rm64*, reg8	ND, SM0-1, OPT, NF, NF_R, BMI2
SHL	reg64, rm64*, reg16	ND, SM0-1, OPT, NF, NF_R, BMI2
SAL	reg64, rm64*, reg16	ND, SM0-1, OPT, NF, NF_R, BMI2
SAR	reg64, rm64*, reg16	ND, SM0-1, OPT, NF, NF_R, BMI2
SHR	reg64, rm64*, reg16	ND, SM0-1, OPT, NF, NF_R, BMI2
SHL	reg64, rm64*, reg32	ND, SM0-1, OPT, NF, NF_R, BMI2
SAL	reg64, rm64*, reg32	ND, SM0-1, OPT, NF, NF_R, BMI2
SAR	reg64, rm64*, reg32	ND, SM0-1, OPT, NF, NF_R, BMI2
SHR	reg64, rm64*, reg32	SM0, ND, SM1, OPT, NF, NF_R, BMI2
SHL	reg64, rm64*, reg64	ND, SM0-1, OPT, NF, NF_R, BMI2
SAL	reg64, rm64*, reg64	SM0, ND, SM1, OPT, NF, NF_R, BMI2
SAR	reg64, rm64*, reg64	SM0, ND, SM1, OPT, NF, NF_R, BMI2
SHR	reg64, rm64*, reg64	ND, SM0-1, OPT, NF, NF_R, BMI2

## F.1.8 APX EVEX versions

ROL	reg8?, rm8, unity	SM0-1, NF, LONG, FL, PROT, APX, X86_64
ROL	reg16?, rm16, unity	SM0-1, NF, LONG, FL, PROT, APX, X86_64
ROL	reg32?, rm32, unity	SM0-1, NF, LONG, FL, PROT, APX, X86_64
ROL	reg64?, rm64, unity	SM0-1, NF, LONG, FL, PROT, APX, X86_64
ROL	reg8?, rm8, reg_cl	SM0-1, NF, LONG, FL, PROT, APX, X86_64
ROL	reg16?, rm16, reg_cl	SM0-1, NF, LONG, FL, PROT, APX, X86_64
ROL	reg32?, rm32, reg_cl	SM0-1, NF, LONG, FL, PROT, APX, X86_64
ROL	reg64?, rm64, reg_cl	SM0-1, NF, LONG, FL, PROT, APX, X86_64
ROL	reg8?, rm8, reg_cx	SM0, ND, SM1, NF, LONG, FL, PROT, APX, X86_64
ROL	reg16?, rm16, reg_cx	SM0, ND, SM1, NF, LONG, FL, PROT, APX, X86_64
ROL	reg32?, rm32, reg_cx	ND, SM0-1, NF, LONG, FL, PROT, APX, X86_64
ROL	reg64?, rm64, reg_cx	ND, SM0-1, NF, LONG, FL, PROT, APX, X86_64
ROL	reg8?, rm8, reg_ecx	ND, SM0-1, NF, LONG, FL, PROT, APX, X86_64
ROL	reg16?, rm16, reg_ecx	SM0, ND, SM1, NF, LONG, FL, PROT, APX, X86_64
ROL	reg32?, rm32, reg_ecx	SM0, ND, SM1, NF, LONG, FL, PROT, APX, X86_64
ROL	reg64?, rm64, reg_ecx	SM0, ND, SM1, NF, LONG, FL, PROT, APX, X86_64





SHR	reg32?, rm32, reg_cl	SM0-1, NF, LONG, FL, PROT, APX, X86_64
SHR	reg64?, rm64, reg_cl	SM0-1, NF, LONG, FL, PROT, APX, X86_64
SHR	reg8?, rm8, reg_cx	ND, SM0-1, NF, LONG, FL, PROT, APX, X86_64
SHR	reg16?, rm16, reg_cx	ND, SM0-1, NF, LONG, FL, PROT, APX, X86_64
SHR	reg32?, rm32, reg_cx	ND, SM0-1, NF, LONG, FL, PROT, APX, X86_64
SHR	reg64?, rm64, reg_cx	ND, SM0-1, NF, LONG, FL, PROT, APX, X86_64
SHR	reg8?, rm8, reg_ecx	ND, SM0-1, NF, LONG, FL, PROT, APX, X86_64
SHR	reg16?, rm16, reg_ecx	ND, SM0-1, NF, LONG, FL, PROT, APX, X86_64
SHR	reg32?, rm32, reg_ecx	SM0, ND, SM1, NF, LONG, FL, PROT, APX, X86_64
SHR	reg64?, rm64, reg_ecx	SM0, ND, SM1, NF, LONG, FL, PROT, APX, X86_64
SHR	reg8?, rm8, reg_rcx	SM0, ND, SM1, NF, LONG, FL, PROT, APX, X86_64
SHR	reg16?, rm16, reg_rcx	ND, SM0-1, NF, LONG, FL, PROT, APX, X86_64
SHR	reg32?, rm32, reg_rcx	SM0, ND, SM1, NF, LONG, FL, PROT, APX, X86_64
SHR	reg64?, rm64, reg_rcx	ND, SM0-1, NF, LONG, FL, PROT, APX, X86_64
SHR	reg8?, rm8, imm8	SM0-1, NF, LONG, FL, PROT, APX, X86_64
SHR	reg16?, rm16, imm8	SM0-1, NF, LONG, FL, PROT, APX, X86_64
SHR	reg32?, rm32, imm8	SM0-1, NF, LONG, FL, PROT, APX, X86_64
SHR	reg64?, rm64, imm8	SM0-1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg8?, rm8, unity	SM0-1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg16?, rm16, unity	SM0-1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg32?, rm32, unity	SM0-1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg64?, rm64, unity	SM0-1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg8?, rm8, reg_cl	SM0-1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg16?, rm16, reg_cl	SM0-1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg32?, rm32, reg_cl	SM0-1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg64?, rm64, reg_cl	SM0-1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg8?, rm8, reg_cx	SM0, ND, SM1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg16?, rm16, reg_cx	SM0, ND, SM1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg32?, rm32, reg_cx	ND, SM0-1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg64?, rm64, reg_cx	ND, SM0-1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg8?, rm8, reg_ecx	SM0, ND, SM1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg16?, rm16, reg_ecx	SM0, ND, SM1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg32?, rm32, reg_ecx	ND, SM0-1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg64?, rm64, reg_ecx	SM0, ND, SM1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg8?, rm8, reg_rcx	SM0, ND, SM1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg16?, rm16, reg_rcx	ND, SM0-1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg32?, rm32, reg_rcx	SM0, ND, SM1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg64?, rm64, reg_rcx	SM0, ND, SM1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg8?, rm8, imm8	SM0-1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg16?, rm16, imm8	SM0-1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg32?, rm32, imm8	SM0-1, NF, LONG, FL, PROT, APX, X86_64
SAR	reg64?, rm64, imm8	SM0-1, NF, LONG, FL, PROT, APX, X86_64
RORX	reg32, rm32, imm8	SM0-1, LONG, PROT, BMI2, APX, X86_64
ROLX	reg32, rm32, imm_known8	SM0-1, LONG, PROT, BMI2, APX, X86_64
SHLX	reg32, rm32*, reg8	ND, SM0-1, LONG, PROT, BMI2, APX, X86_64
SALX	reg32, rm32*, reg8	ND, SM0-1, LONG, PROT, BMI2, APX, X86_64
SARX	reg32, rm32*, reg8	ND, SM0-1, LONG, PROT, BMI2, APX, X86_64
SHRX	reg32, rm32*, reg8	ND, SM0-1, LONG, PROT, BMI2, APX, X86_64
SHLX	reg32, rm32*, reg16	SM0, ND, SM1, LONG, PROT, BMI2, APX, X86_64
SALX	reg32, rm32*, reg16	SM0, ND, SM1, LONG, PROT, BMI2, APX, X86_64
SARX	reg32, rm32*, reg16	ND, SM0-1, LONG, PROT, BMI2, APX, X86_64
SHRX	reg32, rm32*, reg16	ND, SM0-1, LONG, PROT, BMI2, APX, X86_64
SHLX	reg32, rm32*, reg32	SM0-1, LONG, PROT, BMI2, APX, X86_64
SALX	reg32, rm32*, reg32	ND, SM0-1, LONG, PROT, BMI2, APX, X86_64
SARX	reg32, rm32*, reg32	SM0-1, LONG, PROT, BMI2, APX, X86_64
SHRX	reg32, rm32*, reg32	SM0-1, LONG, PROT, BMI2, APX, X86_64
SHLX	reg32, rm32*, reg64	ND, SM0-1, LONG, PROT, BMI2, APX, X86_64
SALX	reg32, rm32*, reg64	ND, SM0-1, LONG, PROT, BMI2, APX, X86_64
SARX	reg32, rm32*, reg64	SM0, ND, SM1, LONG, PROT, BMI2, APX, X86_64
SHRX	reg32, rm32*, reg64	SM0, ND, SM1, LONG, PROT, BMI2, APX, X86_64
RORX	reg64, rm64, imm8	SM0-1, LONG, PROT, BMI2, APX, X86_64
ROLX	reg64, rm64, imm_known8	SM0-1, LONG, PROT, BMI2, APX, X86_64
SHLX	reg64, rm64*, reg8	SM0, ND, SM1, LONG, PROT, BMI2, APX, X86_64
SALX	reg64, rm64*, reg8	ND, SM0-1, LONG, PROT, BMI2, APX, X86_64
SARX	reg64, rm64*, reg8	SM0, ND, SM1, LONG, PROT, BMI2, APX, X86_64
SHRX	reg64, rm64*, reg8	ND, SM0-1, LONG, PROT, BMI2, APX, X86_64
SHLX	reg64, rm64*, reg16	ND, SM0-1, LONG, PROT, BMI2, APX, X86_64

SALX	reg64, rm64*, reg16	ND, SM0-1, LONG, PROT, BMI2, APX, X86_64
SARX	reg64, rm64*, reg16	ND, SM0-1, LONG, PROT, BMI2, APX, X86_64
SHRX	reg64, rm64*, reg16	SM0, ND, SM1, LONG, PROT, BMI2, APX, X86_64
SHLX	reg64, rm64*, reg32	ND, SM0-1, LONG, PROT, BMI2, APX, X86_64
SALX	reg64, rm64*, reg32	SM0, ND, SM1, LONG, PROT, BMI2, APX, X86_64
SARX	reg64, rm64*, reg32	ND, SM0-1, LONG, PROT, BMI2, APX, X86_64
SHRX	reg64, rm64*, reg32	ND, SM0-1, LONG, PROT, BMI2, APX, X86_64
SHLX	reg64, rm64*, reg64	SM0-1, LONG, PROT, BMI2, APX, X86_64
SALX	reg64, rm64*, reg64	ND, SM0-1, LONG, PROT, BMI2, APX, X86_64
SARX	reg64, rm64*, reg64	SM0-1, LONG, PROT, BMI2, APX, X86_64
SHRX	reg64, rm64*, reg64	SM0-1, LONG, PROT, BMI2, APX, X86_64
ROR	reg32, rm32, imm8	SM0, ND, SM1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
ROL	reg32, rm32, imm_known8	SM0, ND, SM1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SHL	reg32, rm32*, reg8	SM0, ND, SM1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SAL	reg32, rm32*, reg8	SM0, ND, SM1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SAR	reg32, rm32*, reg8	ND, SM0-1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SHR	reg32, rm32*, reg8	ND, SM0-1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SHL	reg32, rm32*, reg16	ND, SM0-1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SAL	reg32, rm32*, reg16	ND, SM0-1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SAR	reg32, rm32*, reg16	ND, SM0-1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SHR	reg32, rm32*, reg16	SM0, ND, SM1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SHL	reg32, rm32*, reg32	SM0, ND, SM1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SAL	reg32, rm32*, reg32	SM0, ND, SM1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SAR	reg32, rm32*, reg32	ND, SM0-1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SHR	reg32, rm32*, reg32	ND, SM0-1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SHL	reg32, rm32*, reg64	ND, SM0-1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SAL	reg32, rm32*, reg64	ND, SM0-1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SAR	reg32, rm32*, reg64	SM0, ND, SM1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SHR	reg32, rm32*, reg64	ND, SM0-1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
ROR	reg64, rm64, imm8	ND, SM0-1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
ROL	reg64, rm64, imm_known8	SM0, ND, SM1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SHL	reg64, rm64*, reg8	SM0, ND, SM1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SAL	reg64, rm64*, reg8	ND, SM0-1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SAR	reg64, rm64*, reg8	SM0, ND, SM1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SHR	reg64, rm64*, reg8	SM0, ND, SM1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SHL	reg64, rm64*, reg16	ND, SM0-1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SAL	reg64, rm64*, reg16	ND, SM0-1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SAR	reg64, rm64*, reg16	ND, SM0-1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SHR	reg64, rm64*, reg16	SM0, ND, SM1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SHL	reg64, rm64*, reg32	ND, SM0-1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SAL	reg64, rm64*, reg32	SM0, ND, SM1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SAR	reg64, rm64*, reg32	SM0, ND, SM1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SHR	reg64, rm64*, reg32	SM0, ND, SM1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SHL	reg64, rm64*, reg64	ND, SM0-1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SAL	reg64, rm64*, reg64	SM0, ND, SM1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SAR	reg64, rm64*, reg64	ND, SM0-1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64
SHR	reg64, rm64*, reg64	ND, SM0-1, OPT, NF, NF_R, LONG, PROT, BMI2, APX, X86_64

## F.1.9 Other basic integer arithmetic

INC	reg16	NOREX, NOAPX, NOLONG, FL, 8086
INC	reg32	NOREX, NOAPX, NOLONG, FL, 386
INC	rm8	LOCK, FL, 8086
INC	rm16	LOCK, FL, 8086
INC	rm32	LOCK, FL, 386
INC	rm64	LOCK, LONG, FL, PROT, X86_64
INC	reg8?, rm8	NF, LOCK, LONG, PROT, APX, X86_64
INC	reg16?, rm16	NF, LOCK, LONG, PROT, APX, X86_64
INC	reg32?, rm32	NF, LOCK, LONG, PROT, APX, X86_64
INC	reg64?, rm64	NF, LOCK, LONG, PROT, APX, X86_64
DEC	reg16	NOREX, NOAPX, NOLONG, FL, 8086
DEC	reg32	NOREX, NOAPX, NOLONG, FL, 386
DEC	rm8	LOCK, FL, 8086
DEC	rm16	LOCK, FL, 8086
DEC	rm32	LOCK, FL, 386
DEC	rm64	LOCK, LONG, FL, PROT, X86_64
DEC	reg8?, rm8	NF, LOCK, LONG, PROT, APX, X86_64

DEC	reg16?, rm16	NF, LOCK, LONG, PROT, APX, X86_64
DEC	reg32?, rm32	NF, LOCK, LONG, PROT, APX, X86_64
DEC	reg64?, rm64	NF, LOCK, LONG, PROT, APX, X86_64
IMUL	rm8	FL, 8086
IMUL	rm16	FL, 8086
IMUL	rm32	FL, 386
IMUL	rm64	LONG, FL, PROT, X86_64
IMUL	rm8	SM0, NF, LONG, PROT, APX, X86_64
IMUL	rm16	SM0, NF, LONG, PROT, APX, X86_64
IMUL	rm32	SM0, NF, LONG, PROT, APX, X86_64
IMUL	rm64	SM0, NF, LONG, PROT, APX, X86_64
IMUL	reg16, rm16	SM0-1, FL, 386
IMUL	reg32, rm32	SM0-1, FL, 386
IMUL	reg64, rm64	SM0-1, LONG, FL, PROT, X86_64
IMUL	reg16, rm16*, sbytedword16	SM0-2, FL, 186
IMUL	reg32, rm32*, sbytedword32	SM0-2, FL, 386
IMUL	reg64, rm64*, sbytedword64	SM0-2, LONG, FL, PROT, X86_64
IMUL	reg16, rm16*, imm16	SM0-2, FL, 186
IMUL	reg32, rm32*, imm32	SM0-2, FL, 386
IMUL	reg64, rm64*, sdword64	SM0-2, LONG, FL, PROT, X86_64
IMUL	reg16?, reg16, rm16	SM0-2, NF, LONG, PROT, APX, X86_64
IMUL	reg32?, reg32, rm32	SM0-2, NF, LONG, PROT, APX, X86_64
IMUL	reg64?, reg64, rm64	SM0-2, NF, LONG, PROT, APX, X86_64
IMUL	reg16, rm16, sbytedword16	SM0-2, NF, LONG, PROT, APX, X86_64
IMUL	reg32, rm32, sbytedword32	SM0-2, NF, LONG, PROT, APX, X86_64
IMUL	reg64, rm64, sbytedword64	SM0-2, NF, LONG, PROT, APX, X86_64
IMUL	reg16, rm16, imm16	SM0-2, NF, LONG, PROT, APX, X86_64
IMUL	reg32, rm32, imm32	SM0-2, NF, LONG, PROT, APX, X86_64
IMUL	reg64, rm64, sdword64	SM0-2, NF, LONG, PROT, APX, X86_64
MUL	rm8	FL, 8086
MUL	rm16	FL, 8086
MUL	rm32	FL, 386
MUL	rm64	LONG, FL, PROT, X86_64
MULX	reg32, reg32*, rm32	BMI2
MULX	reg64, reg64*, rm64	LONG, PROT, BMI2, X86_64
MUL	reg32, reg32*, rm32	ND, OPT, NF, NF_R, BMI2
MUL	reg64, reg64*, rm64	ND, OPT, NF, NF_R, LONG, PROT, BMI2, X86_64
MUL	rm8	SM0, NF, LONG, PROT, APX, X86_64
MUL	rm16	SM0, NF, LONG, PROT, APX, X86_64
MUL	rm32	SM0, NF, LONG, PROT, APX, X86_64
MUL	rm64	SM0, NF, LONG, PROT, APX, X86_64
MUL	reg16, rm16	ND, SM0-1, FL, 386
MUL	reg32, rm32	ND, SM0-1, FL, 386
MUL	reg64, rm64	SM0, ND, SM1, LONG, FL, PROT, X86_64
MUL	reg16, rm16*, sbytedword16	SM0, ND, SM1-2, FL, 186
MUL	reg32, rm32*, sbytedword32	SM0, ND, SM1-2, FL, 386
MUL	reg64, rm64*, sbytedword64	SM0, ND, SM1-2, LONG, FL, PROT, X86_64
MUL	reg16, rm16*, imm16	SM0, ND, SM1-2, FL, 186
MUL	reg32, rm32*, imm32	SM0, ND, SM1-2, FL, 386
MUL	reg64, rm64*, sdword64	ND, SM0-2, LONG, FL, PROT, X86_64
MUL	reg16?, reg16, rm16	ND, SM0-2, NF, LONG, PROT, APX, X86_64
MUL	reg32?, reg32, rm32	ND, SM0-2, NF, LONG, PROT, APX, X86_64
MUL	reg64?, reg64, rm64	SM0, ND, SM1-2, NF, LONG, PROT, APX, X86_64
MUL	reg16, rm16, sbytedword16	ND, SM0-2, NF, LONG, PROT, APX, X86_64
MUL	reg32, rm32, sbytedword32	SM0, ND, SM1-2, NF, LONG, PROT, APX, X86_64
MUL	reg64, rm64, sbytedword64	ND, SM0-2, NF, LONG, PROT, APX, X86_64
MUL	reg16, rm16, imm16	ND, SM0-2, NF, LONG, PROT, APX, X86_64
MUL	reg32, rm32, imm32	SM0, ND, SM1-2, NF, LONG, PROT, APX, X86_64
MUL	reg64, rm64, sdword64	ND, SM0-2, NF, LONG, PROT, APX, X86_64
IDIV	rm8	FL, 8086
IDIV	rm16	FL, 8086
IDIV	rm32	FL, 386
IDIV	rm64	LONG, FL, PROT, X86_64
IDIV	rm8	NF, LONG, PROT, APX, X86_64
IDIV	rm16	NF, LONG, PROT, APX, X86_64
IDIV	rm32	NF, LONG, PROT, APX, X86_64
IDIV	rm64	NF, LONG, PROT, APX, X86_64

DIV	rm8	FL, 8086
DIV	rm16	FL, 8086
DIV	rm32	FL, 386
DIV	rm64	LONG, FL, PROT, X86_64
DIV	rm8	NF, LONG, PROT, APX, X86_64
DIV	rm16	NF, LONG, PROT, APX, X86_64
DIV	rm32	NF, LONG, PROT, APX, X86_64
DIV	rm64	NF, LONG, PROT, APX, X86_64
NEG	rm8	LOCK, FL, 8086
NEG	rm16	LOCK, FL, 8086
NEG	rm32	LOCK, FL, 386
NEG	rm64	LOCK, LONG, FL, PROT, X86_64
NEG	reg8?, rm8	NF, LOCK, LONG, PROT, APX, X86_64
NEG	reg16?, rm16	NF, LOCK, LONG, PROT, APX, X86_64
NEG	reg32?, rm32	NF, LOCK, LONG, PROT, APX, X86_64
NEG	reg64?, rm64	NF, LOCK, LONG, PROT, APX, X86_64
NOT	rm8	LOCK, 8086
NOT	rm16	LOCK, 8086
NOT	rm32	LOCK, 386
NOT	rm64	LOCK, LONG, PROT, X86_64
NOT	reg8?, rm8	LOCK, LONG, PROT, APX, X86_64
NOT	reg16?, rm16	LOCK, LONG, PROT, APX, X86_64
NOT	reg32?, rm32	LOCK, LONG, PROT, APX, X86_64
NOT	reg64?, rm64	LOCK, LONG, PROT, APX, X86_64

### F.1.10 Interleaved flags arithmetic

ADCX	reg32, rm32	ZU, FL, ADX
ADCX	reg64, rm64	ZU, LONG, FL, PROT, ADX, X86_64
ADCX	reg32?, reg32, rm32	ZU, LONG, FL, PROT, APX, ADX, X86_64
ADCX	reg64?, reg64, rm64	ZU, LONG, FL, PROT, APX, ADX, X86_64
ADOX	reg32, rm32	ZU, FL, ADX
ADOX	reg64, rm64	ZU, LONG, FL, PROT, ADX, X86_64
ADOX	reg32?, reg32, rm32	ZU, LONG, FL, PROT, APX, ADX, X86_64
ADOX	reg64?, reg64, rm64	ZU, LONG, FL, PROT, APX, ADX, X86_64

### F.1.11 Double width shift

SHLD	rm16, reg16, imm8	SM0-1, FL, 386
SHLD	rm32, reg32, imm8	SM0-1, FL, 386
SHLD	rm64, reg64, imm8	SM0-1, LONG, FL, PROT, X86_64
SHLD	rm16, reg16, reg_c1	SM0-1, FL, 386
SHLD	rm32, reg32, reg_c1	SM0-1, FL, 386
SHLD	rm64, reg64, reg_c1	SM0-1, LONG, FL, PROT, X86_64
SHLD	reg16?, rm16, reg16, imm8	SM0-1, NF, LONG, PROT, APX, X86_64
SHLD	reg32?, rm32, reg32, imm8	SM0-1, NF, LONG, PROT, APX, X86_64
SHLD	reg64?, rm64, reg64, imm8	SM0-1, NF, LONG, PROT, APX, X86_64
SHLD	reg16?, rm16, reg16, reg_c1	SM0-1, NF, LONG, PROT, APX, X86_64
SHLD	reg32?, rm32, reg32, reg_c1	SM0-1, NF, LONG, PROT, APX, X86_64
SHLD	reg64?, rm64, reg64, reg_c1	SM0-1, NF, LONG, PROT, APX, X86_64
SHRD	rm16, reg16, imm8	SM0-1, FL, 386
SHRD	rm32, reg32, imm8	SM0-1, FL, 386
SHRD	rm64, reg64, imm8	SM0-1, LONG, FL, PROT, X86_64
SHRD	rm16, reg16, reg_c1	SM0-1, FL, 386
SHRD	rm32, reg32, reg_c1	SM0-1, FL, 386
SHRD	rm64, reg64, reg_c1	SM0-1, LONG, FL, PROT, X86_64
SHRD	reg16?, rm16, reg16, imm8	SM0-1, NF, LONG, PROT, APX, X86_64
SHRD	reg32?, rm32, reg32, imm8	SM0-1, NF, LONG, PROT, APX, X86_64
SHRD	reg64?, rm64, reg64, imm8	SM0-1, NF, LONG, PROT, APX, X86_64
SHRD	reg16?, rm16, reg16, reg_c1	SM0-1, NF, LONG, PROT, APX, X86_64
SHRD	reg32?, rm32, reg32, reg_c1	SM0-1, NF, LONG, PROT, APX, X86_64
SHRD	reg64?, rm64, reg64, reg_c1	SM0-1, NF, LONG, PROT, APX, X86_64

### F.1.12 Bit operations

BT	rm16, reg16	SM0-1, FL, 386
BT	rm32, reg32	SM0-1, FL, 386
BT	rm64, reg64	SM0-1, LONG, FL, PROT, X86_64

BT	rm16, imm8	FL, 386
BT	rm32, imm8	FL, 386
BT	rm64, imm8	LONG, FL, PROT, X86_64
BTC	rm16, reg16	SM0-1, LOCK, FL, 386
BTC	rm32, reg32	SM0-1, LOCK, FL, 386
BTC	rm64, reg64	SM0-1, LOCK, LONG, FL, PROT, X86_64
BTC	rm16, imm8	LOCK, FL, 386
BTC	rm32, imm8	LOCK, FL, 386
BTC	rm64, imm8	LOCK, LONG, FL, PROT, X86_64
BTR	rm16, reg16	SM0-1, LOCK, FL, 386
BTR	rm32, reg32	SM0-1, LOCK, FL, 386
BTR	rm64, reg64	SM0-1, LOCK, LONG, FL, PROT, X86_64
BTR	rm16, imm8	LOCK, FL, 386
BTR	rm32, imm8	LOCK, FL, 386
BTR	rm64, imm8	LOCK, LONG, FL, PROT, X86_64
BTS	rm16, reg16	SM0-1, LOCK, FL, 386
BTS	rm32, reg32	SM0-1, LOCK, FL, 386
BTS	rm64, reg64	SM0-1, LOCK, LONG, FL, PROT, X86_64
BTS	rm16, imm8	LOCK, FL, 386
BTS	rm32, imm8	LOCK, FL, 386
BTS	rm64, imm8	LOCK, LONG, FL, PROT, X86_64
BSF	reg16, rm16	SM0-1, 386
BSF	reg32, rm32	SM0-1, 386
BSF	reg64, rm64	SM0-1, LONG, PROT, X86_64
BSR	reg16, rm16	SM0-1, 386
BSR	reg32, rm32	SM0-1, 386
BSR	reg64, rm64	SM0-1, LONG, PROT, X86_64
IBTS	rm16, reg16	ND, NOREX, NOAPX, NOLONG, UNDOC, OBSOLETE, 386
IBTS	rm32, reg32	ND, NOREX, NOAPX, NOLONG, UNDOC, OBSOLETE, 386
XBTS	rm16, reg16	ND, NOREX, NOAPX, NOLONG, UNDOC, OBSOLETE, 386
XBTS	rm32, reg32	ND, NOREX, NOAPX, NOLONG, UNDOC, OBSOLETE, 386

### F.1.13 BMI1 and BMI2 bit operations

LZCNT	reg16, rm16	SM0-1, FL, LZCNT
LZCNT	reg32, rm32	SM0-1, FL, LZCNT
LZCNT	reg64, rm64	SM0-1, LONG, FL, PROT, LZCNT, X86_64
LZCNT	reg16, rm16	SM0-1, NF, LONG, PROT, APX, LZCNT, X86_64
LZCNT	reg32, rm32	SM0-1, NF, LONG, PROT, APX, LZCNT, X86_64
LZCNT	reg64, rm64	SM0-1, NF, LONG, PROT, APX, LZCNT, X86_64
TZCNT	reg16, rm16	SM0-1, FL, BMI1
TZCNT	reg32, rm32	SM0-1, FL, BMI1
TZCNT	reg64, rm64	SM0-1, LONG, FL, PROT, BMI1, X86_64
TZCNT	reg16, rm16	SM0-1, NF, LONG, PROT, BMI1, APX, X86_64
TZCNT	reg32, rm32	SM0-1, NF, LONG, PROT, BMI1, APX, X86_64
TZCNT	reg64, rm64	SM0-1, NF, LONG, PROT, BMI1, APX, X86_64
ANDN	reg32, reg32*, rm32	SM0-2, FL, BMI1
ANDN	reg64, reg64*, rm64	SM0-2, LONG, FL, PROT, BMI1, X86_64
ANDN	reg32, reg32*, rm32	SM0-2, NF, LONG, PROT, BMI1, APX, X86_64
ANDN	reg64, reg64*, rm64	SM0-2, NF, LONG, PROT, BMI1, APX, X86_64
BEXTR	reg32, rm32*, reg32	SM0-2, FL, BMI1
BEXTR	reg64, rm64*, reg64	SM0-2, LONG, FL, PROT, BMI1, X86_64
BEXTR	reg32, rm32*, reg32	SM0-2, NF, LONG, PROT, BMI1, APX, X86_64
BEXTR	reg64, rm64*, reg64	SM0-2, NF, LONG, PROT, BMI1, APX, X86_64
BLSMSK	reg32, rm32	SM0-1, FL, BMI1
BLSMSK	reg64, rm64	SM0-1, LONG, FL, PROT, BMI1, X86_64
BLSMSK	reg32, rm32	SM0-1, NF, LONG, PROT, BMI1, APX, X86_64
BLSMSK	reg64, rm64	SM0-1, NF, LONG, PROT, BMI1, APX, X86_64
BLSR	reg32, rm32	SM0-1, FL, BMI1
BLSR	reg64, rm64	SM0-1, LONG, FL, PROT, BMI1, X86_64
BLSR	reg32, rm32	SM0-1, NF, LONG, PROT, BMI1, APX, X86_64
BLSR	reg64, rm64	SM0-1, NF, LONG, PROT, BMI1, APX, X86_64
BLSI	reg32, rm32	SM0-1, FL, BMI1
BLSI	reg64, rm64	SM0-1, LONG, FL, PROT, BMI1, X86_64
BLSI	reg32, rm32	SM0-1, NF, LONG, PROT, BMI1, APX, X86_64
BLSI	reg64, rm64	SM0-1, NF, LONG, PROT, BMI1, APX, X86_64
BZHI	reg32, rm32*, reg32	SM0-2, FL, BMI2

BZHI	reg64, rm64*, reg64	SM0-2, LONG, FL, PROT, BMI2, X86_64
BZHI	reg32, rm32*, reg32	SM0-2, NF, LONG, PROT, BMI1, APX, X86_64
BZHI	reg64, rm64*, reg64	SM0-2, NF, LONG, PROT, BMI1, APX, X86_64
PDEP	reg32, reg32*, rm32	SM0-2, BMI2
PDEP	reg64, reg64*, rm64	SM0-2, LONG, PROT, BMI2, X86_64
PEXT	reg32, reg32*, rm32	SM0-2, BMI2
PEXT	reg64, reg64*, rm64	SM0-2, LONG, PROT, BMI2, X86_64

### F.1.14 AMD XOP bit operations

BEXTR	reg32, rm32*, imm32	SM0-1, FL, TBM, OBSOLETE, AMD
BEXTR	reg64, rm64*, imm32	SM0-1, LONG, FL, PROT, TBM, OBSOLETE, X86_64, AMD
BLCI	reg32, rm32	SM0-1, FL, TBM, OBSOLETE, AMD
BLCI	reg64, rm64	SM0-1, LONG, FL, PROT, TBM, OBSOLETE, X86_64, AMD
BLCIC	reg32, rm32	SM0-1, FL, TBM, OBSOLETE, AMD
BLCIC	reg64, rm64	SM0-1, LONG, FL, PROT, TBM, OBSOLETE, X86_64, AMD
BLSIC	reg32, rm32	SM0-1, FL, TBM, OBSOLETE, AMD
BLSIC	reg64, rm64	SM0-1, LONG, FL, PROT, TBM, OBSOLETE, X86_64, AMD
BLCFILL	reg32, rm32	SM0-1, TBM, OBSOLETE, AMD
BLCFILL	reg64, rm64	SM0-1, LONG, PROT, TBM, OBSOLETE, X86_64, AMD
BLSFILL	reg32, rm32	TBM, OBSOLETE, AMD
BLSFILL	reg64, rm64	LONG, PROT, TBM, OBSOLETE, X86_64, AMD
BLCMSK	reg32, rm32	FL, TBM, OBSOLETE, AMD
BLCMSK	reg64, rm64	LONG, FL, PROT, TBM, OBSOLETE, X86_64, AMD
BLCS	reg32, rm32	TBM, OBSOLETE, AMD
BLCS	reg64, rm64	LONG, PROT, TBM, OBSOLETE, X86_64, AMD
TZMSK	reg32, rm32	TBM, OBSOLETE, AMD
TZMSK	reg64, rm64	LONG, PROT, TBM, OBSOLETE, X86_64, AMD
T1MSKC	reg32, rm32	TBM, OBSOLETE, AMD
T1MSKC	reg64, rm64	LONG, PROT, TBM, OBSOLETE, X86_64, AMD

### F.1.15 Decimal arithmetic

AAA		NOREX, NOAPX, NOLONG, FL, 8086
AAD		NOREX, NOAPX, NOLONG, FL, 8086
AAD	imm8	AR0, NOREX, NOAPX, NOLONG, FL, 8086
AAM		NOREX, NOAPX, NOLONG, FL, 8086
AAM	imm8	AR0, NOREX, NOAPX, NOLONG, FL, 8086
AAS		NOREX, NOAPX, NOLONG, FL, 8086
DAA		NOREX, NOAPX, NOLONG, FL, 8086
DAS		NOREX, NOAPX, NOLONG, FL, 8086

### F.1.16 Endianness handling

BSWAP	reg32	486
BSWAP	reg64	LONG, PROT, X86_64
BSWAP	reg_ax	ND, OPT, NOREX, NOAPX, 8086
BSWAP	reg_cx	ND, OPT, NOREX, NOAPX, 8086
BSWAP	reg_dx	ND, OPT, NOREX, NOAPX, 8086
BSWAP	reg_bx	ND, OPT, NOREX, NOAPX, 8086
MOVBE	reg16, mem16	SM0-1, MOVBE, NEHALEM
MOVBE	reg32, mem32	SM0-1, MOVBE, NEHALEM
MOVBE	reg64, mem64	SM0-1, LONG, PROT, MOVBE, X86_64, NEHALEM
MOVBE	mem16, reg16	SM0-1, MOVBE, NEHALEM
MOVBE	mem32, reg32	SM0-1, MOVBE, NEHALEM
MOVBE	mem64, reg64	SM0-1, LONG, PROT, MOVBE, X86_64, NEHALEM
MOVBE	reg16, mem16	SM0-1, LONG, PROT, APX, MOVBE, X86_64, NEHALEM
MOVBE	reg32, mem32	SM0-1, LONG, PROT, APX, MOVBE, X86_64, NEHALEM
MOVBE	reg64, mem64	SM0-1, LONG, PROT, APX, MOVBE, X86_64, NEHALEM
MOVBE	mem16, reg16	SM0-1, LONG, PROT, APX, MOVBE, X86_64, NEHALEM
MOVBE	mem32, reg32	SM0-1, LONG, PROT, APX, MOVBE, X86_64, NEHALEM
MOVBE	mem64, reg64	SM0-1, LONG, PROT, APX, MOVBE, X86_64, NEHALEM

### F.1.17 Sign and zero extension

CBW		8086
CDQ		386
CDQE		LONG, PROT, X86_64

CQO		LONG, PROT, X86_64
CWD		8086
CWDE		386
MOVSB	reg_ax, reg_al	ND, OPT, 8086
MOVSB	reg_ax, reg_al	ND, OPT, 8086
MOVSB	reg_eax, reg_ax	ND, OPT, ZU, 386
MOVSB	reg_eax, reg_ax	ND, OPT, ZU, 386
MOVSB	reg_rax, reg_eax	ND, OPT, ZU, LONG, PROT, X86_64
MOVSB	reg_rax, reg_eax	ND, OPT, ZU, LONG, PROT, X86_64
MOVSB	reg16, rm8	AR0-1, SX, 386
MOVSB	reg32, rm8	AR0-1, SX, 386
MOVSB	reg64, rm8	AR0-1, SX, LONG, PROT, X86_64
MOVSB	reg16, rm8	ND, 386
MOVSB	reg32, rm8	ND, 386
MOVSB	reg64, rm8	ND, LONG, PROT, X86_64
MOVSB	reg16, rm16	AR0-1, SX, 386
MOVSB	reg32, rm16	AR0-1, SX, 386
MOVSB	reg64, rm16	AR0-1, SX, LONG, PROT, X86_64
MOVSB	reg16, rm16	ND, 386
MOVSB	reg32, rm16	ND, 386
MOVSB	reg64, rm16	ND, LONG, PROT, X86_64
MOVSB	reg16, rm32	ND, AR0-1, SX, LONG, PROT, X86_64
MOVSB	reg32, rm32	ND, AR0-1, SX, LONG, PROT, X86_64
MOVSB	reg64, rm32	ND, AR0-1, SX, LONG, PROT, X86_64
MOVSB	reg16, rm32	LONG, PROT, X86_64
MOVSB	reg32, rm32	LONG, PROT, X86_64
MOVSB	reg64, rm32	LONG, PROT, X86_64
MOVSB	reg16, rm8	AR0-1, SX, 386
MOVSB	reg32, rm8	AR0-1, SX, 386
MOVSB	reg64, rm8	AR0-1, SX, LONG, PROT, X86_64
MOVSB	reg16, rm8	ND, 386
MOVSB	reg32, rm8	ND, 386
MOVSB	reg64, rm8	ND, LONG, PROT, X86_64
MOVSB	reg16, rm16	AR0-1, SX, 386
MOVSB	reg32, rm16	AR0-1, SX, 386
MOVSB	reg64, rm16	AR0-1, SX, LONG, PROT, X86_64
MOVSB	reg16, rm16	ND, 386
MOVSB	reg32, rm16	ND, 386
MOVSB	reg64, rm16	ND, LONG, PROT, X86_64
MOVSB	reg16, rm32	ND, AR0-1, SX, OPT, 8086
MOVSB	reg32, rm32	ND, AR0-1, SX, OPT, 386
MOVSB	reg64, rm32	ND, AR0-1, SX, OPT, LONG, PROT, X86_64
MOVSB	reg16, rm32	ND, OPT, 8086
MOVSB	reg32, rm32	ND, OPT, 386
MOVSB	reg64, rm32	ND, OPT, LONG, PROT, X86_64

## F.1.18 Atomic operations

CMPXCHG	rm8, reg8	SM0-1, LOCK, FL, PENT
CMPXCHG	rm16, reg16	SM0-1, LOCK, FL, PENT
CMPXCHG	rm32, reg32	SM0-1, LOCK, FL, PENT
CMPXCHG	rm64, reg64	SM0-1, LOCK, LONG, FL, PROT, X86_64
CMPXCHG8B	mem64	LOCK, FL, PENT
CMPXCHG16B	mem128	LOCK, LONG, FL, PROT, X86_64
XADD	rm8, reg8	SM0-1, LOCK, FL, 486
XADD	rm16, reg16	SM0-1, LOCK, FL, 486
XADD	rm32, reg32	SM0-1, LOCK, FL, 486
XADD	rm64, reg64	SM0-1, LOCK, LONG, FL, PROT, X86_64
XCHG	reg_ax, reg16	8086
XCHG	reg_rax, reg64	ZU, LONG, PROT, X86_64
XCHG	reg16, reg_ax	ND, 8086
XCHG	reg64, reg_rax	ND, LONG, PROT, X86_64
XCHG	reg_eax, reg32na	ZU, 386
XCHG	reg32na, reg_eax	ND, 386
XCHG	reg_eax, reg_eax	ND, NOREX, NOAPX, ZU, NOLONG, 386
XCHG	reg8, rm8	SM0-1, LOCK1, 8086
XCHG	reg16, rm16	SM0-1, LOCK1, 8086

XCHG	reg32, rm32	SM0-1, LOCK1, 386
XCHG	reg64, rm64	SM0-1, LOCK1, LONG, PROT, X86_64
XCHG	rm8, reg8	ND, SM0-1, LOCK, 8086
XCHG	rm16, reg16	SM0, ND, SM1, LOCK, 8086
XCHG	rm32, reg32	ND, SM0-1, LOCK, 386
XCHG	rm64, reg64	SM0, ND, SM1, LOCK, LONG, PROT, X86_64
CMPXCHG486	rm8, reg8	SM0, ND, SM1, NOREX, NOAPX, LOCK, NOLONG, FL, UNDOC, OBSOLETE, 486
CMPXCHG486	rm16, reg16	ND, SM0-1, NOREX, NOAPX, LOCK, NOLONG, FL, UNDOC, OBSOLETE, 486
CMPXCHG486	rm32, reg32	ND, SM0-1, NOREX, NOAPX, LOCK, NOLONG, FL, UNDOC, OBSOLETE, 486

## F.1.19 Jumps

JMPABS	imm64 near	LONG, PROT, APX, X86_64
JMP	imm64 abs near	ND, LONG, PROT, APX, X86_64
JMPABS	imm64 abs near	ND, LONG, PROT, APX, X86_64
JMP	imm16 short	ND, AR0, OSIZE, NOREX, NOAPX, NOLONG, 8086
JMP	imm32 short	ND, AR0, OSIZE, NOREX, NOAPX, NOLONG, 8086
JMP	imm64 short	ND, AR0, OSIZE, NOAPX, LONG, PROT, X86_64
JMP	imm16 near	AR0, OSIZE, JMP_RELAX, NOREX, NOAPX, NOLONG, 8086
JMP	imm32 near	AR0, OSIZE, JMP_RELAX, NOREX, NOAPX, NOLONG, 8086
JMP	imm64 near	AR0, OSIZE, JMP_RELAX, NOAPX, LONG, PROT, X86_64
JMP	imm32 near	ND, AR0, SX, JMP_RELAX, NOAPX, LONG, PROT, X86_64
JMP	imm16 near	AR0, OSIZE, NOREX, NOAPX, NOLONG, BND, 8086
JMP	imm32 near	AR0, OSIZE, NOREX, NOAPX, NOLONG, BND, 8086
JMP	imm64 near	AR0, OSIZE, LONG, BND, PROT, X86_64
JMP	imm32 near	ND, AR0, SX, LONG, BND, PROT, X86_64
JMP	rm16 near	AR0, OSIZE, NOREX, NOAPX, NOLONG, BND, 8086
JMP	rm32 near	AR0, OSIZE, NOREX, NOAPX, NOLONG, BND, 386
JMP	rm64 near	AR0, OSIZE, LONG, BND, PROT, X86_64
JMP	imm16 far	ND, AR0, OSIZE, NOREX, NOAPX, NOLONG, 8086
JMP	imm32 far	ND, AR0, OSIZE, NOREX, NOAPX, NOLONG, 386
JMP	imm16:imm16	ND, SM0-1, AR0, SX, NOREX, NOAPX, NOLONG, 8086
JMP	imm32:imm32	ND, SM0-1, AR0, SX, NOREX, NOAPX, NOLONG, 386
JMP	imm16:imm16 far	ND, SM0-1, AR0, SX, NOREX, NOAPX, NOLONG, 8086
JMP	imm32:imm32 far	SM0, ND, SM1, AR0, SX, NOREX, NOAPX, NOLONG, 386
JMP	imm16:imm16	AR1, OSIZE, NOREX, NOAPX, NOLONG, 8086
JMP	imm16:imm32	AR1, OSIZE, NOREX, NOAPX, NOLONG, 386
JMP	imm16:imm16 far	ND, AR1, OSIZE, NOREX, NOAPX, NOLONG, 8086
JMP	imm16:imm32 far	ND, AR1, OSIZE, NOREX, NOAPX, NOLONG, 386
JMP	mem16 far	AR0, NWSIZE, OSIZE, NOREX, NOAPX, NOLONG, 8086
JMP	mem32 far	AR0, NWSIZE, OSIZE, 386
JMP	mem64 far	AR0, NWSIZE, OSIZE, LONG, 386, X86_64
JMP	rm16	AR0, OSIZE, NOREX, NOAPX, NOLONG, BND, 8086
JMP	rm32	AR0, OSIZE, NOREX, NOAPX, NOLONG, BND, 386
JMP	rm64	AR0, OSIZE, LONG, BND, PROT, X86_64
Jcc	imm16 short	ND, AR0, OSIZE, JCC_HINT, NOREX, NOAPX, NOLONG, BND, 8086
Jcc	imm32 short	ND, AR0, OSIZE, JCC_HINT, NOREX, NOAPX, NOLONG, BND, 8086
Jcc	imm64 short	ND, AR0, OSIZE, JCC_HINT, NOAPX, LONG, BND, PROT, X86_64
Jcc	imm16 near	AR0, OSIZE, JMP_RELAX, JCC_HINT, NOREX, NOAPX, NOLONG, BND, 8086
Jcc	imm32 near	AR0, OSIZE, JMP_RELAX, JCC_HINT, NOREX, NOAPX, NOLONG, BND, 8086
Jcc	imm64 near	AR0, OSIZE, JMP_RELAX, JCC_HINT, NOAPX, LONG, BND, PROT, X86_64
Jcc	imm32 near	ND, AR0, SX, JMP_RELAX, JCC_HINT, NOAPX, LONG, BND, PROT, X86_64
Jcc	imm16 near	AR0, OSIZE, JCC_HINT, NOREX, NOAPX, NOLONG, BND, 386
Jcc	imm32 near	AR0, OSIZE, JCC_HINT, NOREX, NOAPX, NOLONG, BND, 386
Jcc	imm64 near	AR0, OSIZE, JCC_HINT, NOAPX, LONG, BND, PROT, X86_64
Jcc	imm32 near	ND, AR0, SX, JCC_HINT, NOAPX, LONG, BND, PROT, X86_64
Jcc	imm	ND, AR0, OSIZE, NOAPX, 8086
JCXZ	imm16 near short	AR0, OSIZE, NOREX, NOAPX, NOLONG, 8086
JECXZ	imm16 near short	AR0, OSIZE, NOREX, NOAPX, NOLONG, 386
JCXZ	imm32 near short	AR0, OSIZE, NOREX, NOAPX, NOLONG, 8086
JECXZ	imm32 near short	AR0, OSIZE, NOREX, NOAPX, NOLONG, 386
JECXZ	imm64 near short	AR0, OSIZE, NOAPX, LONG, PROT, X86_64
JRCXZ	imm64 near short	AR0, OSIZE, NOAPX, LONG, PROT, X86_64
JCXZ	imm16 near short, reg_cx	ND, AR0-1, OSIZE, NOREX, NOAPX, NOLONG, 8086
JCXZ	imm16 near short, reg_ecx	ND, AR0-1, OSIZE, NOREX, NOAPX, NOLONG, 386
JCXZ	imm32 near short, reg_cx	ND, AR0-1, OSIZE, NOREX, NOAPX, NOLONG, 8086
JCXZ	imm32 near short, reg_ecx	ND, AR0-1, OSIZE, NOREX, NOAPX, NOLONG, 386





RETND	imm16	ND, NOREX, NOAPX, NOLONG, BND, 386
RETNQ	imm16	ND, LONG, BND, 386, X86_64

### F.1.21 Interrupts, system calls, and returns

INT	imm8	8086
INT1		386
INT01		ND, 386
ICEBP		ND, 386
INT3		8086
INT03		ND, 8086
BRKPT		ND, 8086
INTO		NOREX, NOAPX, NOLONG, 8086
SYSCALL		P6, AMD
SYSENTER		NOAPX, P6
SYSEXIT		NOAPX, PRIV, P6
SYSRET		PRIV, P6, AMD
IRET		FL, 8086
IRETW		FL, 8086
IRETD		FL, 386
IRETQ		LONG, FL, 386, X86_64
ERETS		LONG, PRIV, PROT, FRED, X86_64
ERETU		LONG, PRIV, PROT, FRED, X86_64

### F.1.22 Flag register instructions

CLC		FL, 8086
CLD		FL, 8086
CLI		FL, 8086
CLAC		FL, PRIV, SMAP
STC		FL, 8086
STD		FL, 8086
STI		FL, 8086
STAC		FL, PRIV, SMAP
CMC		FL, 8086
LAHF		8086
SAHF		FL, 8086
SALC		NOREX, NOAPX, NOLONG, UNDOC, 8086
PUSHF		8086
PUSHFW		8086
PUSHFD		386
PUSHFQ		LONG, 386, X86_64
POPF		FL, 8086
POPFW		FL, 8086
POPFD		FL, 386
POPFAQ		LONG, FL, 386, X86_64

### F.1.23 String instructions

CMPSB		NOAPX, FL, 8086
CMPSW		NOAPX, FL, 8086
CMPSD		NOAPX, FL, 386
CMPSQ		NOAPX, LONG, FL, 386, X86_64
LODSB		NOAPX, 8086
LODSW		NOAPX, 8086
LODSD		NOAPX, 386
LODSQ		NOAPX, LONG, 386, X86_64
MOVSB		NOAPX, 8086
MOVSW		NOAPX, 8086
MOVSD		NOAPX, 386
MOVSQ		NOAPX, LONG, 386, X86_64
STOSB		NOAPX, 8086
STOSW		NOAPX, 8086
STOSD		NOAPX, 386
STOSQ		NOAPX, LONG, 386, X86_64
SCASB		NOAPX, FL, 8086
SCASW		NOAPX, FL, 8086
SCASD		NOAPX, FL, 386

SCASQ		NOAPX, LONG, FL, 386, X86_64
INSB		186
INSW		186
INSD		386
OUTSB		186
OUTSW		186
OUTSD		386

### F.1.24 Synchronization and fencing

LFENCE		LONG, PROT, X86_64, AMD
MFENCE		LONG, PROT, X86_64, AMD
SFENCE		LONG, PROT, X86_64, AMD
SERIALIZE		SERIALIZE

### F.1.25 Memory management and control

CLFLUSH	mem	SSE2, WILLAMETTE
CLFLUSHOPT	mem	CLFLUSHOPT
CLWB	mem	CLWB
PCOMMIT		OBSOLETE, NEVER, NOP
CLZERO	reg_ax	NOLONG, CLZERO, AMD
CLZERO	reg_eax	CLZERO, AMD
CLZERO	reg_rax	LONG, PROT, CLZERO, X86_64, AMD
CLZERO		ND, CLZERO, AMD
INVD		PRIV, 486
WBINVD		PRIV, 486
WBNOINVD		PRIV, WBNOINVD
INVPCID	reg32, mem128	NOREX, NOAPX, NOLONG, PRIV, INVPCID
INVPCID	reg64, mem128	LONG, PRIV, PROT, INVPCID, X86_64
INVPCID	reg64, mem128	LONG, PRIV, PROT, APX, INVPCID, X86_64
INVLPG	mem	PRIV, 486
INVLPGA	reg_ax, reg_ecx	NOLONG, X86_64, AMD
INVLPGA	reg_eax, reg_ecx	X86_64, AMD
INVLPGA	reg_rax, reg_ecx	LONG, PROT, X86_64, AMD
INVLPGA		ND, X86_64, AMD

### F.1.26 Special reads: timestamp, CPU number, performance counters, randomness

RDPMC		NOAPX, P6
RDTSC		NOAPX, PENT
RDTSCP		X86_64
RDRAND	reg16	FL, RDRAND
RDRAND	reg32	FL, RDRAND
RDRAND	reg64	LONG, FL, PROT, RDRAND, X86_64
RDSEED	reg16	FL, RDSEED
RDSEED	reg32	FL, RDSEED
RDSEED	reg64	LONG, FL, PROT, RDSEED, X86_64
RDPID	reg64	ND, OPT, LONG, PROT, RDPID, X86_64
RDPID	reg32	RDPID
RDPID	reg64	LONG, PROT, RDPID, X86_64

### F.1.27 Machine control and management instructions

CLTS		PRIV, 286
CPUID		PENT
LMSW	rm16	PRIV, 286
SMSW	rm16	286
SMSW	reg64	ND, LONG, PROT, X86_64
SMSW	reg16	286
SMSW	reg32	386
SMSW	reg64	LONG, PROT, X86_64
MOV	reg32, reg_creg	NOREX, NOAPX, NOLONG, PRIV, 386
MOV	reg_creg, reg32	NOREX, NOAPX, NOLONG, PRIV, 386
MOV	reg64, reg_creg	LONG, PRIV, PROT, X86_64
MOV	reg_creg, reg64	LONG, PRIV, PROT, X86_64
MOV	reg32, reg_dreg	NOREX, NOAPX, NOLONG, PRIV, 386
MOV	reg_dreg, reg32	NOREX, NOAPX, NOLONG, PRIV, 386

MOV	reg64, reg_dreg	LONG, PRIV, PROT, X86_64
MOV	reg_dreg, reg64	LONG, PRIV, PROT, X86_64
MOV	reg32, reg_treg	ND, NOEX, NOAPX, NOLONG, OBSOLETE, 386
MOV	reg_treg, reg32	ND, NOEX, NOAPX, NOLONG, OBSOLETE, 386
WRMSR		NOAPX, PRIV, PENT
RDMSR		NOAPX, PRIV, PENT
RDMSR	reg64, imm32	LONG, PRIV, PROT, MSR_IMM, X86_64
WRMSRNS		PRIV, WRMSRNS
WRMSRNS	imm32, reg64	LONG, PRIV, PROT, MSR_IMM, X86_64
RDMSRLIST		LONG, PRIV, PROT, MSRLIST, X86_64
WRMSRLIST		LONG, PRIV, PROT, MSRLIST, X86_64
URDMSR	reg64, reg64	NOAPX
URDMSR	reg64, reg64	LONG, PROT, APX, X86_64
URDMSR	reg64, imm32	
UWRMSR	reg64, reg64	NOAPX
UWRMSR	reg64, reg64	LONG, PROT, APX, X86_64
UWRMSR	imm32, reg64	
UMOV	rm8, reg8	SM0, ND, SM1, NOEX, NOAPX, NOLONG, UNDOC, OBSOLETE, 386
UMOV	rm16, reg16	SM0, ND, SM1, NOEX, NOAPX, NOLONG, UNDOC, OBSOLETE, 386
UMOV	rm32, reg32	ND, SM0-1, NOEX, NOAPX, NOLONG, UNDOC, OBSOLETE, 386
UMOV	reg8, rm8	ND, SM0-1, NOEX, NOAPX, NOLONG, UNDOC, OBSOLETE, 386
UMOV	reg16, rm16	SM0, ND, SM1, NOEX, NOAPX, NOLONG, UNDOC, OBSOLETE, 386
UMOV	reg32, rm32	SM0, ND, SM1, NOEX, NOAPX, NOLONG, UNDOC, OBSOLETE, 386
BB0_RESET		ND, NOEX, NOAPX, NOLONG, OBSOLETE, PENT, CYRIX
BB1_RESET		ND, NOEX, NOAPX, NOLONG, OBSOLETE, PENT, CYRIX
CPU_READ		ND, NOEX, NOAPX, NOLONG, OBSOLETE, PENT, CYRIX
CPU_WRITE		ND, NOEX, NOAPX, NOLONG, OBSOLETE, PENT, CYRIX
DMINT		ND, NOEX, NOAPX, NOLONG, OBSOLETE, P6, CYRIX
RDM		ND, NOEX, NOAPX, NOLONG, OBSOLETE, P6, CYRIX
SMINT		ND, NOEX, NOAPX, NOLONG, OBSOLETE, P6, CYRIX
SMINTOLD		ND, NOEX, NOAPX, NOLONG, OBSOLETE, 486, CYRIX

## F.1.28 System management mode

RSM		FL, SMM, PENT
WRSHR	rm32	ND, NOEX, NOAPX, NOLONG, SMM, OBSOLETE, P6, CYRIX
RDSHR	rm32	ND, NOEX, NOAPX, NOLONG, SMM, OBSOLETE, P6, CYRIX
RSDC	reg_sreg, mem80	ND, NOEX, NOAPX, NOLONG, SMM, OBSOLETE, 486, CYRIX
RSLDT	mem80	ND, NOEX, NOAPX, NOLONG, SMM, OBSOLETE, 486, CYRIX
RSTS	mem80	ND, NOEX, NOAPX, NOLONG, SMM, OBSOLETE, 486, CYRIX
SVDC	mem80, reg_sreg	ND, NOEX, NOAPX, NOLONG, SMM, OBSOLETE, 486, CYRIX
SVLDT	mem80	ND, NOEX, NOAPX, NOLONG, SMM, OBSOLETE, 486, CYRIX
SVTS	mem80	ND, NOEX, NOAPX, NOLONG, SMM, OBSOLETE, 486, CYRIX

## F.1.29 Power management

HLT		PRIV, 8086
PAUSE		8086
MONITOR		MONITOR, PRESCOTT
MONITORW		NOLONG, MONITOR, PRESCOTT
MONITORD		MONITOR, PRESCOTT
MONITORQ		LONG, MONITOR, PRESCOTT, X86_64
MONITOR	reg_ax, reg_ecx, reg_edx	ND, NOLONG, MONITOR, PRESCOTT
MONITOR	reg_eax, reg_ecx, reg_edx	ND, MONITOR, PRESCOTT
MONITOR	reg_rax, reg_ecx, reg_edx	ND, LONG, PROT, MONITOR, X86_64
MWAIT		MONITOR, PRESCOTT
MWAIT	reg_eax, reg_ecx	ND, MONITOR, PRESCOTT
MONITORX		MONITORX, AMD
MONITORX		NOLONG, MONITORX, AMD
MONITORX		MONITORX, AMD
MONITORX		LONG, MONITORX, X86_64, AMD
MONITORX	reg_ax, reg_ecx, reg_edx	ND, NOLONG, MONITORX, AMD
MONITORX	reg_eax, reg_ecx, reg_edx	ND, MONITORX, AMD
MONITORX	reg_rax, reg_ecx, reg_edx	ND, LONG, PROT, MONITORX, X86_64, AMD
MWAITX		MONITORX, AMD
MWAITX	reg_eax, reg_ecx	ND, MONITORX, AMD
TPAUSE	reg32	FL, WAITPKG

TPAUSE	reg32, reg_edx, reg_eax	ND, FL, WAITPKG
UMONITOR	reg16	NOLONG, WAITPKG
UMONITOR	reg32	WAITPKG
UMONITOR	reg64	LONG, PROT, WAITPKG, X86_64
UMWAIT	reg32	WAITPKG
UMWAIT	reg32, reg_edx, reg_eax	ND, WAITPKG

### F.1.30 I/O instructions

IN	reg_al, imm8	NOAPX, 8086
IN	reg_ax, imm8	NOAPX, 8086
IN	reg_eax, imm8	NOAPX, ZU, 386
IN	reg_al, reg_dx	NOAPX, 8086
IN	reg_ax, reg_dx	NOAPX, 8086
IN	reg_eax, reg_dx	NOAPX, ZU, 386
OUT	imm8, reg_al	NOAPX, 8086
OUT	imm8, reg_ax	NOAPX, 8086
OUT	imm8, reg_eax	NOAPX, 386
OUT	reg_dx, reg_al	NOAPX, 8086
OUT	reg_dx, reg_ax	NOAPX, 8086
OUT	reg_dx, reg_eax	NOAPX, 386

### F.1.31 Segment handling instructions

MOV	mem16, reg_sreg	8086
MOV	reg16, reg_sreg	8086
MOV	reg32, reg_sreg	386
MOV	reg64, reg_sreg	LONG, 386, X86_64
MOV	reg_sreg, mem16	8086
MOV	reg_sreg, reg16	8086
MOV	reg_sreg, reg32	386
MOV	reg_sreg, reg64	LONG, 386, X86_64
LDS	reg16, mem16	NOREX, NOAPX, NOLONG, 8086
LDS	reg32, mem32	NOREX, NOAPX, NOLONG, 386
LES	reg16, mem16	NOREX, NOAPX, NOLONG, 8086
LES	reg32, mem32	NOREX, NOAPX, NOLONG, 386
LFS	reg16, mem16	SM0-1, 386
LFS	reg32, mem32	SM0-1, 386
LFS	reg64, mem64	SM0-1, LONG, PROT, X86_64
LGS	reg16, mem16	SM0-1, 386
LGS	reg32, mem32	SM0-1, 386
LGS	reg64, mem64	SM0-1, LONG, PROT, X86_64
LSS	reg16, mem16	SM0-1, 386
LSS	reg32, mem32	SM0-1, 386
LSS	reg64, mem64	SM0-1, LONG, PROT, X86_64
PUSH	reg_es	NOREX, NOAPX, NOLONG, 8086
PUSH	reg_cs	NOREX, NOAPX, NOLONG, 8086
PUSH	reg_ss	NOREX, NOAPX, NOLONG, 8086
PUSH	reg_ds	NOREX, NOAPX, NOLONG, 8086
PUSH	reg_fs	386
PUSH	reg_gs	386
POP	reg_es	NOREX, NOAPX, NOLONG, 8086
POP	reg_cs	ND, NOEX, NOAPX, NOLONG, UNDOC, OBSOLETE, 8086
POP	reg_ss	NOREX, NOAPX, NOLONG, 8086
POP	reg_ds	NOREX, NOAPX, NOLONG, 8086
POP	reg_fs	386
POP	reg_gs	386
RDFSBASE	reg32	LONG, PROT, X86_64
RDFSBASE	reg64	LONG, PROT, X86_64
RDGSBASE	reg32	LONG, PROT, X86_64
RDGSBASE	reg64	LONG, PROT, X86_64
WRFSBASE	reg32	LONG, PROT, X86_64
WRFSBASE	reg64	LONG, PROT, X86_64
WRGSBASE	reg32	LONG, PROT, X86_64
WRGSBASE	reg64	LONG, PROT, X86_64
ARPL	rm16, reg16	SM0-1, NOEX, NOAPX, NOLONG, FL, PROT, 286
ARPL	rm16, reg32	SM0-1, NOEX, NOAPX, NOLONG, FL, PROT, 386

LAR	reg16, rm_sel	FL, PROT, 286
LAR	reg32, rm_sel	FL, PROT, 386
LAR	reg64, rm_sel	LONG, FL, PROT, X86_64
LSL	reg16, rm_sel	PROT, 286
LSL	reg32, rm_sel	PROT, 386
LSL	reg64, rm_sel	LONG, PROT, X86_64
VERR	rm_sel	FL, PROT, 286
VERW	rm_sel	FL, PROT, 286
SWAPGS		LONG, PROT, X86_64
LKGS	rm_sel	LONG, PRIV, PROT, LKGS, X86_64
LGDT	mem16	AR0, OSIZE, PRIV, 286
LGDT	mem32	AR0, OSIZE, PRIV, 386
LGDT	mem64	AR0, OSIZE, LONG, PRIV, 386, X86_64
LIDT	mem16	AR0, OSIZE, PRIV, 286
LIDT	mem32	AR0, OSIZE, PRIV, 386
LIDT	mem64	AR0, OSIZE, LONG, PRIV, 386, X86_64
LLDT	mem16	PRIV, PROT, 286
LLDT	reg16	PRIV, PROT, 286
LLDT	reg32	PRIV, PROT, 386
LLDT	reg64	LONG, PRIV, PROT, 386, X86_64
LTR	mem16	PRIV, PROT, 286
LTR	reg16	PRIV, PROT, 286
LTR	reg32	PRIV, PROT, 386
LTR	reg64	LONG, PRIV, PROT, 386, X86_64
SGDT	mem16	AR0, OSIZE, 286
SGDT	mem32	AR0, OSIZE, 386
SGDT	mem64	AR0, OSIZE, LONG, 386, X86_64
SIDT	mem16	AR0, OSIZE, 286
SIDT	mem32	AR0, OSIZE, 386
SIDT	mem64	AR0, OSIZE, LONG, 386, X86_64
SLDT	mem16	PROT, 286
SLDT	reg16	PROT, 286
SLDT	reg32	PROT, 386
SLDT	reg64	LONG, PROT, 386, X86_64
STR	mem16	PROT, 286
STR	reg16	PROT, 286
STR	reg32	PROT, 386
STR	reg64	LONG, PROT, 386, X86_64
LOADALL		ND, UNDOC, OBSOLETE, 386
LOADALL286		ND, UNDOC, OBSOLETE, 286

## F.1.32 x87 floating point

F2XM1		FPU, 8086
FABS		FPU, 8086
FADD	mem32	FPU, 8086
FADD	mem64	FPU, 8086
FADD	fpureg to	FPU, 8086
FADD	fpureg	FPU, 8086
FADD	fpureg, fpu0	FPU, 8086
FADD	fpu0, fpureg	FPU, 8086
FADD		ND, FPU, 8086
FADDP	fpureg	FPU, 8086
FADDP	fpureg, fpu0	FPU, 8086
FADDP		ND, FPU, 8086
FBLD	mem80	FPU, 8086
FBLD	mem	FPU, 8086
FBSTP	mem80	FPU, 8086
FBSTP	mem	FPU, 8086
FCHS		FPU, 8086
FCLEX		FPU, 8086
FCMOVB	fpureg	FPU, P6
FCMOVB	fpu0, fpureg	FPU, P6
FCMOVB		ND, FPU, P6
FCMOVBE	fpureg	FPU, P6
FCMOVBE	fpu0, fpureg	FPU, P6
FCMOVBE		ND, FPU, P6

FCMOVE	fpureg	FPU, P6
FCMOVE	fpu0, fpureg	FPU, P6
FCMOVE		ND, FPU, P6
FCMOVNB	fpureg	FPU, P6
FCMOVNB	fpu0, fpureg	FPU, P6
FCMOVNB		ND, FPU, P6
FCMOVNBE	fpureg	FPU, P6
FCMOVNBE	fpu0, fpureg	FPU, P6
FCMOVNBE		ND, FPU, P6
FCMOVNE	fpureg	FPU, P6
FCMOVNE	fpu0, fpureg	FPU, P6
FCMOVNE		ND, FPU, P6
FCMOVNU	fpureg	FPU, P6
FCMOVNU	fpu0, fpureg	FPU, P6
FCMOVNU		ND, FPU, P6
FCMOVU	fpureg	FPU, P6
FCMOVU	fpu0, fpureg	FPU, P6
FCMOVU		ND, FPU, P6
FCOM	mem32	FPU, 8086
FCOM	mem64	FPU, 8086
FCOM	fpureg	FPU, 8086
FCOM	fpu0, fpureg	FPU, 8086
FCOM		ND, FPU, 8086
FCOMI	fpureg	FL, FPU, P6
FCOMI	fpu0, fpureg	FL, FPU, P6
FCOMI		ND, FL, FPU, P6
FCOMIP	fpureg	FL, FPU, P6
FCOMIP	fpu0, fpureg	FL, FPU, P6
FCOMIP		ND, FL, FPU, P6
FCOMP	mem32	FPU, 8086
FCOMP	mem64	FPU, 8086
FCOMP	fpureg	FPU, 8086
FCOMP	fpu0, fpureg	FPU, 8086
FCOMP		ND, FPU, 8086
FCOMPP		FPU, 8086
FCOS		FPU, 386
FDECSTP		FPU, 8086
FDISI		FPU, 8086
FDIV	mem32	FPU, 8086
FDIV	mem64	FPU, 8086
FDIV	fpureg to	FPU, 8086
FDIV	fpureg	FPU, 8086
FDIV	fpureg, fpu0	FPU, 8086
FDIV	fpu0, fpureg	FPU, 8086
FDIV		ND, FPU, 8086
FDIVP	fpureg	FPU, 8086
FDIVP	fpureg, fpu0	FPU, 8086
FDIVP		ND, FPU, 8086
FDIVR	mem32	FPU, 8086
FDIVR	mem64	FPU, 8086
FDIVR	fpureg to	FPU, 8086
FDIVR	fpureg, fpu0	FPU, 8086
FDIVR	fpureg	FPU, 8086
FDIVR	fpu0, fpureg	FPU, 8086
FDIVR		ND, FPU, 8086
FDIVRP	fpureg	FPU, 8086
FDIVRP	fpureg, fpu0	FPU, 8086
FDIVRP		ND, FPU, 8086
FEMMS		3DNOW, PENT
FENI		FPU, 8086
FFREE	fpureg	FPU, 8086
FFREE		FPU, 8086
FFREEP	fpureg	UNDOC, FPU, 286
FFREEP		UNDOC, FPU, 286
FIADD	mem32	FPU, 8086
FIADD	mem16	FPU, 8086
FICOM	mem32	FPU, 8086

FICOM	mem16	FPU, 8086
FICOMP	mem32	FPU, 8086
FICOMP	mem16	FPU, 8086
FIDIV	mem32	FPU, 8086
FIDIV	mem16	FPU, 8086
FIDIVR	mem32	FPU, 8086
FIDIVR	mem16	FPU, 8086
FILD	mem32	FPU, 8086
FILD	mem16	FPU, 8086
FILD	mem64	FPU, 8086
FIMUL	mem32	FPU, 8086
FIMUL	mem16	FPU, 8086
FINCSTP		FPU, 8086
FINIT		FPU, 8086
FIST	mem32	FPU, 8086
FIST	mem16	FPU, 8086
FISTP	mem32	FPU, 8086
FISTP	mem16	FPU, 8086
FISTP	mem64	FPU, 8086
FISTTP	mem16	FPU, PRESCOTT
FISTTP	mem32	FPU, PRESCOTT
FISTTP	mem64	FPU, PRESCOTT
FISUB	mem32	FPU, 8086
FISUB	mem16	FPU, 8086
FISUBR	mem32	FPU, 8086
FISUBR	mem16	FPU, 8086
FLD	mem32	FPU, 8086
FLD	mem64	FPU, 8086
FLD	mem80	FPU, 8086
FLD	fpureg	FPU, 8086
FLD		ND, FPU, 8086
FLD1		FPU, 8086
FLDCW	mem	AR0, SW, FPU, 8086
FLDENV	mem	FPU, 8086
FLDL2E		FPU, 8086
FLDL2T		FPU, 8086
FLDLG2		FPU, 8086
FLDLN2		FPU, 8086
FLDPI		FPU, 8086
FLDZ		FPU, 8086
FMUL	mem32	FPU, 8086
FMUL	mem64	FPU, 8086
FMUL	fpureg to	FPU, 8086
FMUL	fpureg, fpu0	FPU, 8086
FMUL	fpureg	FPU, 8086
FMUL	fpu0, fpureg	FPU, 8086
FMUL		ND, FPU, 8086
FMULP	fpureg	FPU, 8086
FMULP	fpureg, fpu0	FPU, 8086
FMULP		ND, FPU, 8086
FNCLEX		FPU, 8086
FNDISI		FPU, 8086
FNENI		FPU, 8086
FNINIT		FPU, 8086
FNOP		FPU, 8086
FNSAVE	mem	FPU, 8086
FNSTCW	mem	AR0, SW, FPU, 8086
FNSTENV	mem	FPU, 8086
FNSTSW	mem	AR0, SW, FPU, 8086
FNSTSW	reg_ax	FPU, 286
FPATAN		FPU, 8086
FPREM		FPU, 8086
FPREM1		FPU, 386
FPTAN		FPU, 8086
FRNDINT		FPU, 8086
FRSTOR	mem	FPU, 8086
FSAVE	mem	FPU, 8086

FSCALE		FPU, 8086
FSETPM		FPU, 286
FSIN		FPU, 386
FSINCOS		FPU, 386
FSQRT		FPU, 8086
FST	mem32	FPU, 8086
FST	mem64	FPU, 8086
FST	fpureg	FPU, 8086
FST		ND, FPU, 8086
FSTCW	mem	AR0, SW, FPU, 8086
FSTENV	mem	FPU, 8086
FSTP	mem32	FPU, 8086
FSTP	mem64	FPU, 8086
FSTP	mem80	FPU, 8086
FSTP	fpureg	FPU, 8086
FSTP		ND, FPU, 8086
FSTSW	mem	AR0, SW, FPU, 8086
FSTSW	reg_ax	FPU, 286
FSUB	mem32	FPU, 8086
FSUB	mem64	FPU, 8086
FSUB	fpureg to	FPU, 8086
FSUB	fpureg, fpu0	FPU, 8086
FSUB	fpureg	FPU, 8086
FSUB	fpu0, fpureg	FPU, 8086
FSUB		ND, FPU, 8086
FSUBP	fpureg	FPU, 8086
FSUBP	fpureg, fpu0	FPU, 8086
FSUBP		ND, FPU, 8086
FSUBR	mem32	FPU, 8086
FSUBR	mem64	FPU, 8086
FSUBR	fpureg to	FPU, 8086
FSUBR	fpureg, fpu0	FPU, 8086
FSUBR	fpureg	FPU, 8086
FSUBR	fpu0, fpureg	FPU, 8086
FSUBR		ND, FPU, 8086
FSUBRP	fpureg	FPU, 8086
FSUBRP	fpureg, fpu0	FPU, 8086
FSUBRP		ND, FPU, 8086
FTST		FPU, 8086
FUCOM	fpureg	FPU, 386
FUCOM	fpu0, fpureg	FPU, 386
FUCOM		ND, FPU, 386
FUCOMI	fpureg	FL, FPU, P6
FUCOMI	fpu0, fpureg	FL, FPU, P6
FUCOMI		ND, FL, FPU, P6
FUCOMIP	fpureg	FL, FPU, P6
FUCOMIP	fpu0, fpureg	FL, FPU, P6
FUCOMIP		ND, FL, FPU, P6
FUCOMP	fpureg	FPU, 386
FUCOMP	fpu0, fpureg	FPU, 386
FUCOMP		ND, FPU, 386
FUCOMPP		FPU, 386
FXAM		FPU, 8086
FXCH	fpureg	FPU, 8086
FXCH	fpureg, fpu0	FPU, 8086
FXCH	fpu0, fpureg	FPU, 8086
FXCH		ND, FPU, 8086
EXTRACT		FPU, 8086
FYL2X		FPU, 8086
FYL2XP1		FPU, 8086

### F.1.33 MMX (SIMD using the x87 register file)

EMMS		MMX, PENT
MOVD	mmxreg, rm32	MMX, PENT
MOVD	rm32, mmxreg	MMX, PENT
MOVD	mmxreg, rm64	ND, LONG, PROT, MMX, X86_64

MOVD	rm64, mmxreg	ND, LONG, PROT, MMX, X86_64
MOVQ	mmxreg, mmxrm64	MMX, PENT
MOVQ	mmxrm64, mmxreg	MMX, PENT
MOVQ	mmxreg, rm64	LONG, PROT, MMX, X86_64
MOVQ	rm64, mmxreg	LONG, PROT, MMX, X86_64
PACKSSDW	mmxreg, mmxrm	AR0-1, MMX, PENT
PACKSSWB	mmxreg, mmxrm	AR0-1, MMX, PENT
PACKUSWB	mmxreg, mmxrm	AR0-1, MMX, PENT
PADDB	mmxreg, mmxrm	AR0-1, MMX, PENT
PADDD	mmxreg, mmxrm	AR0-1, MMX, PENT
PADDSB	mmxreg, mmxrm	AR0-1, MMX, PENT
PADDSIW	mmxreg, mmxrm	AR0-1, MMX, PENT, CYRIX
PADDSW	mmxreg, mmxrm	AR0-1, MMX, PENT
PADDUSB	mmxreg, mmxrm	AR0-1, MMX, PENT
PADDUSW	mmxreg, mmxrm	AR0-1, MMX, PENT
PADDW	mmxreg, mmxrm	AR0-1, MMX, PENT
PAND	mmxreg, mmxrm	AR0-1, MMX, PENT
PANDN	mmxreg, mmxrm	AR0-1, MMX, PENT
PAVEB	mmxreg, mmxrm	AR0-1, MMX, PENT, CYRIX
PAVGUSB	mmxreg, mmxrm	AR0-1, 3DNOW, PENT
PCMPEQB	mmxreg, mmxrm	AR0-1, MMX, PENT
PCMPEQD	mmxreg, mmxrm	AR0-1, MMX, PENT
PCMPEQW	mmxreg, mmxrm	AR0-1, MMX, PENT
PCMPGTB	mmxreg, mmxrm	AR0-1, MMX, PENT
PCMPGTD	mmxreg, mmxrm	AR0-1, MMX, PENT
PCMPGTW	mmxreg, mmxrm	AR0-1, MMX, PENT
PDISTIB	mmxreg, mem	AR0-1, MMX, PENT, CYRIX
PF2ID	mmxreg, mmxrm	AR0-1, 3DNOW, PENT
PFACC	mmxreg, mmxrm	AR0-1, 3DNOW, PENT
PFADD	mmxreg, mmxrm	AR0-1, 3DNOW, PENT
PFCMPEQ	mmxreg, mmxrm	AR0-1, 3DNOW, PENT
PFCMPGE	mmxreg, mmxrm	AR0-1, 3DNOW, PENT
PFCMPGT	mmxreg, mmxrm	AR0-1, 3DNOW, PENT
PFMAX	mmxreg, mmxrm	AR0-1, 3DNOW, PENT
PFMIN	mmxreg, mmxrm	AR0-1, 3DNOW, PENT
PFMUL	mmxreg, mmxrm	AR0-1, 3DNOW, PENT
PFRCP	mmxreg, mmxrm	AR0-1, 3DNOW, PENT
PFRCPIT1	mmxreg, mmxrm	AR0-1, 3DNOW, PENT
PFRCPIT2	mmxreg, mmxrm	AR0-1, 3DNOW, PENT
PFRSQIT1	mmxreg, mmxrm	AR0-1, 3DNOW, PENT
PFRSQRT	mmxreg, mmxrm	AR0-1, 3DNOW, PENT
PFSUB	mmxreg, mmxrm	AR0-1, 3DNOW, PENT
PFSUBR	mmxreg, mmxrm	AR0-1, 3DNOW, PENT
PI2FD	mmxreg, mmxrm	AR0-1, 3DNOW, PENT
PMACHRIW	mmxreg, mem	AR0-1, MMX, PENT, CYRIX
PMADDWD	mmxreg, mmxrm	AR0-1, MMX, PENT
PMAGW	mmxreg, mmxrm	AR0-1, MMX, PENT, CYRIX
PMULHRIW	mmxreg, mmxrm	AR0-1, MMX, PENT, CYRIX
PMULHRWA	mmxreg, mmxrm	AR0-1, 3DNOW, PENT
PMULHRWC	mmxreg, mmxrm	AR0-1, MMX, PENT, CYRIX
PMULHW	mmxreg, mmxrm	AR0-1, MMX, PENT
PMULLW	mmxreg, mmxrm	AR0-1, MMX, PENT
PMVGEZB	mmxreg, mem	AR0-1, MMX, PENT, CYRIX
PMVLZB	mmxreg, mem	AR0-1, MMX, PENT, CYRIX
PMVNZB	mmxreg, mem	AR0-1, MMX, PENT, CYRIX
PMVZB	mmxreg, mem	AR0-1, MMX, PENT, CYRIX
POR	mmxreg, mmxrm	AR0-1, MMX, PENT
PREFETCH	mem	AR0, 3DNOW, PENT
PREFETCHW	mem	AR0, 3DNOW, PENT
PSLLD	mmxreg, mmxrm	AR0-1, MMX, PENT
PSLLD	mmxreg, imm	MMX, PENT
PSLLQ	mmxreg, mmxrm	AR0-1, MMX, PENT
PSLLQ	mmxreg, imm	MMX, PENT
PSLLW	mmxreg, mmxrm	AR0-1, MMX, PENT
PSLLW	mmxreg, imm	MMX, PENT
PSRAD	mmxreg, mmxrm	AR0-1, MMX, PENT
PSRAD	mmxreg, imm	MMX, PENT

PSRAW	mmxreg, mmxrm	AR0-1, MMX, PENT
PSRAW	mmxreg, imm	MMX, PENT
PSRLD	mmxreg, mmxrm	AR0-1, MMX, PENT
PSRLD	mmxreg, imm	MMX, PENT
PSRLQ	mmxreg, mmxrm	AR0-1, MMX, PENT
PSRLQ	mmxreg, imm	MMX, PENT
PSRLW	mmxreg, mmxrm	AR0-1, MMX, PENT
PSRLW	mmxreg, imm	MMX, PENT
PSUBB	mmxreg, mmxrm	AR0-1, MMX, PENT
PSUBD	mmxreg, mmxrm	AR0-1, MMX, PENT
PSUBSB	mmxreg, mmxrm	AR0-1, MMX, PENT
PSUBSIW	mmxreg, mmxrm	AR0-1, MMX, PENT, CYRIX
PSUBSW	mmxreg, mmxrm	AR0-1, MMX, PENT
PSUBUSB	mmxreg, mmxrm	AR0-1, MMX, PENT
PSUBUSW	mmxreg, mmxrm	AR0-1, MMX, PENT
PSUBW	mmxreg, mmxrm	AR0-1, MMX, PENT
PUNPCKHBW	mmxreg, mmxrm	AR0-1, MMX, PENT
PUNPCKHDQ	mmxreg, mmxrm	AR0-1, MMX, PENT
PUNPCKHWD	mmxreg, mmxrm	AR0-1, MMX, PENT
PUNPCKLBW	mmxreg, mmxrm	AR0-1, MMX, PENT
PUNPCKLDQ	mmxreg, mmxrm	AR0-1, MMX, PENT
PUNPCKLWD	mmxreg, mmxrm	AR0-1, MMX, PENT

### F.1.34 Stack operations

PUSH	reg16	8086
PUSH	reg32	386
PUSH	reg64	LONG, PROT, X86_64
PUSH	rm16	AR0, OSIZE, 8086
PUSH	rm32	AR0, OSIZE, 386
PUSH	rm64	AR0, OSIZE, LONG, PROT, X86_64
PUSH	imm8	ND, AR0, SX, 186
PUSH	sbyteword16	AR0, OSIZE, 186
PUSH	sbytedword32	AR0, OSIZE, 386
PUSH	sbytedword64	AR0, OSIZE, LONG, 386, X86_64
PUSH	imm16	AR0, OSIZE, 186
PUSH	imm32	AR0, OSIZE, NOREX, NOAPX, NOLONG, 386
PUSH	sdword64	AR0, OSIZE, LONG, 386, X86_64
POP	reg16	8086
POP	reg32	386
POP	reg64	LONG, PROT, X86_64
POP	rm16	AR0, OSIZE, 8086
POP	rm32	AR0, OSIZE, 386
POP	rm64	AR0, OSIZE, LONG, PROT, X86_64
PUSHA		NOREX, NOAPX, NOLONG, 186
PUSHAW		NOREX, NOAPX, NOLONG, 186
PUSHAD		NOREX, NOAPX, NOLONG, 386
POPA		NOREX, NOAPX, NOLONG, 186
POPAW		NOREX, NOAPX, NOLONG, 186
POPAD		NOREX, NOAPX, NOLONG, 386
ENTER	imm16, imm8	186
ENTERW	imm16, imm8	186
ENTERD	imm16, imm8	386
ENTERQ	imm16, imm8	LONG, 386, X86_64
ENTER	imm16	ND, 186
ENTERW	imm16	ND, 186
ENTERD	imm16	ND, 386
ENTERQ	imm16	ND, LONG, 386, X86_64
LEAVE		186
LEAVEW		186
LEAVED		386
LEAVEQ		LONG, 386, X86_64
BOUND	reg16, mem	NOREX, NOAPX, NOLONG, 186
BOUND	reg32, mem	NOREX, NOAPX, NOLONG, 386
PUSHP	reg64	LONG, PROT, APX, X86_64
POPP	reg64	LONG, PROT, APX, X86_64
PUSH	reg64, reg64	ND, LONG, PROT, APX, X86_64

PUSH	reg64:reg64	ND, LONG, PROT, APX, X86_64
PUSHP	reg64, reg64	ND, LONG, PROT, APX, X86_64
PUSHHP	reg64:reg64	ND, LONG, PROT, APX, X86_64
PUSH2	reg64, reg64	LONG, PROT, APX, X86_64
PUSH2	reg64:reg64	ND, LONG, PROT, APX, X86_64
PUSH2P	reg64, reg64	LONG, PROT, APX, X86_64
PUSH2P	reg64:reg64	ND, LONG, PROT, APX, X86_64
POP	reg64, reg64	ND, LONG, PROT, APX, X86_64
POP	reg64:reg64	ND, LONG, PROT, APX, X86_64
POPP	reg64, reg64	ND, LONG, PROT, APX, X86_64
POPP	reg64:reg64	ND, LONG, PROT, APX, X86_64
POP2	reg64, reg64	LONG, PROT, APX, X86_64
POP2	reg64:reg64	ND, LONG, PROT, APX, X86_64
POP2P	reg64, reg64	LONG, PROT, APX, X86_64
POP2P	reg64:reg64	ND, LONG, PROT, APX, X86_64

### F.1.35 MMX instructions

PXOR	mmxreg, mmxrm	AR0-1, MMX, PENT
SKINIT		LONG, PROT, X86_64

### F.1.36 Permanently undefined instructions

UD0	reg16, rm16	SM0-1, 186
UD0	reg32, rm32	SM0-1, 386
UD0	reg64, rm64	SM0-1, LONG, PROT, X86_64
UD0		186
UD1	reg16, rm16	SM0-1, 186
UD1	reg32, rm32	SM0-1, 386
UD1	reg64, rm64	SM0-1, LONG, PROT, X86_64
UD1		186
UD2B	reg16, rm16	SM0, ND, SM1, 186
UD2B	reg32, rm32	SM0, ND, SM1, 386
UD2B	reg64, rm64	SM0, ND, SM1, LONG, PROT, X86_64
UD2B		ND, 186
UD2		186
UD2	reg16, rm16	SM0, ND, SM1, 186
UD2	reg32, rm32	SM0, ND, SM1, 386
UD2	reg64, rm64	ND, SM0-1, LONG, PROT, X86_64
UD2A		ND, 186
UD2A	reg16, rm16	ND, 186
UD2A	reg32, rm32	ND, 386
UD2A	reg64, rm64	ND, LONG, PROT, X86_64
UDB		LONG, PROT, X86_64
UDW		UNDOC, 186
FWAIT		8086
XLATB		8086
XLAT		ND, 8086
CCMPscc	spec4, rm8, reg8	SM1-2, LONG, PROT, APX, X86_64
CCMPscc	spec4, rm16, reg16	SM1-2, LONG, PROT, APX, X86_64
CCMPscc	spec4, rm32, reg32	SM1-2, LONG, PROT, APX, X86_64
CCMPscc	spec4, rm64, reg64	SM1-2, LONG, PROT, APX, X86_64
CCMPscc	spec4, reg8, rm8	SM1-2, LONG, PROT, APX, X86_64
CCMPscc	spec4, reg16, rm16	SM1-2, LONG, PROT, APX, X86_64
CCMPscc	spec4, reg32, rm32	SM1-2, LONG, PROT, APX, X86_64
CCMPscc	spec4, reg64, rm64	SM1-2, LONG, PROT, APX, X86_64
CCMPscc	spec4, rm16, sbytedword16	SM1-2, LONG, PROT, APX, X86_64
CCMPscc	spec4, rm32, sbytedword32	SM1-2, LONG, PROT, APX, X86_64
CCMPscc	spec4, rm64, sbytedword64	SM1-2, LONG, PROT, APX, X86_64
CCMPscc	spec4, rm8, imm8	SM1-2, LONG, PROT, APX, X86_64
CCMPscc	spec4, rm16, imm16	SM1-2, LONG, PROT, APX, X86_64
CCMPscc	spec4, rm32, imm32	SM1-2, LONG, PROT, APX, X86_64
CCMPscc	spec4, rm64, sdword64	SM1-2, LONG, PROT, APX, X86_64
CTESTscc	spec4, rm8, reg8	SM1-2, LONG, PROT, APX, X86_64
CTESTscc	spec4, rm16, reg16	SM1-2, LONG, PROT, APX, X86_64
CTESTscc	spec4, rm32, reg32	SM1-2, LONG, PROT, APX, X86_64
CTESTscc	spec4, rm64, reg64	SM1-2, LONG, PROT, APX, X86_64

CTESTscc	spec4, rm8, imm8	SM1-2, LONG, PROT, APX, X86_64
CTESTscc	spec4, rm16, imm16	SM1-2, LONG, PROT, APX, X86_64
CTESTscc	spec4, rm32, imm32	SM1-2, LONG, PROT, APX, X86_64
CTESTscc	spec4, rm64, sdword64	SM1-2, LONG, PROT, APX, X86_64
CTESTscc	spec4, rm8, imm8	SM1-2, LONG, PROT, APX, X86_64
CTESTscc	spec4, rm16, imm16	SM1-2, LONG, PROT, APX, X86_64
CTESTscc	spec4, rm32, imm32	SM1-2, LONG, PROT, APX, X86_64
CTESTscc	spec4, rm64, sdword64	SM1-2, LONG, PROT, APX, X86_64

### F.1.37 Conditional instructions

CMOVcc	reg16, rm16	SM0-1, P6
CMOVcc	reg32, rm32	SM0-1, P6
CMOVcc	reg64, rm64	SM0-1, LONG, PROT, X86_64
CMOVcc	reg16, reg16, rm16	SM0-2, LONG, PROT, APX, X86_64
CMOVcc	reg32, reg32, rm32	SM0-2, LONG, PROT, APX, X86_64
CMOVcc	reg64, reg64, rm64	SM0-2, LONG, PROT, APX, X86_64
CFCMOVcc	rm16, reg16	SM0-1, LONG, PROT, APX, X86_64
CFCMOVcc	rm32, reg32	SM0-1, LONG, PROT, APX, X86_64
CFCMOVcc	rm64, reg64	SM0-1, LONG, PROT, APX, X86_64
CFCMOVcc	reg16, rm16	SM0-1, LONG, PROT, APX, X86_64
CFCMOVcc	reg32, rm32	SM0-1, LONG, PROT, APX, X86_64
CFCMOVcc	reg64, rm64	SM0-1, LONG, PROT, APX, X86_64
CFCMOVcc	reg16?, reg16, rm16	SM0-2, LONG, PROT, APX, X86_64
CFCMOVcc	reg32?, reg32, rm32	SM0-2, LONG, PROT, APX, X86_64
CFCMOVcc	reg64?, reg64, rm64	SM0-2, LONG, PROT, APX, X86_64
SETcc	rm8	AR0, 386
SETcc	reg64	ZU, LONG, PROT, APX, X86_64
SETcc	reg32	ND, ZU, LONG, PROT, APX, X86_64
SETccZU	reg64	ND, ZU, LONG, PROT, APX, X86_64
SETccZU	reg32	ND, ZU, LONG, PROT, APX, X86_64
SETcc	rm8	LONG, PROT, APX, X86_64
SETccZU	rm8	ND, ZU, LONG, PROT, APX, X86_64
CMPccXADD	mem32, reg32, reg32	SM0-2, LONG, PROT, CMPCCXADD, X86_64
CMPccXADD	mem64, reg64, reg64	SM0-2, LONG, PROT, CMPCCXADD, X86_64
CMPccXADD	mem32, reg32, reg32	SM0-2, LONG, PROT, CMPCCXADD, APX, X86_64
CMPccXADD	mem64, reg64, reg64	SM0-2, LONG, PROT, CMPCCXADD, APX, X86_64

### F.1.38 Katmai Streaming SIMD instructions (SSE -- a.k.a. KNI, XMM, MMX2)

ADDPS	xmmreg, xmmrm128	SSE, KATMAI
ADDSS	xmmreg, xmmrm32	SSE, KATMAI
ANDNPS	xmmreg, xmmrm128	SSE, KATMAI
ANDPS	xmmreg, xmmrm128	SSE, KATMAI
CMPEQPS	xmmreg, xmmrm128	SSE, KATMAI
CMPEQSS	xmmreg, xmmrm32	SSE, KATMAI
CMPLEPS	xmmreg, xmmrm128	SSE, KATMAI
CMPLESS	xmmreg, xmmrm32	SSE, KATMAI
CMPLTPS	xmmreg, xmmrm128	SSE, KATMAI
CMPLTSS	xmmreg, xmmrm32	SSE, KATMAI
CMPNEQPS	xmmreg, xmmrm128	SSE, KATMAI
CMPNEQSS	xmmreg, xmmrm32	SSE, KATMAI
CMPNLEPS	xmmreg, xmmrm128	SSE, KATMAI
CMPNLESS	xmmreg, xmmrm32	SSE, KATMAI
CMPNLTPS	xmmreg, xmmrm128	SSE, KATMAI
CMPNLTSS	xmmreg, xmmrm32	SSE, KATMAI
CMPORDPS	xmmreg, xmmrm128	SSE, KATMAI
CMPORDSS	xmmreg, xmmrm32	SSE, KATMAI
CMPUNORDPS	xmmreg, xmmrm128	SSE, KATMAI
CMPUNORDSS	xmmreg, xmmrm32	SSE, KATMAI
CMPPS	xmmreg, xmmrm128, imm8	SSE, KATMAI
CMPSS	xmmreg, xmmrm32, imm8	SSE, KATMAI
COMISS	xmmreg, xmmrm32	FL, SSE, KATMAI
CVTPI2PS	xmmreg, mmxrm64	MMX, SSE, KATMAI
CVTPI2SS	mmxreg, xmmrm64	MMX, SSE, KATMAI
CVTSS2PS	xmmreg, rm32	SSE, KATMAI
CVTSS2SS	xmmreg, rm64	AR1, SX, LONG, PROT, SSE, X86_64

CVTSS2SI	reg32, xmmrm32	SSE, KATMAI
CVTSS2SI	reg64, xmmrm32	LONG, PROT, SSE, X86_64
CVTTPS2PI	mmxreg, xmmrm64	MMX, SSE, KATMAI
CVTTSS2SI	reg32, xmmrm32	SSE, KATMAI
CVTTSS2SI	reg64, xmmrm32	LONG, PROT, SSE, X86_64
DIVPS	xmmreg, xmmrm128	SSE, KATMAI
DIVSS	xmmreg, xmmrm32	SSE, KATMAI
LDMXCSR	mem32	SSE, KATMAI
MAXPS	xmmreg, xmmrm128	SSE, KATMAI
MAXSS	xmmreg, xmmrm32	SSE, KATMAI
MINPS	xmmreg, xmmrm128	SSE, KATMAI
MINSS	xmmreg, xmmrm32	SSE, KATMAI
MOVAPS	xmmreg, xmmrm128	SSE, KATMAI
MOVAPS	xmmrm128, xmmreg	SSE, KATMAI
MOVHPS	xmmreg, mem64	SSE, KATMAI
MOVHPS	mem64, xmmreg	SSE, KATMAI
MOVLHPS	xmmreg, xmmreg	SSE, KATMAI
MOVLPS	xmmreg, mem64	SSE, KATMAI
MOVLPS	mem64, xmmreg	SSE, KATMAI
MOVHLP	xmmreg, xmmreg	SSE, KATMAI
MOVMSKPS	reg32, xmmreg	SSE, KATMAI
MOVMSKPS	reg64, xmmreg	LONG, PROT, SSE, X86_64
MOVNTPS	mem128, xmmreg	SSE, KATMAI
MOVSS	xmmreg, xmmrm32	SSE, KATMAI
MOVSS	xmmrm32, xmmreg	SSE, KATMAI
MOVUPS	xmmreg, xmmrm128	SSE, KATMAI
MOVUPS	xmmrm128, xmmreg	SSE, KATMAI
MULPS	xmmreg, xmmrm128	SSE, KATMAI
MULSS	xmmreg, xmmrm32	SSE, KATMAI
ORPS	xmmreg, xmmrm128	SSE, KATMAI
RCPPS	xmmreg, xmmrm128	SSE, KATMAI
RCPSS	xmmreg, xmmrm32	SSE, KATMAI
RSQRTPS	xmmreg, xmmrm128	SSE, KATMAI
RSQRTSS	xmmreg, xmmrm32	SSE, KATMAI
SHUFPS	xmmreg, xmmrm128, imm8	SSE, KATMAI
SQRTPS	xmmreg, xmmrm128	SSE, KATMAI
SQRTSS	xmmreg, xmmrm32	SSE, KATMAI
STMXCSR	mem32	SSE, KATMAI
SUBPS	xmmreg, xmmrm128	SSE, KATMAI
SUBSS	xmmreg, xmmrm32	SSE, KATMAI
UCOMISS	xmmreg, xmmrm32	FL, SSE, KATMAI
UNPCKHPS	xmmreg, xmmrm128	SSE, KATMAI
UNPCKLPS	xmmreg, xmmrm128	SSE, KATMAI
XORPS	xmmreg, xmmrm128	SSE, KATMAI

### F.1.39 Introduced in Deschutes but necessary for SSE support

FXRSTOR	mem	FPU, SSE, P6
FXRSTOR64	mem	LONG, PROT, FPU, SSE, X86_64
FXSAVE	mem	FPU, SSE, P6
FXSAVE64	mem	LONG, PROT, FPU, SSE, X86_64

### F.1.40 XSAVE group (AVX and extended state)

XGETBV		NEHALEM
XSETBV		PRIV, NEHALEM
XSAVE	mem	NOAPX, NEHALEM
XSAVE64	mem	NOAPX, LONG, PROT, X86_64, NEHALEM
XSAVEC	mem	NOAPX
XSAVEC64	mem	NOAPX, LONG, PROT, X86_64
XSAVEOPT	mem	NOAPX
XSAVEOPT64	mem	NOAPX, LONG, PROT, X86_64
XSAVES	mem	NOAPX
XSAVES64	mem	NOAPX, LONG, PROT, X86_64
XRSTOR	mem	NOAPX, NEHALEM
XRSTOR64	mem	NOAPX, LONG, PROT, X86_64, NEHALEM

XRSTORS	mem	NOAPX
XRSTORS64	mem	NOAPX, LONG, PROT, X86_64

### F.1.41 Generic memory operations

PREFETCHNTA	mem8	AR0, KATMAI
PREFETCHT0	mem8	AR0, KATMAI
PREFETCHT1	mem8	AR0, KATMAI
PREFETCHT2	mem8	AR0, KATMAI
PREFETCHT0	mem8	AR0, PREFETCHI
PREFETCHT1	mem8	AR0, PREFETCHI
SFENCE		KATMAI

### F.1.42 New MMX instructions introduced in Katmai

MASKMOVQ	mmxreg, mmxreg	MMX, KATMAI
MOVNTQ	mem, mmxreg	AR0-1, MMX, KATMAI
PAVGB	mmxreg, mmxrm	AR0-1, MMX, KATMAI
PAVGW	mmxreg, mmxrm	AR0-1, MMX, KATMAI
PEXTRW	reg32, mmxreg, imm	MMX, KATMAI
PINSRW	mmxreg, mem, imm	MMX, KATMAI
PINSRW	mmxreg, rm16, imm	MMX, KATMAI
PINSRW	mmxreg, reg32, imm	MMX, KATMAI
PMAXSW	mmxreg, mmxrm	AR0-1, MMX, KATMAI
PMAXUB	mmxreg, mmxrm	AR0-1, MMX, KATMAI
PMINSW	mmxreg, mmxrm	AR0-1, MMX, KATMAI
PMINUB	mmxreg, mmxrm	AR0-1, MMX, KATMAI
PMOVMSKB	reg32, mmxreg	MMX, KATMAI
PMULHUW	mmxreg, mmxrm	AR0-1, MMX, KATMAI
PSADBW	mmxreg, mmxrm	AR0-1, MMX, KATMAI
PSHUFW	mmxreg, mmxrm, imm	MMX, KATMAI

### F.1.43 AMD Enhanced 3DNow! (Athlon) instructions

PF2IW	mmxreg, mmxrm	AR0-1, 3DNOW, PENT
PFNACC	mmxreg, mmxrm	AR0-1, 3DNOW, PENT
PFPNACC	mmxreg, mmxrm	AR0-1, 3DNOW, PENT
PI2FW	mmxreg, mmxrm	AR0-1, 3DNOW, PENT
PSWAPD	mmxreg, mmxrm	AR0-1, 3DNOW, PENT

### F.1.44 Willamette SSE2 Cacheability Instructions

MASKMOVDQU	xmmreg, xmmreg	SSE2, WILLAMETTE
MOVNTDQ	mem, xmmreg	AR0-1, SO, SSE2, WILLAMETTE
MOVNTI	mem, reg32	AR0-1, SD, WILLAMETTE
MOVNTI	mem, reg64	AR0-1, LONG, PROT, X86_64
MOVNTPD	mem, xmmreg	AR0-1, SO, SSE2, WILLAMETTE
LFENCE		SSE2, WILLAMETTE
MFENCE		SSE2, WILLAMETTE

### F.1.45 Willamette MMX instructions (SSE2 SIMD Integer Instructions)

MOVD	mem, xmmreg	AR0-1, SD, SSE2, WILLAMETTE
MOVD	xmmreg, mem	AR0-1, SD, SSE2, WILLAMETTE
MOVD	xmmreg, rm32	SSE2, WILLAMETTE
MOVD	rm32, xmmreg	SSE2, WILLAMETTE
MOVDQA	xmmreg, xmmrm128	AR0-1, SO, SSE2, WILLAMETTE
MOVDQA	xmmrm128, xmmreg	AR0-1, SO, SSE2, WILLAMETTE
MOVDQU	xmmreg, xmmrm128	AR0-1, SO, SSE2, WILLAMETTE
MOVDQU	xmmrm128, xmmreg	AR0-1, SO, SSE2, WILLAMETTE
MOVDQ2Q	mmxreg, xmmreg	SSE2, WILLAMETTE
MOVQ	xmmreg, xmmreg	SSE2, WILLAMETTE
MOVQ	xmmreg, xmmreg	SSE2, WILLAMETTE
MOVQ	mem, xmmreg	AR0-1, SSE2, WILLAMETTE
MOVQ	xmmreg, mem	AR0-1, SSE2, WILLAMETTE
MOVQ	xmmreg, rm64	LONG, PROT, SSE2, X86_64
MOVQ	rm64, xmmreg	LONG, PROT, SSE2, X86_64
MOVQ2DQ	xmmreg, mmxreg	SSE2, WILLAMETTE

PACKSSWB	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PACKSSDW	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PACKUSWB	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PADDB	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PADDW	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PADD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PADDQ	mmxreg, mmxrm	AR0-1, MMX, WILLAMETTE
PADDQ	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PADDSB	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PADDSW	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PADDUSB	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PADDUSW	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PAND	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PANDN	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PAVGB	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PAVGW	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PCMPEQB	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PCMPEQW	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PCMPEQD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PCMPGTB	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PCMPGTW	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PCMPGTD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PEXTRW	reg32, xmmreg, imm	SSE2, WILLAMETTE
PEXTRW	reg64, xmmreg, imm	ND, LONG, PROT, SSE2, X86_64
PINSRW	xmmreg, reg16, imm	SSE2, WILLAMETTE
PINSRW	xmmreg, reg32, imm	ND, SSE2, WILLAMETTE
PINSRW	xmmreg, reg64, imm	ND, LONG, PROT, SSE2, X86_64
PINSRW	xmmreg, mem, imm	SSE2, WILLAMETTE
PINSRW	xmmreg, mem16, imm	SSE2, WILLAMETTE
PMADDQD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PMAXSW	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PMAXUB	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PMINSW	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PMINUB	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PMOVBK	reg32, xmmreg	SSE2, WILLAMETTE
PMULHUW	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PMULHW	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PMULLW	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PMULUDQ	mmxreg, mmxrm	AR0-1, SO, SSE2, WILLAMETTE
PMULUDQ	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
POR	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PSADB	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PSHUF	xmmreg, xmmreg, imm	SSE2, WILLAMETTE
PSHUF	xmmreg, mem, imm	SSE2, WILLAMETTE
PSHUFHW	xmmreg, xmmreg, imm	SSE2, WILLAMETTE
PSHUFHW	xmmreg, mem, imm	SSE2, WILLAMETTE
PSHUFLW	xmmreg, xmmreg, imm	SSE2, WILLAMETTE
PSHUFLW	xmmreg, mem, imm	SSE2, WILLAMETTE
PSLLDQ	xmmreg, imm	AR1, SSE2, WILLAMETTE
PSLLW	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PSLLW	xmmreg, imm	AR1, SSE2, WILLAMETTE
PSLLD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PSLLD	xmmreg, imm	AR1, SSE2, WILLAMETTE
PSLLQ	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PSLLQ	xmmreg, imm	AR1, SSE2, WILLAMETTE
PSRAW	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PSRAW	xmmreg, imm	AR1, SSE2, WILLAMETTE
PSRAD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PSRAD	xmmreg, imm	AR1, SSE2, WILLAMETTE
PSRLDQ	xmmreg, imm	AR1, SSE2, WILLAMETTE
PSRLW	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PSRLW	xmmreg, imm	AR1, SSE2, WILLAMETTE
PSRLD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PSRLD	xmmreg, imm	AR1, SSE2, WILLAMETTE
PSRLQ	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PSRLQ	xmmreg, imm	AR1, SSE2, WILLAMETTE
PSUBB	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE

PSUBW	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PSUBD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PSUBQ	mmxreg, mmxrm	AR0-1, SO, SSE2, WILLAMETTE
PSUBB	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PSUBSB	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PSUBSW	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PSUBUSB	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PSUBUSW	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PUNPCKHBW	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PUNPCKHWD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PUNPCKHDQ	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PUNPCKHQDQ	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PUNPCKLBW	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PUNPCKLWD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PUNPCKLDQ	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PUNPCKLQDQ	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
PXOR	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE

### F.1.46 Willamette Streaming SIMD instructions (SSE2)

ADDPD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
ADDSD	xmmreg, xmmrm	AR0-1, SSE2, WILLAMETTE
ANDNPD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
ANDPD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
CMPEQPD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
CMPEQSD	xmmreg, xmmrm	AR0-1, SSE2, WILLAMETTE
CMPLEPD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
CMPLESD	xmmreg, xmmrm	AR0-1, SSE2, WILLAMETTE
CMPLTPD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
CMPLTSD	xmmreg, xmmrm	AR0-1, SSE2, WILLAMETTE
CMPNEQPD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
CMPNEQSD	xmmreg, xmmrm	AR0-1, SSE2, WILLAMETTE
CMPNLEPD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
CMPNLESD	xmmreg, xmmrm	AR0-1, SSE2, WILLAMETTE
CMPNLTPD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
CMPNLTSD	xmmreg, xmmrm	AR0-1, SSE2, WILLAMETTE
CMPORDPD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
CMPORDSD	xmmreg, xmmrm	AR0-1, SSE2, WILLAMETTE
CMPUNORDPD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
CMPUNORDSD	xmmreg, xmmrm	AR0-1, SSE2, WILLAMETTE
CMPPD	xmmreg, xmmrm128, imm8	SSE2, WILLAMETTE
CMPSD	xmmreg, xmmrm64, imm8	FL, SSE2, WILLAMETTE
COMISD	xmmreg, xmmrm64	FL, SSE2, WILLAMETTE
CVTDQ2PD	xmmreg, xmmrm	AR0-1, SSE2, WILLAMETTE
CVTDQ2PS	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
CVTPD2DQ	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
CVTPD2PI	mmxreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
CVTPD2PS	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
CVTPI2PD	xmmreg, mmxrm	AR0-1, SSE2, WILLAMETTE
CVTPS2DQ	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
CVTPS2PD	xmmreg, xmmrm	AR0-1, SSE2, WILLAMETTE
CVTSD2SI	reg32, xmmrm64	SSE2, WILLAMETTE
CVTSD2SI	reg64, xmmrm64	LONG, PROT, SSE2, X86_64
CVTSD2SS	xmmreg, xmmrm64	AR0-1, SSE2, WILLAMETTE
CVTSI2SD	xmmreg, rm32	SSE2, WILLAMETTE
CVTSI2SD	xmmreg, rm64	AR1, SX, LONG, PROT, SSE2, X86_64
CVTSS2SD	xmmreg, xmmrm	AR0-1, SD, SSE2, WILLAMETTE
CVTTPD2PI	mmxreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
CVTTPD2DQ	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
CVTTPS2DQ	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
CVTTPS2SI	reg32, xmmrm64	SSE2, WILLAMETTE
CVTTPS2SI	reg64, xmmrm64	LONG, PROT, SSE2, X86_64
DIVPD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
DIVSD	xmmreg, xmmrm	AR0-1, SSE2, WILLAMETTE
MAXPD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE
MAXSD	xmmreg, xmmrm	AR0-1, SSE2, WILLAMETTE
MINPD	xmmreg, xmmrm	AR0-1, SO, SSE2, WILLAMETTE

MINSD	xmmreg, xmmrm	AR0-1, SSE2, WILLAMETTE
MOVAPD	xmmreg, xmmrm128	SSE2, WILLAMETTE
MOVAPD	xmmrm128, xmmreg	SSE2, WILLAMETTE
MOVHPD	mem64, xmmreg	SSE2, WILLAMETTE
MOVHPD	xmmreg, mem64	SSE2, WILLAMETTE
MOVLPD	mem64, xmmreg	SSE2, WILLAMETTE
MOVLPD	xmmreg, mem64	SSE2, WILLAMETTE
MOVMSKPD	reg32, xmmreg	SSE2, WILLAMETTE
MOVMSKPD	reg64, xmmreg	LONG, PROT, SSE2, X86_64
MOVSD	xmmreg, xmmrm64	SSE2, WILLAMETTE
MOVSD	xmmrm64, xmmreg	SSE2, WILLAMETTE
MOVUPD	xmmreg, xmmrm128	SSE2, WILLAMETTE
MOVUPD	xmmrm128, xmmreg	SSE2, WILLAMETTE
MULPD	xmmreg, xmmrm128	AR0-1, SO, SSE2, WILLAMETTE
MULSD	xmmreg, xmmrm64	AR0-1, SSE2, WILLAMETTE
ORPD	xmmreg, xmmrm128	AR0-1, SO, SSE2, WILLAMETTE
SHUFPD	xmmreg, xmmrm128, imm8	SSE2, WILLAMETTE
SQRTPD	xmmreg, xmmrm128	AR0-1, SO, SSE2, WILLAMETTE
SQRTPD	xmmreg, xmmrm64	SSE2, WILLAMETTE
SUBPD	xmmreg, xmmrm128	AR0-1, SO, SSE2, WILLAMETTE
SUBSD	xmmreg, xmmrm64	SSE2, WILLAMETTE
UCOMISD	xmmreg, xmmrm64	FL, SSE2, WILLAMETTE
UNPCKHPD	xmmreg, xmmrm128	SSE2, WILLAMETTE
UNPCKLPD	xmmreg, xmmrm128	SSE2, WILLAMETTE
XORPD	xmmreg, xmmrm128	SSE2, WILLAMETTE

### F.1.47 Prescott New Instructions (SSE3)

ADDSD	xmmreg, xmmrm128	AR0-1, SO, SSE3, PRESCOTT
ADDSD	xmmreg, xmmrm128	AR0-1, SO, SSE3, PRESCOTT
HADDPD	xmmreg, xmmrm128	AR0-1, SO, SSE3, PRESCOTT
HADDPS	xmmreg, xmmrm128	AR0-1, SO, SSE3, PRESCOTT
HSUBPD	xmmreg, xmmrm128	AR0-1, SO, SSE3, PRESCOTT
HSUBPS	xmmreg, xmmrm128	AR0-1, SO, SSE3, PRESCOTT
LDDQU	xmmreg, mem128	AR0-1, SO, SSE3, PRESCOTT
MOVDDUP	xmmreg, xmmrm64	AR0-1, SSE3, PRESCOTT
MOVSHDUP	xmmreg, xmmrm128	SSE3, PRESCOTT
MOVSLDUP	xmmreg, xmmrm128	SSE3, PRESCOTT

### F.1.48 VMX/SVM Instructions

CLGI		VMX, AMD
STGI		VMX, AMD
VMCALL		VMX
VMCLEAR	mem	VMX
VMFUNC		VMX
VMLAUNCH		VMX
VMLoad		VMX, AMD
VMMCALL		VMX, AMD
VMPTRLD	mem	VMX
VMPTRST	mem	VMX
VMREAD	rm32, reg32	AR0-1, SD, NOREX, NOAPX, NOLONG, VMX
VMREAD	rm64, reg64	AR0-1, LONG, PROT, VMX, X86_64
VMRESUME		VMX
VMRUN		VMX, AMD
VMSAVE		VMX, AMD
VMWRITE	reg32, rm32	AR0-1, SD, NOREX, NOAPX, NOLONG, VMX
VMWRITE	reg64, rm64	AR0-1, LONG, PROT, VMX, X86_64
VMXOFF		VMX
VMXON	mem	VMX

### F.1.49 Extended Page Tables VMX instructions

INVEPT	reg32, mem	AR0-1, SO, NOREX, NOAPX, NOLONG, VMX
INVEPT	reg64, mem	AR0-1, SO, LONG, PROT, VMX, X86_64
INVEPT	reg64, mem128	AR0-1, SO, LONG, PROT, VMX, APX, X86_64
INVVPID	reg32, mem	AR0-1, SO, NOREX, NOAPX, NOLONG, VMX

INVPID	reg64, mem	AR0-1, SO, LONG, PROT, VMX, X86_64
INVPID	reg64, mem128	AR0-1, SO, LONG, PROT, VMX, APX, X86_64

### F.1.50 SEV-SNP AMD instructions

PVALIDATE		VMX, AMD
RMPADJUST		VMX, AMD
VMGEXIT		VMX, AMD
VMGEXIT		VMX, AMD

### F.1.51 Tejas New Instructions (SSSE3)

PABSB	mmxreg, mmxrm	AR0-1, MMX, SSSE3
PABSB	xmmreg, xmmrm128	SSSE3
PABSW	mmxreg, mmxrm	AR0-1, MMX, SSSE3
PABSW	xmmreg, xmmrm128	SSSE3
PABSD	mmxreg, mmxrm	AR0-1, MMX, SSSE3
PABSD	xmmreg, xmmrm128	SSSE3
PALIGNR	mmxreg, mmxrm, imm	AR0-2, MMX, SSSE3
PALIGNR	xmmreg, xmmrm, imm	SSSE3
PHADDW	mmxreg, mmxrm	AR0-1, MMX, SSSE3
PHADDW	xmmreg, xmmrm128	SSSE3
PHADD	mmxreg, mmxrm	AR0-1, MMX, SSSE3
PHADD	xmmreg, xmmrm128	SSSE3
PHADDSW	mmxreg, mmxrm	AR0-1, MMX, SSSE3
PHADDSW	xmmreg, xmmrm128	SSSE3
PHSUBW	mmxreg, mmxrm	AR0-1, MMX, SSSE3
PHSUBW	xmmreg, xmmrm128	SSSE3
PHSUBD	mmxreg, mmxrm	AR0-1, MMX, SSSE3
PHSUBD	xmmreg, xmmrm128	SSSE3
PHSUBSW	mmxreg, mmxrm	AR0-1, MMX, SSSE3
PHSUBSW	xmmreg, xmmrm128	SSSE3
PMADDUBSW	mmxreg, mmxrm	AR0-1, MMX, SSSE3
PMADDUBSW	xmmreg, xmmrm128	SSSE3
PMULHRWSW	mmxreg, mmxrm	AR0-1, MMX, SSSE3
PMULHRWSW	xmmreg, xmmrm128	SSSE3
PSHUFB	mmxreg, mmxrm	AR0-1, MMX, SSSE3
PSHUFB	xmmreg, xmmrm128	SSSE3
PSIGNB	mmxreg, mmxrm	AR0-1, MMX, SSSE3
PSIGNB	xmmreg, xmmrm128	SSSE3
PSIGNW	mmxreg, mmxrm	AR0-1, MMX, SSSE3
PSIGNW	xmmreg, xmmrm128	SSSE3
PSIGND	mmxreg, mmxrm	AR0-1, MMX, SSSE3
PSIGND	xmmreg, xmmrm128	SSSE3

### F.1.52 AMD SSE4A

EXTRQ	xmmreg, imm, imm	SSE4A, AMD
EXTRQ	xmmreg, xmmreg	SSE4A, AMD
INSERTQ	xmmreg, xmmreg, imm, imm	SSE4A, AMD
INSERTQ	xmmreg, xmmreg	SSE4A, AMD
MOVNTSD	mem64, xmmreg	AR0-1, SSE4A, AMD
MOVNTSS	mem32, xmmreg	AR0-1, SD, SSE4A, AMD

### F.1.53 New instructions in Barcelona

#### F.1.54 Penryn New Instructions (SSE4.1)

BLENDDP	xmmreg, xmmrm128, imm8	SSE41
BLENDPS	xmmreg, xmmrm128, imm8	SSE41
BLENDVPD	xmmreg, xmmrm128, xmm0	SSE41
BLENDVPD	xmmreg, xmmrm128	SSE41
BLENDVPS	xmmreg, xmmrm128, xmm0	SSE41
BLENDVPS	xmmreg, xmmrm128	SSE41
DPPD	xmmreg, xmmrm128, imm8	SSE41
DPPS	xmmreg, xmmrm128, imm8	SSE41
EXTRACTPS	rm32, xmmreg, imm8	SSE41
EXTRACTPS	reg64, xmmreg, imm8	LONG, PROT, SSE41, X86_64

INSERTPS	xmmreg, xmmrm32, imm8	SSE41
MOVNTDQA	xmmreg, mem128	SSE41
MPSADBW	xmmreg, xmmrm128, imm8	SSE41
PACKUSDW	xmmreg, xmmrm128	SSE41
PBLENDVB	xmmreg, xmmrm, xmm0	SSE41
PBLENDVB	xmmreg, xmmrm128	SSE41
PBLENDW	xmmreg, xmmrm128, imm8	SSE41
PCMPEQQ	xmmreg, xmmrm128	SSE41
PEXTRB	reg32, xmmreg, imm8	SSE41
PEXTRB	mem8, xmmreg, imm8	SSE41
PEXTRB	reg64, xmmreg, imm8	LONG, PROT, SSE41, X86_64
PEXTRD	rm32, xmmreg, imm8	SSE41
PEXTRQ	rm64, xmmreg, imm8	LONG, PROT, SSE41, X86_64
PEXTRW	reg32, xmmreg, imm8	SSE41
PEXTRW	mem16, xmmreg, imm8	SSE41
PEXTRW	reg64, xmmreg, imm8	LONG, PROT, SSE41, X86_64
PHMINPOSUW	xmmreg, xmmrm128	SSE41
PINSRB	xmmreg, mem, imm8	SSE41
PINSRB	xmmreg, rm8, imm8	SSE41
PINSRB	xmmreg, reg32, imm8	SSE41
PINSRD	xmmreg, rm32, imm8	SSE41
PINSRQ	xmmreg, rm64, imm8	LONG, PROT, SSE41, X86_64
PMAXSB	xmmreg, xmmrm128	SSE41
PMAXSD	xmmreg, xmmrm128	SSE41
PMAXUD	xmmreg, xmmrm128	SSE41
PMAXUW	xmmreg, xmmrm128	SSE41
PMINSB	xmmreg, xmmrm128	SSE41
PMINSD	xmmreg, xmmrm128	SSE41
PMINUD	xmmreg, xmmrm128	SSE41
PMINUW	xmmreg, xmmrm128	SSE41
PMOVSXBW	xmmreg, xmmrm64	AR0-1, SSE41
PMOVSXBD	xmmreg, xmmrm32	AR0-1, SD, SSE41
PMOVSXBQ	xmmreg, xmmrm16	AR0-1, SW, SSE41
PMOVSXWD	xmmreg, xmmrm64	AR0-1, SSE41
PMOVSXWQ	xmmreg, xmmrm32	AR0-1, SD, SSE41
PMOVSXDQ	xmmreg, xmmrm64	AR0-1, SSE41
PMOVZXBW	xmmreg, xmmrm64	AR0-1, SSE41
PMOVZXBBD	xmmreg, xmmrm32	AR0-1, SD, SSE41
PMOVZXBQ	xmmreg, xmmrm16	AR0-1, SW, SSE41
PMOVZXWD	xmmreg, xmmrm64	AR0-1, SSE41
PMOVZXWQ	xmmreg, xmmrm32	AR0-1, SD, SSE41
PMOVZXDQ	xmmreg, xmmrm64	AR0-1, SSE41
PMULDQ	xmmreg, xmmrm128	SSE41
PMULLD	xmmreg, xmmrm128	SSE41
PTEST	xmmreg, xmmrm128	SSE41
ROUNDPD	xmmreg, xmmrm128, imm8	SSE41
ROUNDPS	xmmreg, xmmrm128, imm8	SSE41
ROUNDSD	xmmreg, xmmrm64, imm8	SSE41
ROUNDSS	xmmreg, xmmrm32, imm8	SSE41

## F.1.55 Nehalem New Instructions (SSE4.2)

CRC32	reg32, rm8	SSE42
CRC32	reg32, rm16	SSE42
CRC32	reg32, rm32	SSE42
CRC32	reg32, rm64	ND, LONG, PROT, SSE42, X86_64
CRC32	reg32, rm8	LONG, PROT, SSE42, APX, X86_64
CRC32	reg32, rm16	LONG, PROT, SSE42, APX, X86_64
CRC32	reg32, rm32	LONG, PROT, SSE42, APX, X86_64
CRC32	reg32, rm64	ND, LONG, PROT, SSE42, APX, X86_64
CRC32	reg64, rm8	OPT, LONG, PROT, SSE42, X86_64
CRC32	reg64, rm16	LONG, PROT, SSE42, X86_64
CRC32	reg64, rm32	LONG, PROT, SSE42, X86_64
CRC32	reg64, rm64	LONG, PROT, SSE42, X86_64
CRC32	reg64, rm8	OPT, LONG, PROT, SSE42, APX, X86_64
CRC32	reg64, rm16	LONG, PROT, SSE42, APX, X86_64
CRC32	reg64, rm32	LONG, PROT, SSE42, APX, X86_64

CRC32	reg64, rm64	LONG, PROT, SSE42, APX, X86_64
CRC32	reg64, rm8	LONG, SSE42, X86_64
CRC32	reg64, rm8	LONG, PROT, SSE42, APX, X86_64
PCMPESTRM	xmmreg, xmmrm128, imm8	SSE42
PCMPESTRM	xmmreg, xmmrm128, imm8	SSE42
PCMPISTRM	xmmreg, xmmrm128, imm8	SSE42
PCMPISTRM	xmmreg, xmmrm128, imm8	SSE42
PCMPGTQ	xmmreg, xmmrm128	SSE42
POPCNT	reg16, rm16	AR0-1, SW, FL, NEHALEM
POPCNT	reg32, rm32	AR0-1, SD, FL, NEHALEM
POPCNT	reg64, rm64	AR0-1, LONG, FL, PROT, X86_64, NEHALEM
POPCNT	reg16, rm16	SM0-1, NF, LONG, PROT, APX, X86_64, NEHALEM
POPCNT	reg32, rm32	SM0-1, NF, LONG, PROT, APX, X86_64, NEHALEM
POPCNT	reg64, rm64	SM0-1, NF, LONG, PROT, APX, X86_64, NEHALEM

### F.1.56 Intel SMX

GETSEC		NOAPX, FL, KATMAI
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### F.1.57 Geode (Cyrix) 3DNow! additions

PFRCPV	mmxreg, mmxrm	AR0-1, 3DNOW, PENT, CYRIX
PFRSQRTV	mmxreg, mmxrm	AR0-1, 3DNOW, PENT, CYRIX

### F.1.58 Intel new instructions in ???

### F.1.59 Intel AES instructions

AESENC	xmmreg, xmmrm128	SSE, WESTMERE
AESENCLAST	xmmreg, xmmrm128	SSE, WESTMERE
AESDEC	xmmreg, xmmrm128	SSE, WESTMERE
AESDECLAST	xmmreg, xmmrm128	SSE, WESTMERE
AESIMC	xmmreg, xmmrm128	SSE, WESTMERE
AESKEYGENASSIST	xmmreg, xmmrm128, imm8	SSE, WESTMERE

### F.1.60 Intel AVX AES instructions

VAESENC	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VAESENCLAST	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VAESDEC	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VAESDECLAST	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VAESIMC	xmmreg, xmmrm128	AVX, SANDYBRIDGE
VAESKEYGENASSIST	xmmreg, xmmrm128, imm8	AVX, SANDYBRIDGE

### F.1.61 Intel AES Key Locker

AESENC128KL	xmmreg, mem	FL, AESKLE
AESENC256KL	xmmreg, mem512	FL, AESKLE
AESENC128KL	xmmreg, mem	FL, AESKLE
AESENC256KL	xmmreg, mem512	FL, AESKLE
ENCODEKEY128	reg32, reg32	AESKLE
ENCODEKEY256	reg32, reg32	AESKLE
LOADIWKEY	xmmreg, xmmreg	FL, AESKLE
AESENCWIDE128KL	mem	FL, AESKLEWIDE_KL
AESENCWIDE256KL	mem512	FL, AESKLEWIDE_KL
AESENCWIDE128KL	mem	FL, AESKLEWIDE_KL
AESENCWIDE256KL	mem512	FL, AESKLEWIDE_KL

### F.1.62 Intel instruction extension based on pub number 319433-030 dated October 2017

VAESENC	ymmreg, ymmreg*, ymmrm256	VAES
VAESENCLAST	ymmreg, ymmreg*, ymmrm256	VAES
VAESDEC	ymmreg, ymmreg*, ymmrm256	VAES
VAESDECLAST	ymmreg, ymmreg*, ymmrm256	VAES
VAESENC	xmmreg, xmmreg*, xmmrm128	AVX512VL, VAES
VAESENC	ymmreg, ymmreg*, ymmrm256	AVX512VL, VAES
VAESENCLAST	xmmreg, xmmreg*, xmmrm128	AVX512VL, VAES

VAESENCLAST	ymmreg, ymmreg*, ymmrm256	AVX512VL, VAES
VAESDEC	xmmreg, xmmreg*, xmmrm128	AVX512VL, VAES
VAESDEC	ymmreg, ymmreg*, ymmrm256	AVX512VL, VAES
VAESDECLAST	xmmreg, xmmreg*, xmmrm128	AVX512VL, VAES
VAESDECLAST	ymmreg, ymmreg*, ymmrm256	AVX512VL, VAES
VAESENCL	zmmreg, zmmreg*, zmmrm512	AVX512, VAES
VAESENCLAST	zmmreg, zmmreg*, zmmrm512	AVX512, VAES
VAESDEC	zmmreg, zmmreg*, zmmrm512	AVX512, VAES
VAESDECLAST	zmmreg, zmmreg*, zmmrm512	AVX512, VAES

## F.1.63 Intel AVX instructions

VADDPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VADDPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VADDPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VADDPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VADDSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VADDSS	xmmreg, xmmreg*, xmmrm32	AVX, SANDYBRIDGE
VADDSUBPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VADDSUBPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VADDSUBPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VADDSUBPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VANDPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VANDPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VANDPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VANDPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VANDNPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VANDNPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VANDNPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VANDNPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VBLENDPD	xmmreg, xmmreg*, xmmrm128, imm8	AVX, SANDYBRIDGE
VBLENDPD	ymmreg, ymmreg*, ymmrm256, imm8	AVX, SANDYBRIDGE
VBLENDPS	xmmreg, xmmreg*, xmmrm128, imm8	AVX, SANDYBRIDGE
VBLENDPS	ymmreg, ymmreg*, ymmrm256, imm8	AVX, SANDYBRIDGE
VBLENDVPD	xmmreg, xmmreg*, xmmrm128, xmmreg	AVX, SANDYBRIDGE
VBLENDVPD	ymmreg, ymmreg*, ymmrm256, ymmreg	AVX, SANDYBRIDGE
VBLENDVPS	xmmreg, xmmreg*, xmmrm128, xmmreg	AVX, SANDYBRIDGE
VBLENDVPS	ymmreg, ymmreg*, ymmrm256, ymmreg	AVX, SANDYBRIDGE
VBROADCASTSS	xmmreg, mem32	AVX, SANDYBRIDGE
VBROADCASTSS	ymmreg, mem32	AVX, SANDYBRIDGE
VBROADCASTSD	ymmreg, mem64	AVX, SANDYBRIDGE
VBROADCASTTF128	ymmreg, mem128	AVX, SANDYBRIDGE
VCMPSEQ_OSPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPSEQ_OSPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPSEQPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPSEQPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPPLT_OSPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPPLT_OSPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPPLTPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPPLTPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPLE_OSPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPLE_OSPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPLEPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPLEPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPUNORD_QPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPUNORD_QPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPUNORDPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPUNORDPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPNEQ_UQPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPNEQ_UQPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPNEQPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPNEQPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPNLT_USPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPNLT_USPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPNLTPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPNLTPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPNLE_USPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE





VCMPLE_QQPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPUNORD_SPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPUNORD_SPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPNEQ_USPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPNEQ_USPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPNLT_UQPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPNLT_UQPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPNLE_UQPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPNLE_UQPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPORD_SPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPORD_SPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPPEQ_USPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPPEQ_USPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPNGE_UQPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPNGE_UQPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPNGT_UQPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPNGT_UQPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPFALSE_OSPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPFALSE_OSPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPNEQ_OSPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPNEQ_OSPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPGE_QQPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPGE_QQPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPGT_OQPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPGT_OQPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPTRUE_USPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VCMPTRUE_USPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VCMPPS	xmmreg, xmmreg*, xmmrm128, imm8	AVX, SANDYBRIDGE
VCMPPS	ymmreg, ymmreg*, ymmrm256, imm8	AVX, SANDYBRIDGE
VCMPPEQ_OSSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPPEQSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPLT_OSSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPLTSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPLE_OSSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPLESD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPUNORD_QSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPUNORDSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNEQ_UQSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNEQSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNLT_USSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNLTSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNLE_USSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNLESD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPORD_QSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPORDSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPPEQ_UQSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNGE_USSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNGESD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNGT_USSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNGTSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPFALSE_QQSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPFALSESD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNEQ_QQSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPGE_OSSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPGESD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPGT_OSSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPGTSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPTRUE_UQSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPTRUESD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPPEQ_OSSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPLT_QQSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPLE_QQSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPUNORD_SSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNEQ_USSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNLT_UQSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNLE_UQSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPORD_SSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE

VCMP EQ_USSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNGE_UQSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNGT_UQSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPFALSE_OSSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNEQ_OSSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPGE_OQSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPGT_OQSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPTRUE_USSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPSSD	xmmreg, xmmreg*, xmmrm64, imm8	AVX, SANDYBRIDGE
VCMP EQ_OSSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP EQSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP LT_OSSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP LTSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP LE_OSSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP LESS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP UNORD_QSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP UNORDSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP NEQ_UQSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP NEQSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP NLT_USSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP NLTSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP NLE_USSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP NLESS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP ORD_QSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP ORDSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP EQ_UQSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNGE_USSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNGESS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNGT_USSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNGTSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPFALSE_OQSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPFALSESS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNEQ_OQSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPGE_OSSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPGESS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPGT_OSSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPGTSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPTRUE_UQSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPTRUESS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP EQ_OSSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP LT_OQSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP LE_OQSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP UNORD_SSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP NEQ_USSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP NLT_UQSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP NLE_UQSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP ORD_SSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMP EQ_USSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNGE_UQSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNGT_UQSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPFALSE_OSSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPNEQ_OSSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPGE_OQSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPGT_OQSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPTRUE_USSS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCMPSS	xmmreg, xmmreg*, xmmrm32, imm8	AVX, SANDYBRIDGE
VCOMISD	xmmreg, xmmrm64	FL, AVX, SANDYBRIDGE
VCOMISS	xmmreg, xmmrm32	FL, AVX, SANDYBRIDGE
VCVTDQ2PD	xmmreg, xmmrm64	AVX, SANDYBRIDGE
VCVTDQ2PD	ymmreg, xmmrm128	AVX, SANDYBRIDGE
VCVTDQ2PS	xmmreg, xmmrm128	AVX, SANDYBRIDGE
VCVTDQ2PS	ymmreg, ymmrm256	AVX, SANDYBRIDGE
VCVTPD2DQ	xmmreg, xmmreg	AVX, SANDYBRIDGE
VCVTPD2DQ	xmmreg, mem128	AR0-1, SO, AVX, SANDYBRIDGE
VCVTPD2DQ	xmmreg, ymmreg	AVX, SANDYBRIDGE
VCVTPD2DQ	xmmreg, mem256	AR0-1, SY, AVX, SANDYBRIDGE
VCVTPD2PS	xmmreg, xmmreg	AVX, SANDYBRIDGE

VCVTPD2PS	xmmreg, mem128	AR0-1, SO, AVX, SANDYBRIDGE
VCVTPD2PS	xmmreg, ymmreg	AVX, SANDYBRIDGE
VCVTPD2PS	xmmreg, mem256	AR0-1, SY, AVX, SANDYBRIDGE
VCVTPS2DQ	xmmreg, xmmrm128	AVX, SANDYBRIDGE
VCVTPS2DQ	ymmreg, ymmrm256	AVX, SANDYBRIDGE
VCVTPS2PD	xmmreg, xmmrm64	AVX, SANDYBRIDGE
VCVTPS2PD	ymmreg, xmmrm128	AVX, SANDYBRIDGE
VCVTSD2SI	reg32, xmmrm64	AVX, SANDYBRIDGE
VCVTSD2SI	reg64, xmmrm64	LONG, PROT, AVX, X86_64, SANDYBRIDGE
VCVTSD2SS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VCVTSI2SD	xmmreg, xmmreg*, rm32	AR0-2, SD, AVX, SANDYBRIDGE
VCVTSI2SD	xmmreg, xmmreg*, mem32	ND, AR0-2, SD, AVX, SANDYBRIDGE
VCVTSI2SD	xmmreg, xmmreg*, rm64	AR0-2, LONG, PROT, AVX, X86_64, SANDYBRIDGE
VCVTSI2SS	xmmreg, xmmreg*, rm32	AR0-2, SD, AVX, SANDYBRIDGE
VCVTSI2SS	xmmreg, xmmreg*, mem32	ND, AR0-2, SD, AVX, SANDYBRIDGE
VCVTSI2SS	xmmreg, xmmreg*, rm64	AR0-2, LONG, PROT, AVX, X86_64, SANDYBRIDGE
VCVTSS2SD	xmmreg, xmmreg*, xmmrm32	AVX, SANDYBRIDGE
VCVTSS2SI	reg32, xmmrm32	AVX, SANDYBRIDGE
VCVTSS2SI	reg64, xmmrm32	LONG, PROT, AVX, X86_64, SANDYBRIDGE
VCVTTPD2DQ	xmmreg, xmmreg	AVX, SANDYBRIDGE
VCVTTPD2DQ	xmmreg, mem128	AR0-1, SO, AVX, SANDYBRIDGE
VCVTTPD2DQ	xmmreg, ymmreg	AVX, SANDYBRIDGE
VCVTTPD2DQ	xmmreg, mem256	AR0-1, SY, AVX, SANDYBRIDGE
VCVTTPS2DQ	xmmreg, xmmrm128	AVX, SANDYBRIDGE
VCVTTPS2DQ	ymmreg, ymmrm256	AVX, SANDYBRIDGE
VCVTSD2SI	reg32, xmmrm64	AVX, SANDYBRIDGE
VCVTSD2SI	reg64, xmmrm64	LONG, PROT, AVX, X86_64, SANDYBRIDGE
VCVTSS2SI	reg32, xmmrm32	AVX, SANDYBRIDGE
VCVTSS2SI	reg64, xmmrm32	LONG, PROT, AVX, X86_64, SANDYBRIDGE
VDIVPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VDIVPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VDIVPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VDIVPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VDIVSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VDIVSS	xmmreg, xmmreg*, xmmrm32	AVX, SANDYBRIDGE
VDPPD	xmmreg, xmmreg*, xmmrm128, imm8	AVX, SANDYBRIDGE
VDPPS	xmmreg, xmmreg*, xmmrm128, imm8	AVX, SANDYBRIDGE
VDPPS	ymmreg, ymmreg*, ymmrm256, imm8	AVX, SANDYBRIDGE
VEEXTRACTF128	xmmrm128, ymmreg, imm8	AVX, SANDYBRIDGE
VEEXTRACTPS	rm32, xmmreg, imm8	AVX, SANDYBRIDGE
VHADDPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VHADDPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VHADDPs	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VHADDPs	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VHSUBPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VHSUBPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VHSUBPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VHSUBPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VINSERTF128	ymmreg, ymmreg*, xmmrm128, imm8	AVX, SANDYBRIDGE
VINSERTPS	xmmreg, xmmreg*, xmmrm32, imm8	AVX, SANDYBRIDGE
VLDDQU	xmmreg, mem128	AVX, SANDYBRIDGE
VLDDQU	ymmreg, mem256	AVX, SANDYBRIDGE
VLDDQU	ymmreg, mem256	AVX, SANDYBRIDGE
VLDMXCSR	mem32	AVX, SANDYBRIDGE
VMASKMOVdQU	xmmreg, xmmreg	AVX, SANDYBRIDGE
VMASKMOVPS	xmmreg, xmmreg, mem128	AVX, SANDYBRIDGE
VMASKMOVPS	ymmreg, ymmreg, mem256	AVX, SANDYBRIDGE
VMASKMOVPS	mem128, xmmreg, xmmreg	AR0-2, SO, AVX, SANDYBRIDGE
VMASKMOVPS	mem256, ymmreg, ymmreg	AR0-2, SY, AVX, SANDYBRIDGE
VMASKMOVPD	xmmreg, xmmreg, mem128	AVX, SANDYBRIDGE
VMASKMOVPD	ymmreg, ymmreg, mem256	AVX, SANDYBRIDGE
VMASKMOVPD	mem128, xmmreg, xmmreg	AVX, SANDYBRIDGE
VMASKMOVPD	mem256, ymmreg, ymmreg	AVX, SANDYBRIDGE
VMAXPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VMAXPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VMAXPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VMAXPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE

VMAXSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VMAXSS	xmmreg, xmmreg*, xmmrm32	AVX, SANDYBRIDGE
VMINPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VMINPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VMINPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VMINPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VMINSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VMINSS	xmmreg, xmmreg*, xmmrm32	AVX, SANDYBRIDGE
VMOVAPD	xmmreg, xmmrm128	AVX, SANDYBRIDGE
VMOVAPD	xmmrm128, xmmreg	AVX, SANDYBRIDGE
VMOVAPD	ymmreg, ymmrm256	AVX, SANDYBRIDGE
VMOVAPD	ymmrm256, ymmreg	AVX, SANDYBRIDGE
VMOVAPS	xmmreg, xmmrm128	AVX, SANDYBRIDGE
VMOVAPS	xmmrm128, xmmreg	AVX, SANDYBRIDGE
VMOVAPS	ymmreg, ymmrm256	AVX, SANDYBRIDGE
VMOVAPS	ymmrm256, ymmreg	AVX, SANDYBRIDGE
VMOVD	xmmreg, rm32	AVX, SANDYBRIDGE
VMOVD	rm32, xmmreg	AVX, SANDYBRIDGE
VMOVQ	xmmreg, xmmrm64	AVX, SANDYBRIDGE
VMOVQ	xmmrm64, xmmreg	AVX, SANDYBRIDGE
VMOVQ	xmmreg, rm64	AVX, SANDYBRIDGE
VMOVQ	rm64, xmmreg	AVX, SANDYBRIDGE
VMOVDDUP	xmmreg, xmmrm64	AVX, SANDYBRIDGE
VMOVDDUP	ymmreg, ymmrm256	AVX, SANDYBRIDGE
VMOVDQA	xmmreg, xmmrm128	AVX, SANDYBRIDGE
VMOVDQA	xmmrm128, xmmreg	AVX, SANDYBRIDGE
VMOVQQA	ymmreg, ymmrm256	AVX, SANDYBRIDGE
VMOVQQA	ymmrm256, ymmreg	AVX, SANDYBRIDGE
VMOVDQA	ymmreg, ymmrm256	AVX, SANDYBRIDGE
VMOVDQA	ymmrm256, ymmreg	AVX, SANDYBRIDGE
VMOVDQU	xmmreg, xmmrm128	AVX, SANDYBRIDGE
VMOVDQU	xmmrm128, xmmreg	AVX, SANDYBRIDGE
VMOVQQU	ymmreg, ymmrm256	AVX, SANDYBRIDGE
VMOVQQU	ymmrm256, ymmreg	AVX, SANDYBRIDGE
VMOVDQU	ymmreg, ymmrm256	AVX, SANDYBRIDGE
VMOVDQU	ymmrm256, ymmreg	AVX, SANDYBRIDGE
VMOVHLP	xmmreg, xmmreg*, xmmreg	AVX, SANDYBRIDGE
VMOVHPD	xmmreg, xmmreg*, mem64	AVX, SANDYBRIDGE
VMOVHPD	mem64, xmmreg	AVX, SANDYBRIDGE
VMOVHPS	xmmreg, xmmreg*, mem64	AVX, SANDYBRIDGE
VMOVHPS	mem64, xmmreg	AVX, SANDYBRIDGE
VMOVLHPS	xmmreg, xmmreg*, xmmreg	AVX, SANDYBRIDGE
VMOVLPD	xmmreg, xmmreg*, mem64	AVX, SANDYBRIDGE
VMOVLPD	mem64, xmmreg	AVX, SANDYBRIDGE
VMOVLPS	xmmreg, xmmreg*, mem64	AVX, SANDYBRIDGE
VMOVLPS	mem64, xmmreg	AVX, SANDYBRIDGE
VMOVMSKPD	reg64, xmmreg	LONG, PROT, AVX, X86_64, SANDYBRIDGE
VMOVMSKPD	reg32, xmmreg	AVX, SANDYBRIDGE
VMOVMSKPD	reg64, ymmreg	LONG, PROT, AVX, X86_64, SANDYBRIDGE
VMOVMSKPD	reg32, ymmreg	AVX, SANDYBRIDGE
VMOVMSKPS	reg64, xmmreg	LONG, PROT, AVX, X86_64, SANDYBRIDGE
VMOVMSKPS	reg32, xmmreg	AVX, SANDYBRIDGE
VMOVMSKPS	reg64, ymmreg	LONG, PROT, AVX, X86_64, SANDYBRIDGE
VMOVMSKPS	reg32, ymmreg	AVX, SANDYBRIDGE
VMOVNTDQ	mem128, xmmreg	AVX, SANDYBRIDGE
VMOVNTQQ	mem256, ymmreg	AVX, SANDYBRIDGE
VMOVNTDQ	mem256, ymmreg	AVX, SANDYBRIDGE
VMOVNTDQA	xmmreg, mem128	AVX, SANDYBRIDGE
VMOVNTPD	mem128, xmmreg	AVX, SANDYBRIDGE
VMOVNTPD	mem256, ymmreg	AVX, SANDYBRIDGE
VMOVNTPS	mem128, xmmreg	AVX, SANDYBRIDGE
VMOVNTPS	mem256, ymmreg	AVX, SANDYBRIDGE
VMOVSD	xmmreg, xmmreg*, xmmreg	AVX, SANDYBRIDGE
VMOVSD	xmmreg, mem64	AVX, SANDYBRIDGE
VMOVSD	xmmreg, xmmreg*, xmmreg	AVX, SANDYBRIDGE
VMOVSD	mem64, xmmreg	AVX, SANDYBRIDGE
VMOVSHDUP	xmmreg, xmmrm128	AVX, SANDYBRIDGE

VMOVSHDUP	ymmreg, ymmrm256	AVX, SANDYBRIDGE
VMOVSLDUP	xmmreg, xmmrm128	AVX, SANDYBRIDGE
VMOVSLDUP	ymmreg, ymmrm256	AVX, SANDYBRIDGE
VMOVSS	xmmreg, xmmreg*, xmmreg	AVX, SANDYBRIDGE
VMOVSS	xmmreg, mem32	AVX, SANDYBRIDGE
VMOVSS	xmmreg, xmmreg*, xmmreg	AVX, SANDYBRIDGE
VMOVSS	mem32, xmmreg	AVX, SANDYBRIDGE
VMOVUPD	xmmreg, xmmrm128	AVX, SANDYBRIDGE
VMOVUPD	xmmrm128, xmmreg	AVX, SANDYBRIDGE
VMOVUPD	ymmreg, ymmrm256	AVX, SANDYBRIDGE
VMOVUPD	ymmrm256, ymmreg	AVX, SANDYBRIDGE
VMOVUPS	xmmreg, xmmrm128	AVX, SANDYBRIDGE
VMOVUPS	xmmrm128, xmmreg	AVX, SANDYBRIDGE
VMOVUPS	ymmreg, ymmrm256	AVX, SANDYBRIDGE
VMOVUPS	ymmrm256, ymmreg	AVX, SANDYBRIDGE
VMPSADBW	xmmreg, xmmreg*, xmmrm128, imm8	AVX, SANDYBRIDGE
VMULPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VMULPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VMULPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VMULPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VMULSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VMULSS	xmmreg, xmmreg*, xmmrm32	AVX, SANDYBRIDGE
VORPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VORPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VORPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VORPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VPABSB	xmmreg, xmmrm128	AVX, SANDYBRIDGE
VPABSW	xmmreg, xmmrm128	AVX, SANDYBRIDGE
VPABSD	xmmreg, xmmrm128	AVX, SANDYBRIDGE
VPACKSSWB	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPACKSSDW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPACKUSWB	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPACKUSDW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPADDB	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPADDW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPADD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPADDQ	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPADDSB	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPADDSW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPADDUSB	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPADDUSW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPALIGNR	xmmreg, xmmreg*, xmmrm128, imm8	AVX, SANDYBRIDGE
VPAND	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPANDN	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPAVGB	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPAVGW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPBLENDVB	xmmreg, xmmreg*, xmmrm128, xmmreg	AVX, SANDYBRIDGE
VPBLENDW	xmmreg, xmmreg*, xmmrm128, imm8	AVX, SANDYBRIDGE
VPCPESTR	xmmreg, xmmrm128, imm8	AVX, SANDYBRIDGE
VPCPESTRM	xmmreg, xmmrm128, imm8	AVX, SANDYBRIDGE
VPCPISTR	xmmreg, xmmrm128, imm8	AVX, SANDYBRIDGE
VPCPISTRM	xmmreg, xmmrm128, imm8	AVX, SANDYBRIDGE
VPCMPEQB	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPCMPEQW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPCMPEQD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPCMPEQQ	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPCMPGTB	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPCMPGTW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPCMPGTD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPCMPGTQ	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPERMILPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPERMILPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VPERMILPD	xmmreg, xmmrm128, imm8	AVX, SANDYBRIDGE
VPERMILPD	ymmreg, ymmrm256, imm8	AVX, SANDYBRIDGE
VPERMILPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPERMILPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VPERMILPS	xmmreg, xmmrm128, imm8	AVX, SANDYBRIDGE

VPERMILPS	ymmreg, ymmrm256, imm8	AVX, SANDYBRIDGE
VPERM2F128	ymmreg, ymmreg*, ymmrm256, imm8	AVX, SANDYBRIDGE
VPEXTRB	reg64, xmmreg, imm8	LONG, PROT, AVX, X86_64, SANDYBRIDGE
VPEXTRB	reg32, xmmreg, imm8	AVX, SANDYBRIDGE
VPEXTRB	mem8, xmmreg, imm8	AVX, SANDYBRIDGE
VPEXTRW	reg64, xmmreg, imm8	LONG, PROT, AVX, X86_64, SANDYBRIDGE
VPEXTRW	reg32, xmmreg, imm8	AVX, SANDYBRIDGE
VPEXTRW	reg64, xmmreg, imm8	LONG, PROT, AVX, X86_64, SANDYBRIDGE
VPEXTRW	reg32, xmmreg, imm8	AVX, SANDYBRIDGE
VPEXTRW	mem16, xmmreg, imm8	AVX, SANDYBRIDGE
VPEXTRD	reg64, xmmreg, imm8	LONG, PROT, AVX, X86_64, SANDYBRIDGE
VPEXTRD	rm32, xmmreg, imm8	AVX, SANDYBRIDGE
VPEXTRQ	rm64, xmmreg, imm8	LONG, PROT, AVX, X86_64, SANDYBRIDGE
VPHADDW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPHADD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPHADDSW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPHMINPOSUW	xmmreg, xmmrm128	AVX, SANDYBRIDGE
VPHSUBW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPHSUBD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPHSUBSW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPINSRB	xmmreg, xmmreg*, mem8, imm8	AVX, SANDYBRIDGE
VPINSRB	xmmreg, xmmreg*, rm8, imm8	AVX, SANDYBRIDGE
VPINSRB	xmmreg, xmmreg*, reg32, imm8	AVX, SANDYBRIDGE
VPINSRW	xmmreg, xmmreg*, mem16, imm8	AVX, SANDYBRIDGE
VPINSRW	xmmreg, xmmreg*, rm16, imm8	AVX, SANDYBRIDGE
VPINSRW	xmmreg, xmmreg*, reg32, imm8	AVX, SANDYBRIDGE
VPINSRD	xmmreg, xmmreg*, mem32, imm8	AVX, SANDYBRIDGE
VPINSRD	xmmreg, xmmreg*, rm32, imm8	AVX, SANDYBRIDGE
VPINSRQ	xmmreg, xmmreg*, mem64, imm8	LONG, PROT, AVX, X86_64, SANDYBRIDGE
VPINSRQ	xmmreg, xmmreg*, rm64, imm8	LONG, PROT, AVX, X86_64, SANDYBRIDGE
VPMADDWD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPMADDUBSW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPMAXSB	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPMAXSW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPMAXSD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPMAXUB	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPMAXUW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPMAXUD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPMINSB	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPMINSW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPMINSD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPMINUB	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPMINUW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPMINUD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPMOVMASKB	reg64, xmmreg	LONG, PROT, AVX, X86_64, SANDYBRIDGE
VPMOVMASKB	reg32, xmmreg	AVX, SANDYBRIDGE
VPMOVXSBW	xmmreg, xmmrm64	AVX, SANDYBRIDGE
VPMOVXSB	xmmreg, xmmrm32	AVX, SANDYBRIDGE
VPMOVXSBQ	xmmreg, xmmrm16	AVX, SANDYBRIDGE
VPMOVXSWD	xmmreg, xmmrm64	AVX, SANDYBRIDGE
VPMOVXSWQ	xmmreg, xmmrm32	AVX, SANDYBRIDGE
VPMOVXSDQ	xmmreg, xmmrm64	AVX, SANDYBRIDGE
VPMOVZXBW	xmmreg, xmmrm64	AVX, SANDYBRIDGE
VPMOVZXB	xmmreg, xmmrm32	AVX, SANDYBRIDGE
VPMOVZXBQ	xmmreg, xmmrm16	AVX, SANDYBRIDGE
VPMOVZXWD	xmmreg, xmmrm64	AVX, SANDYBRIDGE
VPMOVZXWQ	xmmreg, xmmrm32	AVX, SANDYBRIDGE
VPMOVZXDQ	xmmreg, xmmrm64	AVX, SANDYBRIDGE
VPMULHUW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPMULHRWSW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPMULHW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPMULLW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPMULLD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPMULUDQ	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPMULDQ	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPOR	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPSADBW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE

VPSHUFB	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPSHUFD	xmmreg, xmmrm128, imm8	AVX, SANDYBRIDGE
VPSHUFHW	xmmreg, xmmrm128, imm8	AVX, SANDYBRIDGE
VPSHUFLW	xmmreg, xmmrm128, imm8	AVX, SANDYBRIDGE
VPSIGNB	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPSIGNW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPSIGND	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPSLLDQ	xmmreg, xmmreg*, imm8	AVX, SANDYBRIDGE
VPSRLDQ	xmmreg, xmmreg*, imm8	AVX, SANDYBRIDGE
VPSLLW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPSLLW	xmmreg, xmmreg*, imm8	AVX, SANDYBRIDGE
VPSLLD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPSLLD	xmmreg, xmmreg*, imm8	AVX, SANDYBRIDGE
VPSLLQ	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPSLLQ	xmmreg, xmmreg*, imm8	AVX, SANDYBRIDGE
VPSRAW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPSRAW	xmmreg, xmmreg*, imm8	AVX, SANDYBRIDGE
VPSRAD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPSRAD	xmmreg, xmmreg*, imm8	AVX, SANDYBRIDGE
VPSRLW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPSRLW	xmmreg, xmmreg*, imm8	AVX, SANDYBRIDGE
VPSRLD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPSRLD	xmmreg, xmmreg*, imm8	AVX, SANDYBRIDGE
VPSRLQ	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPSRLQ	xmmreg, xmmreg*, imm8	AVX, SANDYBRIDGE
VPTEST	xmmreg, xmmrm128	AVX, SANDYBRIDGE
VPTEST	ymmreg, ymmrm256	AVX, SANDYBRIDGE
VPSUBB	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPSUBW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPSUBD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPSUBQ	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPSUBSB	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPSUBSW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPSUBBUS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPSUBBUS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPUNPCKHBW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPUNPCKHWD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPUNPCKHDQ	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPUNPCKHQDQ	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPUNPCKLBW	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPUNPCKLWD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPUNPCKLDQ	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPUNPCKLQDQ	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPXOR	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VRCPPS	xmmreg, xmmrm128	AVX, SANDYBRIDGE
VRCPPS	ymmreg, ymmrm256	AVX, SANDYBRIDGE
VRCPSS	xmmreg, xmmreg*, xmmrm32	AVX, SANDYBRIDGE
VRSQRTPS	xmmreg, xmmrm128	AVX, SANDYBRIDGE
VRSQRTPS	ymmreg, ymmrm256	AVX, SANDYBRIDGE
VRSQRTSS	xmmreg, xmmreg*, xmmrm32	AVX, SANDYBRIDGE
VROUNDPD	xmmreg, xmmrm128, imm8	AVX, SANDYBRIDGE
VROUNDPD	ymmreg, ymmrm256, imm8	AVX, SANDYBRIDGE
VROUNDPS	xmmreg, xmmrm128, imm8	AVX, SANDYBRIDGE
VROUNDPS	ymmreg, ymmrm256, imm8	AVX, SANDYBRIDGE
VROUNDSD	xmmreg, xmmreg*, xmmrm64, imm8	AVX, SANDYBRIDGE
VROUNDSS	xmmreg, xmmreg*, xmmrm32, imm8	AVX, SANDYBRIDGE
VSHUFPD	xmmreg, xmmreg*, xmmrm128, imm8	AVX, SANDYBRIDGE
VSHUFPD	ymmreg, ymmreg*, ymmrm256, imm8	AVX, SANDYBRIDGE
VSHUFPS	xmmreg, xmmreg*, xmmrm128, imm8	AVX, SANDYBRIDGE
VSHUFPS	ymmreg, ymmreg*, ymmrm256, imm8	AVX, SANDYBRIDGE
VSQRTPD	xmmreg, xmmrm128	AVX, SANDYBRIDGE
VSQRTPD	ymmreg, ymmrm256	AVX, SANDYBRIDGE
VSQRTPS	xmmreg, xmmrm128	AVX, SANDYBRIDGE
VSQRTPS	ymmreg, ymmrm256	AVX, SANDYBRIDGE
VSQRTPS	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VSQRTPS	xmmreg, xmmreg*, xmmrm32	AVX, SANDYBRIDGE
VSTMXCSR	mem32	AVX, SANDYBRIDGE

VSUBPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VSUBPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VSUBPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VSUBPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VSUBSD	xmmreg, xmmreg*, xmmrm64	AVX, SANDYBRIDGE
VSUBSS	xmmreg, xmmreg*, xmmrm32	AVX, SANDYBRIDGE
VTESTPS	xmmreg, xmmrm128	FL, AVX, SANDYBRIDGE
VTESTPS	ymmreg, ymmrm256	FL, AVX, SANDYBRIDGE
VTESTPD	xmmreg, xmmrm128	AVX, SANDYBRIDGE
VTESTPD	ymmreg, ymmrm256	AVX, SANDYBRIDGE
VUCOMISD	xmmreg, xmmrm64	FL, AVX, SANDYBRIDGE
VUCOMISS	xmmreg, xmmrm32	FL, AVX, SANDYBRIDGE
VUNPCKHPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VUNPCKHPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VUNPCKHPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VUNPCKHPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VUNPCKLPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VUNPCKLPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VUNPCKLPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VUNPCKLPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VXORPD	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VXORPD	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VXORPS	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VXORPS	ymmreg, ymmreg*, ymmrm256	AVX, SANDYBRIDGE
VZEROALL		AVX, SANDYBRIDGE
VZERoupper		AVX, SANDYBRIDGE

### F.1.64 Intel Carry-Less Multiplication instructions (CLMUL)

PCLMULLQLQDQ	xmmreg, xmmrm128	SSE, WESTMERE
PCLMULHQLQDQ	xmmreg, xmmrm128	SSE, WESTMERE
PCLMULLQHQQDQ	xmmreg, xmmrm128	SSE, WESTMERE
PCLMULHQQDQ	xmmreg, xmmrm128	SSE, WESTMERE
PCLMULQDQ	xmmreg, xmmrm128, imm8	SSE, WESTMERE

### F.1.65 Intel AVX Carry-Less Multiplication instructions (CLMUL)

VPCLMULLQLQDQ	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPCLMULHQLQDQ	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPCLMULLQHQQDQ	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPCLMULHQQDQ	xmmreg, xmmreg*, xmmrm128	AVX, SANDYBRIDGE
VPCLMULQDQ	xmmreg, xmmreg*, xmmrm128, imm8	AVX, SANDYBRIDGE
VPCLMULLQLQDQ	ymmreg, ymmreg*, ymmrm256	VPCLMULQDQ
VPCLMULHQLQDQ	ymmreg, ymmreg*, ymmrm256	VPCLMULQDQ
VPCLMULLQHQQDQ	ymmreg, ymmreg*, ymmrm256	VPCLMULQDQ
VPCLMULHQQDQ	ymmreg, ymmreg*, ymmrm256	VPCLMULQDQ
VPCLMULQDQ	ymmreg, ymmreg*, ymmrm256, imm8	VPCLMULQDQ
VPCLMULLQLQDQ	xmmreg, xmmreg*, xmmrm128	AVX512VL, VPCLMULQDQ
VPCLMULHQLQDQ	xmmreg, xmmreg*, xmmrm128	AVX512VL, VPCLMULQDQ
VPCLMULLQHQQDQ	xmmreg, xmmreg*, xmmrm128	AVX512VL, VPCLMULQDQ
VPCLMULHQQDQ	xmmreg, xmmreg*, xmmrm128	AVX512VL, VPCLMULQDQ
VPCLMULQDQ	xmmreg, xmmreg*, xmmrm128, imm8	AVX512VL, VPCLMULQDQ
VPCLMULLQLQDQ	ymmreg, ymmreg*, ymmrm256	AVX512VL, VPCLMULQDQ
VPCLMULHQLQDQ	ymmreg, ymmreg*, ymmrm256	AVX512VL, VPCLMULQDQ
VPCLMULLQHQQDQ	ymmreg, ymmreg*, ymmrm256	AVX512VL, VPCLMULQDQ
VPCLMULHQQDQ	ymmreg, ymmreg*, ymmrm256	AVX512VL, VPCLMULQDQ
VPCLMULQDQ	ymmreg, ymmreg*, ymmrm256, imm8	AVX512VL, VPCLMULQDQ
VPCLMULLQLQDQ	zmmreg, zmmreg*, zmmrm512	AVX512, VPCLMULQDQ
VPCLMULHQLQDQ	zmmreg, zmmreg*, zmmrm512	AVX512, VPCLMULQDQ
VPCLMULLQHQQDQ	zmmreg, zmmreg*, zmmrm512	AVX512, VPCLMULQDQ
VPCLMULHQQDQ	zmmreg, zmmreg*, zmmrm512	AVX512, VPCLMULQDQ
VPCLMULQDQ	zmmreg, zmmreg*, zmmrm512, imm8	AVX512, VPCLMULQDQ

### F.1.66 Intel Fused Multiply-Add instructions (FMA)

VFMADD132PS	xmmreg, xmmreg, xmmrm128	FMA
VFMADD132PS	ymmreg, ymmreg, ymmrm256	FMA
VFMADD132PD	xmmreg, xmmreg, xmmrm128	FMA





VFNMSUB231PS	ymmreg, ymmreg, ymmrm256	FMA
VFNMSUB231PD	xmmreg, xmmreg, xmmrm128	FMA
VFNMSUB231PD	ymmreg, ymmreg, ymmrm256	FMA
VFNMSUB321PS	xmmreg, xmmreg, xmmrm128	FMA
VFNMSUB321PS	ymmreg, ymmreg, ymmrm256	FMA
VFNMSUB321PD	xmmreg, xmmreg, xmmrm128	FMA
VFNMSUB321PD	ymmreg, ymmreg, ymmrm256	FMA
VFMADD132SS	xmmreg, xmmreg, xmmrm32	FMA
VFMADD132SD	xmmreg, xmmreg, xmmrm64	FMA
VFMADD312SS	xmmreg, xmmreg, xmmrm32	FMA
VFMADD312SD	xmmreg, xmmreg, xmmrm64	FMA
VFMADD213SS	xmmreg, xmmreg, xmmrm32	FMA
VFMADD213SD	xmmreg, xmmreg, xmmrm64	FMA
VFMADD123SS	xmmreg, xmmreg, xmmrm32	FMA
VFMADD123SD	xmmreg, xmmreg, xmmrm64	FMA
VFMADD231SS	xmmreg, xmmreg, xmmrm32	FMA
VFMADD231SD	xmmreg, xmmreg, xmmrm64	FMA
VFMADD321SS	xmmreg, xmmreg, xmmrm32	FMA
VFMADD321SD	xmmreg, xmmreg, xmmrm64	FMA
VFMSUB132SS	xmmreg, xmmreg, xmmrm32	FMA
VFMSUB132SD	xmmreg, xmmreg, xmmrm64	FMA
VFMSUB312SS	xmmreg, xmmreg, xmmrm32	FMA
VFMSUB312SD	xmmreg, xmmreg, xmmrm64	FMA
VFMSUB213SS	xmmreg, xmmreg, xmmrm32	FMA
VFMSUB213SD	xmmreg, xmmreg, xmmrm64	FMA
VFMSUB123SS	xmmreg, xmmreg, xmmrm32	FMA
VFMSUB123SD	xmmreg, xmmreg, xmmrm64	FMA
VFMSUB231SS	xmmreg, xmmreg, xmmrm32	FMA
VFMSUB231SD	xmmreg, xmmreg, xmmrm64	FMA
VFMSUB321SS	xmmreg, xmmreg, xmmrm32	FMA
VFMSUB321SD	xmmreg, xmmreg, xmmrm64	FMA
VFNMADD132SS	xmmreg, xmmreg, xmmrm32	FMA
VFNMADD132SD	xmmreg, xmmreg, xmmrm64	FMA
VFNMADD312SS	xmmreg, xmmreg, xmmrm32	FMA
VFNMADD312SD	xmmreg, xmmreg, xmmrm64	FMA
VFNMADD213SS	xmmreg, xmmreg, xmmrm32	FMA
VFNMADD213SD	xmmreg, xmmreg, xmmrm64	FMA
VFNMADD123SS	xmmreg, xmmreg, xmmrm32	FMA
VFNMADD123SD	xmmreg, xmmreg, xmmrm64	FMA
VFNMADD231SS	xmmreg, xmmreg, xmmrm32	FMA
VFNMADD231SD	xmmreg, xmmreg, xmmrm64	FMA
VFNMADD321SS	xmmreg, xmmreg, xmmrm32	FMA
VFNMADD321SD	xmmreg, xmmreg, xmmrm64	FMA
VFNMSUB132SS	xmmreg, xmmreg, xmmrm32	FMA
VFNMSUB132SD	xmmreg, xmmreg, xmmrm64	FMA
VFNMSUB312SS	xmmreg, xmmreg, xmmrm32	FMA
VFNMSUB312SD	xmmreg, xmmreg, xmmrm64	FMA
VFNMSUB213SS	xmmreg, xmmreg, xmmrm32	FMA
VFNMSUB213SD	xmmreg, xmmreg, xmmrm64	FMA
VFNMSUB123SS	xmmreg, xmmreg, xmmrm32	FMA
VFNMSUB123SD	xmmreg, xmmreg, xmmrm64	FMA
VFNMSUB231SS	xmmreg, xmmreg, xmmrm32	FMA
VFNMSUB231SD	xmmreg, xmmreg, xmmrm64	FMA
VFNMSUB321SS	xmmreg, xmmreg, xmmrm32	FMA
VFNMSUB321SD	xmmreg, xmmreg, xmmrm64	FMA

### F.1.67 Intel post-32 nm processor instructions

VCVTPH2PS	ymmreg, xmmrm128	F16C
VCVTPH2PS	xmmreg, xmmrm64	F16C
VCVTPS2PH	xmmrm128, ymmreg, imm8	F16C
VCVTPS2PH	xmmrm64, xmmreg, imm8	F16C





VPMADCSSWD	xmmreg, xmmreg*, xmmrm128, xmmreg	SSE5, AMD
VPMADCSWD	xmmreg, xmmreg*, xmmrm128, xmmreg	SSE5, AMD
VPPERM	xmmreg, xmmreg*, xmmreg, xmmrm128	SSE5, AMD
VPPERM	xmmreg, xmmreg*, xmmrm128, xmmreg	SSE5, AMD
VPROTB	xmmreg, xmmrm128*, xmmreg	SSE5, AMD
VPROTB	xmmreg, xmmreg*, xmmrm128	SSE5, AMD
VPROTB	xmmreg, xmmrm128*, imm8	SSE5, AMD
VPROTD	xmmreg, xmmrm128*, xmmreg	SSE5, AMD
VPROTD	xmmreg, xmmreg*, xmmrm128	SSE5, AMD
VPROTD	xmmreg, xmmrm128*, imm8	SSE5, AMD
VPROTQ	xmmreg, xmmrm128*, xmmreg	SSE5, AMD
VPROTQ	xmmreg, xmmreg*, xmmrm128	SSE5, AMD
VPROTQ	xmmreg, xmmrm128*, imm8	SSE5, AMD
VPROTW	xmmreg, xmmrm128*, xmmreg	SSE5, AMD
VPROTW	xmmreg, xmmreg*, xmmrm128	SSE5, AMD
VPROTW	xmmreg, xmmrm128*, imm8	SSE5, AMD
VPSHAB	xmmreg, xmmrm128*, xmmreg	SSE5, AMD
VPSHAB	xmmreg, xmmreg*, xmmrm128	SSE5, AMD
VPSHAD	xmmreg, xmmrm128*, xmmreg	SSE5, AMD
VPSHAD	xmmreg, xmmreg*, xmmrm128	SSE5, AMD
VPSHAQ	xmmreg, xmmrm128*, xmmreg	SSE5, AMD
VPSHAQ	xmmreg, xmmreg*, xmmrm128	SSE5, AMD
VPSHAW	xmmreg, xmmrm128*, xmmreg	SSE5, AMD
VPSHAW	xmmreg, xmmreg*, xmmrm128	SSE5, AMD
VPSHLB	xmmreg, xmmrm128*, xmmreg	SSE5, AMD
VPSHLB	xmmreg, xmmreg*, xmmrm128	SSE5, AMD
VPSHLD	xmmreg, xmmrm128*, xmmreg	SSE5, AMD
VPSHLD	xmmreg, xmmreg*, xmmrm128	SSE5, AMD
VPSHLQ	xmmreg, xmmrm128*, xmmreg	SSE5, AMD
VPSHLQ	xmmreg, xmmreg*, xmmrm128	SSE5, AMD
VPSHLW	xmmreg, xmmrm128*, xmmreg	SSE5, AMD
VPSHLW	xmmreg, xmmreg*, xmmrm128	SSE5, AMD

## F.1.72 Intel AVX2 instructions

VMPSADBW	ymmreg, ymmreg*, ymmrm256, imm8	AVX2
VPABSB	ymmreg, ymmrm256	AVX2
VPABSW	ymmreg, ymmrm256	AVX2
VPABSD	ymmreg, ymmrm256	AVX2
VPACKSSWB	ymmreg, ymmreg*, ymmrm256	AVX2
VPACKSSDW	ymmreg, ymmreg*, ymmrm256	AVX2
VPACKUSDW	ymmreg, ymmreg*, ymmrm256	AVX2
VPACKUSWB	ymmreg, ymmreg*, ymmrm256	AVX2
VPADDB	ymmreg, ymmreg*, ymmrm256	AVX2
VPADDW	ymmreg, ymmreg*, ymmrm256	AVX2
VPADD	ymmreg, ymmreg*, ymmrm256	AVX2
VPADDQ	ymmreg, ymmreg*, ymmrm256	AVX2
VPADDSB	ymmreg, ymmreg*, ymmrm256	AVX2
VPADDSW	ymmreg, ymmreg*, ymmrm256	AVX2
VPADDUSB	ymmreg, ymmreg*, ymmrm256	AVX2
VPADDUSW	ymmreg, ymmreg*, ymmrm256	AVX2
VPALIGNR	ymmreg, ymmreg*, ymmrm256, imm8	AVX2
VPAND	ymmreg, ymmreg*, ymmrm256	AVX2
VPANDN	ymmreg, ymmreg*, ymmrm256	AVX2
VPAVGB	ymmreg, ymmreg*, ymmrm256	AVX2
VPAVGW	ymmreg, ymmreg*, ymmrm256	AVX2
VPBLENDVB	ymmreg, ymmreg*, ymmrm256, ymmreg	AVX2
VPBLENDW	ymmreg, ymmreg*, ymmrm256, imm8	AVX2
VPCMPEQB	ymmreg, ymmreg*, ymmrm256	AVX2
VPCMPEQW	ymmreg, ymmreg*, ymmrm256	AVX2
VPCMPEQD	ymmreg, ymmreg*, ymmrm256	AVX2
VPCMPEQQ	ymmreg, ymmreg*, ymmrm256	AVX2
VPCMPGTB	ymmreg, ymmreg*, ymmrm256	AVX2
VPCMPGTW	ymmreg, ymmreg*, ymmrm256	AVX2
VPCMPGTD	ymmreg, ymmreg*, ymmrm256	AVX2
VPCMPGTQ	ymmreg, ymmreg*, ymmrm256	AVX2
VPHADDW	ymmreg, ymmreg*, ymmrm256	AVX2

VPHADD	ymmreg, ymmreg*, ymmrm256	AVX2
VPHADDSW	ymmreg, ymmreg*, ymmrm256	AVX2
VPHSUBW	ymmreg, ymmreg*, ymmrm256	AVX2
VPHSUBD	ymmreg, ymmreg*, ymmrm256	AVX2
VPHSUBSW	ymmreg, ymmreg*, ymmrm256	AVX2
VPMADDUBSW	ymmreg, ymmreg*, ymmrm256	AVX2
VPMADDWD	ymmreg, ymmreg*, ymmrm256	AVX2
VPMAXSB	ymmreg, ymmreg*, ymmrm256	AVX2
VPMAXSW	ymmreg, ymmreg*, ymmrm256	AVX2
VPMAXSD	ymmreg, ymmreg*, ymmrm256	AVX2
VPMAXUB	ymmreg, ymmreg*, ymmrm256	AVX2
VPMAXUW	ymmreg, ymmreg*, ymmrm256	AVX2
VPMAXUD	ymmreg, ymmreg*, ymmrm256	AVX2
VPMINSB	ymmreg, ymmreg*, ymmrm256	AVX2
VPMINSW	ymmreg, ymmreg*, ymmrm256	AVX2
VPMINSD	ymmreg, ymmreg*, ymmrm256	AVX2
VPMINUB	ymmreg, ymmreg*, ymmrm256	AVX2
VPMINUW	ymmreg, ymmreg*, ymmrm256	AVX2
VPMINUD	ymmreg, ymmreg*, ymmrm256	AVX2
VPMOVMASKB	reg32, ymmreg	AVX2
VPMOVMASKB	reg64, ymmreg	AVX2
VPMOVSBW	ymmreg, xmmrm128	AVX2
VPMOVSBDB	ymmreg, mem64	AVX2
VPMOVSBDB	ymmreg, xmmreg	AVX2
VPMOVSBQB	ymmreg, mem32	AVX2
VPMOVSBQB	ymmreg, xmmreg	AVX2
VPMOVSWD	ymmreg, xmmrm128	AVX2
VPMOVSWQ	ymmreg, mem64	AVX2
VPMOVSWQ	ymmreg, xmmreg	AVX2
VPMOVXDQ	ymmreg, xmmrm128	AVX2
VPMOVZXBW	ymmreg, xmmrm128	AVX2
VPMOVZXBDB	ymmreg, mem64	AVX2
VPMOVZXBDB	ymmreg, xmmreg	AVX2
VPMOVZXBQB	ymmreg, mem32	AVX2
VPMOVZXBQB	ymmreg, xmmreg	AVX2
VPMOVZXWD	ymmreg, xmmrm128	AVX2
VPMOVZXWQ	ymmreg, mem64	AVX2
VPMOVZXWQ	ymmreg, xmmreg	AVX2
VPMOVZXDQ	ymmreg, xmmrm128	AVX2
VPMULDQ	ymmreg, ymmreg*, ymmrm256	AVX2
VPMULHRWSW	ymmreg, ymmreg*, ymmrm256	AVX2
VPMULHUW	ymmreg, ymmreg*, ymmrm256	AVX2
VPMULHW	ymmreg, ymmreg*, ymmrm256	AVX2
VPMULLW	ymmreg, ymmreg*, ymmrm256	AVX2
VPMULLD	ymmreg, ymmreg*, ymmrm256	AVX2
VPMULUDQ	ymmreg, ymmreg*, ymmrm256	AVX2
VPOR	ymmreg, ymmreg*, ymmrm256	AVX2
VPSADB	ymmreg, ymmreg*, ymmrm256	AVX2
VPSHUF	ymmreg, ymmreg*, ymmrm256	AVX2
VPSHUF	ymmreg, ymmrm256, imm8	AVX2
VPSHUFHW	ymmreg, ymmrm256, imm8	AVX2
VPSHUF	ymmreg, ymmrm256, imm8	AVX2
VPSIGNB	ymmreg, ymmreg*, ymmrm256	AVX2
VPSIGNW	ymmreg, ymmreg*, ymmrm256	AVX2
VPSIGND	ymmreg, ymmreg*, ymmrm256	AVX2
VPSLLDQ	ymmreg, ymmreg*, imm8	AVX2
VPSLLW	ymmreg, ymmreg*, xmmrm128	AVX2
VPSLLW	ymmreg, ymmreg*, imm8	AVX2
VPSLLD	ymmreg, ymmreg*, xmmrm128	AVX2
VPSLLD	ymmreg, ymmreg*, imm8	AVX2
VPSLLQ	ymmreg, ymmreg*, xmmrm128	AVX2
VPSLLQ	ymmreg, ymmreg*, imm8	AVX2
VPSRAW	ymmreg, ymmreg*, xmmrm128	AVX2
VPSRAW	ymmreg, ymmreg*, imm8	AVX2
VPSRAD	ymmreg, ymmreg*, xmmrm128	AVX2
VPSRAD	ymmreg, ymmreg*, imm8	AVX2
VPSRLDQ	ymmreg, ymmreg*, imm8	AVX2

VPSRLW	ymmreg, ymmreg*, xmmrm128	AVX2
VPSRLW	ymmreg, ymmreg*, imm8	AVX2
VPSRLD	ymmreg, ymmreg*, xmmrm128	AVX2
VPSRLD	ymmreg, ymmreg*, imm8	AVX2
VPSRLQ	ymmreg, ymmreg*, xmmrm128	AVX2
VPSRLQ	ymmreg, ymmreg*, imm8	AVX2
VPSUBB	ymmreg, ymmreg*, ymmrm256	AVX2
VPSUBW	ymmreg, ymmreg*, ymmrm256	AVX2
VPSUBD	ymmreg, ymmreg*, ymmrm256	AVX2
VPSUBQ	ymmreg, ymmreg*, ymmrm256	AVX2
VPSUBSB	ymmreg, ymmreg*, ymmrm256	AVX2
VPSUBSW	ymmreg, ymmreg*, ymmrm256	AVX2
VPSUBUSB	ymmreg, ymmreg*, ymmrm256	AVX2
VPSUBUSW	ymmreg, ymmreg*, ymmrm256	AVX2
VPUNPCKHBW	ymmreg, ymmreg*, ymmrm256	AVX2
VPUNPCKHWD	ymmreg, ymmreg*, ymmrm256	AVX2
VPUNPCKHDQ	ymmreg, ymmreg*, ymmrm256	AVX2
VPUNPCKHQDQ	ymmreg, ymmreg*, ymmrm256	AVX2
VPUNPCKLBW	ymmreg, ymmreg*, ymmrm256	AVX2
VPUNPCKLWD	ymmreg, ymmreg*, ymmrm256	AVX2
VPUNPCKLDQ	ymmreg, ymmreg*, ymmrm256	AVX2
VPUNPCKLQDQ	ymmreg, ymmreg*, ymmrm256	AVX2
VPXOR	ymmreg, ymmreg*, ymmrm256	AVX2
VMOVNTDQA	ymmreg, mem256	AVX2
VBROADCASTSS	xmmreg, xmmreg	AVX2
VBROADCASTSS	ymmreg, xmmreg	AVX2
VBROADCASTSD	ymmreg, xmmreg	AVX2
VBROADCASTI128	ymmreg, mem128	AVX2
VPBLEND	xmmreg, xmmreg*, xmmrm128, imm8	AVX2
VPBLEND	ymmreg, ymmreg*, ymmrm256, imm8	AVX2
VPBROADCASTB	xmmreg, mem8	AVX2
VPBROADCASTB	xmmreg, xmmreg	AVX2
VPBROADCASTB	ymmreg, mem8	AVX2
VPBROADCASTB	ymmreg, xmmreg	AVX2
VPBROADCASTW	xmmreg, mem16	AVX2
VPBROADCASTW	xmmreg, xmmreg	AVX2
VPBROADCASTW	ymmreg, mem16	AVX2
VPBROADCASTW	ymmreg, xmmreg	AVX2
VPBROADCASTD	xmmreg, mem32	AVX2
VPBROADCASTD	xmmreg, xmmreg	AVX2
VPBROADCASTD	ymmreg, mem32	AVX2
VPBROADCASTD	ymmreg, xmmreg	AVX2
VPBROADCASTQ	xmmreg, mem64	AVX2
VPBROADCASTQ	xmmreg, xmmreg	AVX2
VPBROADCASTQ	ymmreg, mem64	AVX2
VPBROADCASTQ	ymmreg, xmmreg	AVX2
VPERMD	ymmreg, ymmreg*, ymmrm256	AVX2
VPERMPD	ymmreg, ymmrm256, imm8	AVX2
VPERMPS	ymmreg, ymmreg*, ymmrm256	AVX2
VPERMQ	ymmreg, ymmrm256, imm8	AVX2
VPERM2I128	ymmreg, ymmreg*, ymmrm256, imm8	AVX2
VEEXTRACTI128	xmmrm128, ymmreg, imm8	AVX2
VINSERTI128	ymmreg, ymmreg*, xmmrm128, imm8	AVX2
VPMASKMOVD	xmmreg, xmmreg*, mem128	AVX2
VPMASKMOVD	ymmreg, ymmreg*, mem256	AVX2
VPMASKMOVQ	xmmreg, xmmreg*, mem128	AVX2
VPMASKMOVQ	ymmreg, ymmreg*, mem256	AVX2
VPMASKMOVD	mem128, xmmreg, xmmreg	AVX2
VPMASKMOVD	mem256, ymmreg, ymmreg	AVX2
VPMASKMOVQ	mem128, xmmreg, xmmreg	AVX2
VPMASKMOVQ	mem256, ymmreg, ymmreg	AVX2
VPSLLVD	xmmreg, xmmreg*, xmmrm128	AVX2
VPSLLVQ	xmmreg, xmmreg*, xmmrm128	AVX2
VPSLLVD	ymmreg, ymmreg*, ymmrm256	AVX2
VPSLLVQ	ymmreg, ymmreg*, ymmrm256	AVX2
VPSRAVD	xmmreg, xmmreg*, xmmrm128	AVX2
VPSRAVD	ymmreg, ymmreg*, ymmrm256	AVX2

VPSRLVD	xmmreg, xmmreg*, xmmrm128	AVX2
VPSRLVQ	xmmreg, xmmreg*, xmmrm128	AVX2
VPSRLVD	ymmreg, ymmreg*, ymmrm256	AVX2
VPSRLVQ	ymmreg, ymmreg*, ymmrm256	AVX2
VGATHERDPD	xmmreg, xmem64, xmmreg	AVX2
VGATHERQPD	xmmreg, xmem64, xmmreg	AVX2
VGATHERDPD	ymmreg, xmem64, ymmreg	AVX2
VGATHERQPD	ymmreg, ymem64, ymmreg	AVX2
VGATHERDPS	xmmreg, xmem32, xmmreg	AVX2
VGATHERQPS	xmmreg, xmem32, xmmreg	AVX2
VGATHERDPS	ymmreg, ymem32, ymmreg	AVX2
VGATHERQPS	xmmreg, ymem32, xmmreg	AVX2
VPGATHERDD	xmmreg, xmem32, xmmreg	AVX2
VPGATHERQD	xmmreg, xmem32, xmmreg	AVX2
VPGATHERDD	ymmreg, ymem32, ymmreg	AVX2
VPGATHERQD	xmmreg, ymem32, xmmreg	AVX2
VPGATHERDQ	xmmreg, xmem64, xmmreg	AVX2
VPGATHERQQ	xmmreg, xmem64, xmmreg	AVX2
VPGATHERDQ	ymmreg, xmem64, ymmreg	AVX2
VPGATHERQQ	ymmreg, ymem64, ymmreg	AVX2

### F.1.73 Intel Transactional Synchronization Extensions (TSX)

XABORT	imm8	RTM
XBEGIN	imm16 near	AR0, OSIZE, NOREX, NOAPX, NOLONG, RTM
XBEGIN	imm32 near	AR0, OSIZE, NOREX, NOAPX, NOLONG, RTM
XBEGIN	imm64 near	AR0, OSIZE, LONG, PROT, RTM, X86_64
XBEGIN	imm32 near	ND, AR0, SX, LONG, PROT, RTM, X86_64
XEND		RTM
XTEST		HLE, FL, RTM
PREFETCHWT1	mem8	PREFETCHWT1

### F.1.74 Intel Memory Protection Extensions (MPX)

BNDMK	bndreg, mem	MIB, MPX
BNDCL	bndreg, mem	MPX
BNDCL	bndreg, reg32	NOREX, NOAPX, NOLONG, MPX
BNDCL	bndreg, reg64	LONG, PROT, MPX, X86_64
BNDUCU	bndreg, mem	MPX
BNDUCU	bndreg, reg32	NOREX, NOAPX, NOLONG, MPX
BNDUCU	bndreg, reg64	LONG, PROT, MPX, X86_64
BNDCN	bndreg, mem	MPX
BNDCN	bndreg, reg32	NOREX, NOAPX, NOLONG, MPX
BNDCN	bndreg, reg64	LONG, PROT, MPX, X86_64
BNDMOV	bndreg, bndreg	MPX
BNDMOV	bndreg, mem	MPX
BNDMOV	bndreg, bndreg	MPX
BNDMOV	mem, bndreg	MPX
BNDLDX	bndreg, mem	MIB, MPX
BNDLDX	bndreg, mem, reg32	NOREX, NOAPX, NOLONG, MIB, MPX
BNDLDX	bndreg, mem, reg64	LONG, MIB, PROT, MPX, X86_64
BNDSTX	mem, bndreg	MIB, MPX
BNDSTX	mem, reg32, bndreg	NOREX, NOAPX, NOLONG, MIB, MPX
BNDSTX	mem, reg64, bndreg	LONG, MIB, PROT, MPX, X86_64
BNDSTX	mem, bndreg, reg32	NOREX, NOAPX, NOLONG, MIB, MPX
BNDSTX	mem, bndreg, reg64	LONG, MIB, PROT, MPX, X86_64

### F.1.75 Intel SHA acceleration instructions

SHA1MSG1	xmmreg, xmmrm128	SHA
SHA1MSG2	xmmreg, xmmrm128	SHA
SHA1NEXTE	xmmreg, xmmrm128	SHA
SHA1RND54	xmmreg, xmmrm128, imm8	SHA
SHA256MSG1	xmmreg, xmmrm128	SHA
SHA256MSG2	xmmreg, xmmrm128	SHA
SHA256RND52	xmmreg, xmmrm128, xmm0	SHA
SHA256RND52	xmmreg, xmmrm128	SHA
VSHA512MSG1	ymmreg, xmmreg	AVX, SHA512

VSHA512MSG2	ymmreg, ymmreg	AVX, SHA512
VSHA512RNDSD	ymmreg, ymmreg, xmmreg	AVX, SHA512

### F.1.76 S3M hash instructions

VSM3MSG1	xmmreg, xmmreg, xmmreg	AVX, HSM3
VSM3MSG2	xmmreg, xmmreg, xmmreg	AVX, HSM3
VSM3RNDSD	xmmreg, xmmreg, xmmreg, imm8	AVX, HSM3

### F.1.77 SM4 hash instructions

VSM4KEY4	xmmreg, xmmreg, xmmrm128	AVX, HSM4
VSM4KEY4	ymmreg, ymmreg, ymmrm256	AVX, HSM4
VSM4KEY4	xmmreg, xmmreg, xmmrm128	AVX, HSM4
VSM4KEY4	ymmreg, ymmreg, ymmrm256	AVX, HSM4
VSM4KEY4	zmmreg, zmmreg, zmmrm512	AVX, HSM4
VSM4RNDSD	xmmreg, xmmreg, xmmrm128	AVX, HSM4
VSM4RNDSD	ymmreg, ymmreg, ymmrm256	AVX, HSM4
VSM4RNDSD	xmmreg, xmmreg, xmmrm128	AVX, HSM4
VSM4RNDSD	ymmreg, ymmreg, ymmrm256	AVX, HSM4
VSM4RNDSD	zmmreg, zmmreg, zmmrm512	AVX, HSM4

### F.1.78 AVX no exception conversions

VBCSTNEBF16PS	xmmreg, mem16	AR0-1, SW, AVXNECONVERT
VBCSTNEBF16PS	ymmreg, mem16	AR0-1, SW, AVXNECONVERT
VBCSTNEBF162PS	xmmreg, mem16	AR0-1, SW, AVXNECONVERT
VBCSTNEBF162PS	ymmreg, mem16	AR0-1, SW, AVXNECONVERT
VBCSTNESH2PS	xmmreg, mem16	AR0-1, SW, AVXNECONVERT
VBCSTNESH2PS	ymmreg, mem16	AR0-1, SW, AVXNECONVERT
VCVTNEEBF162PS	xmmreg, mem128	AR0-1, SO, AVXNECONVERT
VCVTNEEBF162PS	ymmreg, mem256	AR0-1, SY, AVXNECONVERT
VCVTNEEPH2PS	xmmreg, mem128	AR0-1, SO, AVXNECONVERT
VCVTNEEPH2PS	ymmreg, mem256	AR0-1, SY, AVXNECONVERT
VCVTNEOBF162PS	xmmreg, mem128	AR0-1, SO, AVXNECONVERT
VCVTNEOBF162PS	ymmreg, mem256	AR0-1, SY, AVXNECONVERT
VCVTNEOPH2PS	xmmreg, mem128	AR0-1, SO, AVXNECONVERT
VCVTNEOPH2PS	ymmreg, mem256	AR0-1, SY, AVXNECONVERT
VCVTNEPS2BF16	xmmreg, xmmrm128	AR0-1, SO, LATEVEX, AVXNECONVERT
VCVTNEPS2BF16	xmmreg, ymmrm256	AR0-1, SY, LATEVEX, AVXNECONVERT

### F.1.79 AVX Vector Neural Network Instructions

VPDPBUSD	xmmreg, xmmreg, xmmrm128	AR0-2, SO, LATEVEX, AVXVNNI
VPDPBUSD	ymmreg, ymmreg, ymmrm256	AR0-2, SY, LATEVEX, AVXVNNI
VPDPBUSDS	xmmreg, xmmreg, xmmrm128	AR0-2, SO, LATEVEX, AVXVNNI
VPDPBUSDS	ymmreg, ymmreg, ymmrm256	AR0-2, SY, LATEVEX, AVXVNNI
VPDPWSSD	xmmreg, xmmreg, xmmrm128	AR0-2, SO, LATEVEX, AVXVNNI
VPDPWSSD	ymmreg, ymmreg, ymmrm256	AR0-2, SY, LATEVEX, AVXVNNI
VPDPWSSDS	xmmreg, xmmreg, xmmrm128	AR0-2, SO, LATEVEX, AVXVNNI
VPDPWSSDS	ymmreg, ymmreg, ymmrm256	AR0-2, SY, LATEVEX, AVXVNNI

### F.1.80 AVX Vector Neural Network Instructions INT8

VPDPBSSD	xmmreg, xmmreg, xmmrm128	AR0-2, SO, LATEVEX, AVX, AVXVNNIINT8
VPDPBSSD	ymmreg, ymmreg, ymmrm256	AR0-2, SY, LATEVEX, AVX, AVXVNNIINT8
VPDPBSSDS	xmmreg, xmmreg, xmmrm128	AR0-2, SO, LATEVEX, AVX, AVXVNNIINT8
VPDPBSSDS	ymmreg, ymmreg, ymmrm256	AR0-2, SY, LATEVEX, AVX, AVXVNNIINT8
VPDPBSUD	xmmreg, xmmreg, xmmrm128	AR0-2, SO, LATEVEX, AVX, AVXVNNIINT8
VPDPBSUD	ymmreg, ymmreg, ymmrm256	AR0-2, SY, LATEVEX, AVX, AVXVNNIINT8
VPDPBSUDS	xmmreg, xmmreg, xmmrm128	AR0-2, SO, LATEVEX, AVX, AVXVNNIINT8
VPDPBSUDS	ymmreg, ymmreg, ymmrm256	AR0-2, SY, LATEVEX, AVX, AVXVNNIINT8
VPDPBUUD	xmmreg, xmmreg, xmmrm128	AR0-2, SO, LATEVEX, AVX, AVXVNNIINT8
VPDPBUUD	ymmreg, ymmreg, ymmrm256	AR0-2, SY, LATEVEX, AVX, AVXVNNIINT8
VPDPBUUDS	xmmreg, xmmreg, xmmrm128	AR0-2, SO, LATEVEX, AVX, AVXVNNIINT8
VPDPBUUDS	ymmreg, ymmreg, ymmrm256	AR0-2, SY, LATEVEX, AVX, AVXVNNIINT8



KMOV	reg64, kreg64	AVX512BW, ND, ZU, LONG, PROT, X86_64
MOVD	reg32, kreg32	AVX512BW, ND, ZU
MOVQ	reg64, kreg64	AVX512BW, ND, ZU, LONG, PROT, X86_64
MOV	reg32, kreg32	AVX512BW, ND, ZU
MOV	reg64, kreg64	AVX512BW, ND, ZU, LONG, PROT, X86_64
KMOVB	kreg8, reg32	AVX512DQ, ZU
KMOV	kreg8, reg32	AVX512DQ, ND, ZU
MOVB	kreg8, reg32	AVX512DQ, ND, ZU
MOV	kreg8, reg32	AVX512DQ, ND, ZU
KMOV8	kreg8, reg8	AVX512DQ, ND, ZU
KMOV	kreg8, reg8	AVX512DQ, ND, ZU
MOVB	kreg8, reg8	AVX512DQ, ND, ZU
MOV	kreg8, reg8	AVX512DQ, ND, ZU
KMOVW	kreg16, reg32	AVX512F, ZU
KMOV	kreg16, reg32	AVX512F, ND, ZU
MOVW	kreg16, reg32	AVX512F, ND, ZU
MOV	kreg16, reg32	AVX512F, ND, ZU
KMOVW	kreg16, reg16	AVX512F, ND, ZU
KMOV	kreg16, reg16	AVX512F, ND, ZU
MOVW	kreg16, reg16	AVX512F, ND, ZU
MOV	kreg16, reg16	AVX512F, ND, ZU
KMOV8	reg32, kreg8	AVX512DQ, ZU
KMOV	reg32, kreg8	AVX512DQ, ND, ZU
MOV8	reg32, kreg8	AVX512DQ, ND, ZU
MOV	reg32, kreg8	AVX512DQ, ND, ZU
KMOVW	reg32, kreg16	AVX512F, ZU
KMOV	reg32, kreg16	AVX512F, ND, ZU
MOVW	reg32, kreg16	AVX512F, ND, ZU
MOV	reg32, kreg16	AVX512F, ND, ZU
KADDB	kreg8, kreg8*, kreg8	AVX512DQ, ZU
KADDW	kreg16, kreg16*, kreg16	AVX512DQ, ZU
KADDD	kreg32, kreg32*, kreg32	AVX512BW, ZU
KADDQ	kreg64, kreg64*, kreg64	AVX512BW, ZU
KADD	kreg8, kreg8*, kreg8	AVX512DQ, SM0, ND, SM1-2, ZU
KADD	kreg16, kreg16*, kreg16	AVX512DQ, SM0, ND, SM1-2, ZU
KADD	kreg32, kreg32*, kreg32	AVX512BW, SM0, ND, SM1-2, ZU
KADD	kreg64, kreg64*, kreg64	AVX512BW, ND, SM0-2, ZU
ADDB	kreg8, kreg8*, kreg8	AVX512DQ, ND, ZU
ADDW	kreg16, kreg16*, kreg16	AVX512DQ, ND, ZU
ADDD	kreg32, kreg32*, kreg32	AVX512BW, ND, ZU
ADDQ	kreg64, kreg64*, kreg64	AVX512BW, ND, ZU
ADD	kreg8, kreg8*, kreg8	AVX512DQ, ND, SM0-2, ZU, FL
ADD	kreg16, kreg16*, kreg16	AVX512DQ, SM0, ND, SM1-2, ZU, FL
ADD	kreg32, kreg32*, kreg32	AVX512BW, SM0, ND, SM1-2, ZU, FL
ADD	kreg64, kreg64*, kreg64	AVX512BW, ND, SM0-2, ZU, FL
KANDB	kreg8, kreg8*, kreg8	AVX512DQ, ZU
KANDW	kreg16, kreg16*, kreg16	AVX512F, ZU
KANDD	kreg32, kreg32*, kreg32	AVX512BW, ZU
KANDQ	kreg64, kreg64*, kreg64	AVX512BW, ZU
KAND	kreg8, kreg8*, kreg8	AVX512DQ, SM0, ND, SM1-2, ZU
KAND	kreg16, kreg16*, kreg16	AVX512F, ND, SM0-2, ZU
KAND	kreg32, kreg32*, kreg32	AVX512BW, SM0, ND, SM1-2, ZU
KAND	kreg64, kreg64*, kreg64	AVX512BW, ND, SM0-2, ZU
ANDB	kreg8, kreg8*, kreg8	AVX512DQ, ND, ZU
ANDW	kreg16, kreg16*, kreg16	AVX512F, ND, ZU
ANDD	kreg32, kreg32*, kreg32	AVX512BW, ND, ZU
ANDQ	kreg64, kreg64*, kreg64	AVX512BW, ND, ZU
AND	kreg8, kreg8*, kreg8	AVX512DQ, ND, SM0-2, ZU, FL
AND	kreg16, kreg16*, kreg16	AVX512F, ND, SM0-2, ZU, FL
AND	kreg32, kreg32*, kreg32	AVX512BW, SM0, ND, SM1-2, ZU, FL
AND	kreg64, kreg64*, kreg64	AVX512BW, SM0, ND, SM1-2, ZU, FL
KANDNB	kreg8, kreg8*, kreg8	AVX512DQ, ZU
KANDNW	kreg16, kreg16*, kreg16	AVX512F, ZU
KANDND	kreg32, kreg32*, kreg32	AVX512BW, ZU
KANDNQ	kreg64, kreg64*, kreg64	AVX512BW, ZU
KANDN	kreg8, kreg8*, kreg8	AVX512DQ, SM0, ND, SM1-2, ZU
KANDN	kreg16, kreg16*, kreg16	AVX512F, SM0, ND, SM1-2, ZU

KANDN	kreg32, kreg32*, kreg32	AVX512BW, SM0, ND, SM1-2, ZU
KANDN	kreg64, kreg64*, kreg64	AVX512BW, ND, SM0-2, ZU
ANDNB	kreg8, kreg8*, kreg8	AVX512DQ, ND, ZU
ANDNW	kreg16, kreg16*, kreg16	AVX512F, ND, ZU
ANDND	kreg32, kreg32*, kreg32	AVX512BW, ND, ZU
ANDNQ	kreg64, kreg64*, kreg64	AVX512BW, ND, ZU
ANDN	kreg8, kreg8*, kreg8	AVX512DQ, ND, SM0-2, ZU, FL
ANDN	kreg16, kreg16*, kreg16	AVX512F, ND, SM0-2, ZU, FL
ANDN	kreg32, kreg32*, kreg32	AVX512BW, SM0, ND, SM1-2, ZU, FL
ANDN	kreg64, kreg64*, kreg64	AVX512BW, SM0, ND, SM1-2, ZU, FL
KNOTB	kreg8, kreg8*	AVX512DQ, ZU
KNOTW	kreg16, kreg16*	AVX512F, ZU
KNOTD	kreg32, kreg32*	AVX512BW, ZU
KNOTQ	kreg64, kreg64*	AVX512BW, ZU
KNOT	kreg8, kreg8*	AVX512DQ, SM0, ND, SM1, ZU
KNOT	kreg16, kreg16*	AVX512F, ND, SM0-1, ZU
KNOT	kreg32, kreg32*	AVX512BW, ND, SM0-1, ZU
KNOT	kreg64, kreg64*	AVX512BW, ND, SM0-1, ZU
NOTB	kreg8, kreg8*	AVX512DQ, ND, ZU
NOTW	kreg16, kreg16*	AVX512F, ND, ZU
NOTD	kreg32, kreg32*	AVX512BW, ND, ZU
NOTQ	kreg64, kreg64*	AVX512BW, ND, ZU
NOT	kreg8, kreg8*	AVX512DQ, SM0, ND, SM1, ZU
NOT	kreg16, kreg16*	AVX512F, ND, SM0-1, ZU
NOT	kreg32, kreg32*	AVX512BW, SM0, ND, SM1, ZU
NOT	kreg64, kreg64*	AVX512BW, ND, SM0-1, ZU
KORB	kreg8, kreg8*, kreg8	AVX512DQ, ZU
KORW	kreg16, kreg16*, kreg16	AVX512F, ZU
KORD	kreg32, kreg32*, kreg32	AVX512BW, ZU
KORQ	kreg64, kreg64*, kreg64	AVX512BW, ZU
KOR	kreg8, kreg8*, kreg8	AVX512DQ, SM0, ND, SM1-2, ZU
KOR	kreg16, kreg16*, kreg16	AVX512F, ND, SM0-2, ZU
KOR	kreg32, kreg32*, kreg32	AVX512BW, ND, SM0-2, ZU
KOR	kreg64, kreg64*, kreg64	AVX512BW, SM0, ND, SM1-2, ZU
ORB	kreg8, kreg8*, kreg8	AVX512DQ, ND, ZU
ORW	kreg16, kreg16*, kreg16	AVX512F, ND, ZU
ORD	kreg32, kreg32*, kreg32	AVX512BW, ND, ZU
ORQ	kreg64, kreg64*, kreg64	AVX512BW, ND, ZU
OR	kreg8, kreg8*, kreg8	AVX512DQ, SM0, ND, SM1-2, ZU, FL
OR	kreg16, kreg16*, kreg16	AVX512F, ND, SM0-2, ZU, FL
OR	kreg32, kreg32*, kreg32	AVX512BW, SM0, ND, SM1-2, ZU, FL
OR	kreg64, kreg64*, kreg64	AVX512BW, ND, SM0-2, ZU, FL
KORTESTB	kreg8, kreg8	AVX512DQ, ZU, FL
KORTESTW	kreg16, kreg16	AVX512F, ZU, FL
KORTESTD	kreg32, kreg32	AVX512BW, ZU, FL
KORTESTQ	kreg64, kreg64	AVX512BW, ZU, FL
KORTEST	kreg8, kreg8	AVX512DQ, ND, SM0-1, ZU, FL
KORTEST	kreg16, kreg16	AVX512F, ND, SM0-1, ZU, FL
KORTEST	kreg32, kreg32	AVX512BW, SM0, ND, SM1, ZU, FL
KORTEST	kreg64, kreg64	AVX512BW, SM0, ND, SM1, ZU, FL
ORTESTB	kreg8, kreg8	AVX512DQ, ND, ZU, FL
ORTESTW	kreg16, kreg16	AVX512F, ND, ZU, FL
ORTESTD	kreg32, kreg32	AVX512BW, ND, ZU, FL
ORTESTQ	kreg64, kreg64	AVX512BW, ND, ZU, FL
ORTEST	kreg8, kreg8	AVX512DQ, ND, SM0-1, ZU, FL
ORTEST	kreg16, kreg16	AVX512F, SM0, ND, SM1, ZU, FL
ORTEST	kreg32, kreg32	AVX512BW, ND, SM0-1, ZU, FL
ORTEST	kreg64, kreg64	AVX512BW, ND, SM0-1, ZU, FL
KSHIFTLB	kreg8, kreg8, imm8	AVX512DQ, ZU
KSHIFTLW	kreg16, kreg16, imm8	AVX512F, ZU
KSHIFTLD	kreg32, kreg32, imm8	AVX512BW, ZU
KSHIFTLQ	kreg64, kreg64, imm8	AVX512BW, ZU
KSHIFTL	kreg8, kreg8, imm8	AVX512DQ, ND, SM0-1, ZU
KSHIFTL	kreg16, kreg16, imm8	AVX512F, ND, SM0-1, ZU
KSHIFTL	kreg32, kreg32, imm8	AVX512BW, ND, SM0-1, ZU
KSHIFTL	kreg64, kreg64, imm8	AVX512BW, ND, SM0-1, ZU
SHIFTLB	kreg8, kreg8, imm8	AVX512DQ, ND, ZU

SHIFTLW	kreg16, kreg16, imm8	AVX512F, ND, ZU
SHIFTLD	kreg32, kreg32, imm8	AVX512BW, ND, ZU
SHIFTLQ	kreg64, kreg64, imm8	AVX512BW, ND, ZU
SHIFTL	kreg8, kreg8, imm8	AVX512DQ, ND, SM0-1, ZU
SHIFTL	kreg16, kreg16, imm8	AVX512F, SM0, ND, SM1, ZU
SHIFTL	kreg32, kreg32, imm8	AVX512BW, SM0, ND, SM1, ZU
SHIFTL	kreg64, kreg64, imm8	AVX512BW, SM0, ND, SM1, ZU
KSHLB	kreg8, kreg8, imm8	AVX512DQ, ND, ZU
KSHLW	kreg16, kreg16, imm8	AVX512F, ND, ZU
KSHLD	kreg32, kreg32, imm8	AVX512BW, ND, ZU
KSHLQ	kreg64, kreg64, imm8	AVX512BW, ND, ZU
KSHL	kreg8, kreg8, imm8	AVX512DQ, SM0, ND, SM1, ZU
KSHL	kreg16, kreg16, imm8	AVX512F, ND, SM0-1, ZU
KSHL	kreg32, kreg32, imm8	AVX512BW, ND, SM0-1, ZU
KSHL	kreg64, kreg64, imm8	AVX512BW, ND, SM0-1, ZU
SHLB	kreg8, kreg8, imm8	AVX512DQ, ND, ZU
SHLW	kreg16, kreg16, imm8	AVX512F, ND, ZU
SHLD	kreg32, kreg32, imm8	AVX512BW, ND, ZU, FL
SHLQ	kreg64, kreg64, imm8	AVX512BW, ND, ZU
SHL	kreg8, kreg8, imm8	AVX512DQ, SM0, ND, SM1, ZU, FL
SHL	kreg16, kreg16, imm8	AVX512F, ND, SM0-1, ZU, FL
SHL	kreg32, kreg32, imm8	AVX512BW, SM0, ND, SM1, ZU, FL
SHL	kreg64, kreg64, imm8	AVX512BW, SM0, ND, SM1, ZU, FL
KSHIFTRB	kreg8, kreg8, imm8	AVX512DQ, ZU
KSHIFTRW	kreg16, kreg16, imm8	AVX512F, ZU
KSHIFTRD	kreg32, kreg32, imm8	AVX512BW, ZU
KSHIFTRQ	kreg64, kreg64, imm8	AVX512BW, ZU
KSHIFTR	kreg8, kreg8, imm8	AVX512DQ, SM0, ND, SM1, ZU
KSHIFTR	kreg16, kreg16, imm8	AVX512F, ND, SM0-1, ZU
KSHIFTR	kreg32, kreg32, imm8	AVX512BW, ND, SM0-1, ZU
KSHIFTR	kreg64, kreg64, imm8	AVX512BW, ND, SM0-1, ZU
SHIFTRB	kreg8, kreg8, imm8	AVX512DQ, ND, ZU
SHIFTRW	kreg16, kreg16, imm8	AVX512F, ND, ZU
SHIFTRD	kreg32, kreg32, imm8	AVX512BW, ND, ZU
SHIFTRQ	kreg64, kreg64, imm8	AVX512BW, ND, ZU
SHIFTR	kreg8, kreg8, imm8	AVX512DQ, ND, SM0-1, ZU
SHIFTR	kreg16, kreg16, imm8	AVX512F, SM0, ND, SM1, ZU
SHIFTR	kreg32, kreg32, imm8	AVX512BW, SM0, ND, SM1, ZU
SHIFTR	kreg64, kreg64, imm8	AVX512BW, ND, SM0-1, ZU
KSHRB	kreg8, kreg8, imm8	AVX512DQ, ND, ZU
KSHRW	kreg16, kreg16, imm8	AVX512F, ND, ZU
KSHRD	kreg32, kreg32, imm8	AVX512BW, ND, ZU
KSHRQ	kreg64, kreg64, imm8	AVX512BW, ND, ZU
KSHR	kreg8, kreg8, imm8	AVX512DQ, SM0, ND, SM1, ZU
KSHR	kreg16, kreg16, imm8	AVX512F, ND, SM0-1, ZU
KSHR	kreg32, kreg32, imm8	AVX512BW, SM0, ND, SM1, ZU
KSHR	kreg64, kreg64, imm8	AVX512BW, SM0, ND, SM1, ZU
SHRB	kreg8, kreg8, imm8	AVX512DQ, ND, ZU
SHRW	kreg16, kreg16, imm8	AVX512F, ND, ZU
SHRD	kreg32, kreg32, imm8	AVX512BW, ND, ZU, FL
SHRQ	kreg64, kreg64, imm8	AVX512BW, ND, ZU
SHR	kreg8, kreg8, imm8	AVX512DQ, SM0, ND, SM1, ZU, FL
SHR	kreg16, kreg16, imm8	AVX512F, ND, SM0-1, ZU, FL
SHR	kreg32, kreg32, imm8	AVX512BW, ND, SM0-1, ZU, FL
SHR	kreg64, kreg64, imm8	AVX512BW, SM0, ND, SM1, ZU, FL
KTESTB	kreg8, kreg8	AVX512DQ, ZU, FL
KTESTW	kreg16, kreg16	AVX512DQ, ZU, FL
KTESTD	kreg32, kreg32	AVX512BW, ZU, FL
KTESTQ	kreg64, kreg64	AVX512BW, ZU, FL
KTEST	kreg8, kreg8	AVX512DQ, SM0, ND, SM1, ZU, FL
KTEST	kreg16, kreg16	AVX512DQ, ND, SM0-1, ZU, FL
KTEST	kreg32, kreg32	AVX512BW, ND, SM0-1, ZU, FL
KTEST	kreg64, kreg64	AVX512BW, SM0, ND, SM1, ZU, FL
TESTB	kreg8, kreg8	AVX512DQ, ND, ZU, FL
TESTW	kreg16, kreg16	AVX512DQ, ND, ZU, FL
TESTD	kreg32, kreg32	AVX512BW, ND, ZU, FL
TESTQ	kreg64, kreg64	AVX512BW, ND, ZU, FL

TEST	kreg8, kreg8	AVX512DQ, SM0, ND, SM1, ZU, FL
TEST	kreg16, kreg16	AVX512DQ, ND, SM0-1, ZU, FL
TEST	kreg32, kreg32	AVX512BW, SM0, ND, SM1, ZU, FL
TEST	kreg64, kreg64	AVX512BW, ND, SM0-1, ZU, FL
KUNPCKBW	kreg16, kreg8*, kreg8	AVX512F, ZU
KUNPCKW	kreg16, kreg8*, kreg8	AVX512F, ND, ZU
KUNPCK	kreg16, kreg8*, kreg8	AVX512F, ND, ZU
UNPCKBW	kreg16, kreg8*, kreg8	AVX512F, ND, ZU
UNPCKW	kreg16, kreg8*, kreg8	AVX512F, ND, ZU
UNPCK	kreg16, kreg8*, kreg8	AVX512F, ND, ZU
KUNPCKWD	kreg32, kreg16*, kreg16	AVX512BW, ZU
KUNPCKD	kreg32, kreg16*, kreg16	AVX512BW, ND, ZU
KUNPCK	kreg32, kreg16*, kreg16	AVX512BW, ND, ZU
UNPCKWD	kreg32, kreg16*, kreg16	AVX512BW, ND, ZU
UNPCKD	kreg32, kreg16*, kreg16	AVX512BW, ND, ZU
UNPCK	kreg32, kreg16*, kreg16	AVX512BW, ND, ZU
KUNPCKDQ	kreg64, kreg32*, kreg32	AVX512BW, ZU
KUNPCKQ	kreg64, kreg32*, kreg32	AVX512BW, ND, ZU
KUNPCK	kreg64, kreg32*, kreg32	AVX512BW, ND, ZU
UNPCKDQ	kreg64, kreg32*, kreg32	AVX512BW, ND, ZU
UNPCKQ	kreg64, kreg32*, kreg32	AVX512BW, ND, ZU
UNPCK	kreg64, kreg32*, kreg32	AVX512BW, ND, ZU
KXNORB	kreg8, kreg8*, kreg8	AVX512DQ, ZU
KXNORW	kreg16, kreg16*, kreg16	AVX512F, ZU
KXNORD	kreg32, kreg32*, kreg32	AVX512BW, ZU
KXNORQ	kreg64, kreg64*, kreg64	AVX512BW, ZU
KXNOR	kreg8, kreg8*, kreg8	AVX512DQ, SM0, ND, SM1-2, ZU
KXNOR	kreg16, kreg16*, kreg16	AVX512F, SM0, ND, SM1-2, ZU
KXNOR	kreg32, kreg32*, kreg32	AVX512BW, ND, SM0-2, ZU
KXNOR	kreg64, kreg64*, kreg64	AVX512BW, SM0, ND, SM1-2, ZU
XNORB	kreg8, kreg8*, kreg8	AVX512DQ, ND, ZU
XNORW	kreg16, kreg16*, kreg16	AVX512F, ND, ZU
XNORD	kreg32, kreg32*, kreg32	AVX512BW, ND, ZU
XNORQ	kreg64, kreg64*, kreg64	AVX512BW, ND, ZU
XNOR	kreg8, kreg8*, kreg8	AVX512DQ, ND, SM0-2, ZU
XNOR	kreg16, kreg16*, kreg16	AVX512F, ND, SM0-2, ZU
XNOR	kreg32, kreg32*, kreg32	AVX512BW, ND, SM0-2, ZU
XNOR	kreg64, kreg64*, kreg64	AVX512BW, SM0, ND, SM1-2, ZU
KXORB	kreg8, kreg8*, kreg8	AVX512DQ, ZU
KXORW	kreg16, kreg16*, kreg16	AVX512F, ZU
KXORD	kreg32, kreg32*, kreg32	AVX512BW, ZU
KXORQ	kreg64, kreg64*, kreg64	AVX512BW, ZU
KXOR	kreg8, kreg8*, kreg8	AVX512DQ, ND, SM0-2, ZU
KXOR	kreg16, kreg16*, kreg16	AVX512F, ND, SM0-2, ZU
KXOR	kreg32, kreg32*, kreg32	AVX512BW, ND, SM0-2, ZU
KXOR	kreg64, kreg64*, kreg64	AVX512BW, SM0, ND, SM1-2, ZU
XORB	kreg8, kreg8*, kreg8	AVX512DQ, ND, ZU
XORW	kreg16, kreg16*, kreg16	AVX512F, ND, ZU
XORD	kreg32, kreg32*, kreg32	AVX512BW, ND, ZU
XORQ	kreg64, kreg64*, kreg64	AVX512BW, ND, ZU
XOR	kreg8, kreg8*, kreg8	AVX512DQ, SM0, ND, SM1-2, ZU, FL
XOR	kreg16, kreg16*, kreg16	AVX512F, SM0, ND, SM1-2, ZU, FL
XOR	kreg32, kreg32*, kreg32	AVX512BW, SM0, ND, SM1-2, ZU, FL
XOR	kreg64, kreg64*, kreg64	AVX512BW, ND, SM0-2, ZU, FL

## F.1.84 AVX-512 instructions

VADDPD	xmmreg mask z, xmmreg*, xmrm128 b64	AVX512VL
VADDPD	ymmreg mask z, ymmreg*, ymrm256 b64	AVX512VL
VADDPD	zmmreg mask z, zmmreg*, zmrm512 b64 er	AVX512
VADDPS	xmmreg mask z, xmmreg*, xmrm128 b32	AVX512VL
VADDPS	ymmreg mask z, ymmreg*, ymrm256 b32	AVX512VL
VADDPS	zmmreg mask z, zmmreg*, zmrm512 b32 er	AVX512
VADDSD	xmmreg mask z, xmmreg*, xmrm64 er	AVX512
VADDSS	xmmreg mask z, xmmreg*, xmrm32 er	AVX512
VALIGND	xmmreg mask z, xmmreg*, xmrm128 b32, imm8	AVX512VL
VALIGND	ymmreg mask z, ymmreg*, ymrm256 b32, imm8	AVX512VL

VALIGND	zmmreg mask z,zmmreg*,zmmrm512 b32,imm8	AVX512
VALIGNQ	xmmreg mask z,xmmreg*,xmmrm128 b64,imm8	AVX512VL
VALIGNQ	ymmreg mask z,ymmreg*,ymmrm256 b64,imm8	AVX512VL
VALIGNQ	zmmreg mask z,zmmreg*,zmmrm512 b64,imm8	AVX512
VANDNPD	xmmreg mask z,xmmreg*,xmmrm128 b64	AVX512VL/DQ
VANDNPD	ymmreg mask z,ymmreg*,ymmrm256 b64	AVX512VL/DQ
VANDNPD	zmmreg mask z,zmmreg*,zmmrm512 b64	AVX512DQ
VANDNPS	xmmreg mask z,xmmreg*,xmmrm128 b32	AVX512VL/DQ
VANDNPS	ymmreg mask z,ymmreg*,ymmrm256 b32	AVX512VL/DQ
VANDNPS	zmmreg mask z,zmmreg*,zmmrm512 b32	AVX512DQ
VANDPD	xmmreg mask z,xmmreg*,xmmrm128 b64	AVX512VL/DQ
VANDPD	ymmreg mask z,ymmreg*,ymmrm256 b64	AVX512VL/DQ
VANDPD	zmmreg mask z,zmmreg*,zmmrm512 b64	AVX512DQ
VANDPS	xmmreg mask z,xmmreg*,xmmrm128 b32	AVX512VL/DQ
VANDPS	ymmreg mask z,ymmreg*,ymmrm256 b32	AVX512VL/DQ
VANDPS	zmmreg mask z,zmmreg*,zmmrm512 b32	AVX512DQ
VBLENDMPD	xmmreg mask z,xmmreg,xmmrm128 b64	AVX512VL
VBLENDMPD	ymmreg mask z,ymmreg,ymmrm256 b64	AVX512VL
VBLENDMPD	zmmreg mask z,zmmreg,zmmrm512 b64	AVX512
VBLENDMPS	xmmreg mask z,xmmreg,xmmrm128 b32	AVX512VL
VBLENDMPS	ymmreg mask z,ymmreg,ymmrm256 b32	AVX512VL
VBLENDMPS	zmmreg mask z,zmmreg,zmmrm512 b32	AVX512
VBROADCASTF32X2	ymmreg mask z,xmmrm64	AVX512VL/DQ
VBROADCASTF32X2	zmmreg mask z,xmmrm64	AVX512DQ
VBROADCASTF32X4	ymmreg mask z,mem128	AVX512VL
VBROADCASTF32X4	zmmreg mask z,mem128	AVX512
VBROADCASTF32X8	zmmreg mask z,mem256	AVX512DQ
VBROADCASTF64X2	ymmreg mask z,mem128	AVX512VL/DQ
VBROADCASTF64X2	zmmreg mask z,mem128	AVX512DQ
VBROADCASTF64X4	zmmreg mask z,mem256	AVX512
VBROADCASTI32X2	xmmreg mask z,xmmrm64	AVX512VL/DQ
VBROADCASTI32X2	ymmreg mask z,xmmrm64	AVX512VL/DQ
VBROADCASTI32X2	zmmreg mask z,xmmrm64	AVX512DQ
VBROADCASTI32X4	ymmreg mask z,mem128	AVX512VL
VBROADCASTI32X4	zmmreg mask z,mem128	AVX512
VBROADCASTI32X8	zmmreg mask z,mem256	AVX512DQ
VBROADCASTI64X2	ymmreg mask z,mem128	AVX512VL/DQ
VBROADCASTI64X2	zmmreg mask z,mem128	AVX512DQ
VBROADCASTI64X4	zmmreg mask z,mem256	AVX512
VBROADCASTSD	ymmreg mask z,mem64	AVX512VL
VBROADCASTSD	zmmreg mask z,mem64	AVX512
VBROADCASTSD	ymmreg mask z,xmmreg	AVX512VL
VBROADCASTSD	zmmreg mask z,xmmreg	AVX512
VBROADCASTSS	xmmreg mask z,mem32	AVX512VL
VBROADCASTSS	ymmreg mask z,mem32	AVX512VL
VBROADCASTSS	zmmreg mask z,mem32	AVX512
VBROADCASTSS	xmmreg mask z,xmmreg	AVX512VL
VBROADCASTSS	ymmreg mask z,xmmreg	AVX512VL
VBROADCASTSS	zmmreg mask z,xmmreg	AVX512
VCMPEQPD	kreg mask,xmmreg,xmmrm128 b64	AVX512VL
VCMPEQPD	kreg mask,ymmreg,ymmrm256 b64	AVX512VL
VCMPEQPD	kreg mask,zmmreg,zmmrm512 b64 sae	AVX512
VCMPEQPS	kreg mask,xmmreg,xmmrm128 b32	AVX512VL
VCMPEQPS	kreg mask,ymmreg,ymmrm256 b32	AVX512VL
VCMPEQPS	kreg mask,zmmreg,zmmrm512 b32 sae	AVX512
VCMPEQSD	kreg mask,xmmreg,xmmrm64 sae	AVX512
VCMPEQSS	kreg mask,xmmreg,xmmrm32 sae	AVX512
VCMPEQ_OQPD	kreg mask,xmmreg,xmmrm128 b64	AVX512VL
VCMPEQ_OQPD	kreg mask,ymmreg,ymmrm256 b64	AVX512VL
VCMPEQ_OQPD	kreg mask,zmmreg,zmmrm512 b64 sae	AVX512
VCMPEQ_OQPS	kreg mask,xmmreg,xmmrm128 b32	AVX512VL
VCMPEQ_OQPS	kreg mask,ymmreg,ymmrm256 b32	AVX512VL
VCMPEQ_OQPS	kreg mask,zmmreg,zmmrm512 b32 sae	AVX512
VCMPEQ_OQSD	kreg mask,xmmreg,xmmrm64 sae	AVX512
VCMPEQ_OQSS	kreg mask,xmmreg,xmmrm32 sae	AVX512
VCMPLTPD	kreg mask,xmmreg,xmmrm128 b64	AVX512VL
VCMPLTPD	kreg mask,ymmreg,ymmrm256 b64	AVX512VL

VCMLTPD	kreg mask, zmmreg, zmmrm512 b64 sae AVX512
VCMLTPS	kreg mask, xmmreg, xmrm128 b32 AVX512VL
VCMLTPS	kreg mask, ymmreg, ymmrm256 b32 AVX512VL
VCMLTPS	kreg mask, zmmreg, zmmrm512 b32 sae AVX512
VCMLTSD	kreg mask, xmmreg, xmrm64 sae AVX512
VCMLTSS	kreg mask, xmmreg, xmrm32 sae AVX512
VCMLT_OSPD	kreg mask, xmmreg, xmrm128 b64 AVX512VL
VCMLT_OSPD	kreg mask, ymmreg, ymmrm256 b64 AVX512VL
VCMLT_OSPD	kreg mask, zmmreg, zmmrm512 b64 sae AVX512
VCMLT_OSPS	kreg mask, xmmreg, xmrm128 b32 AVX512VL
VCMLT_OSPS	kreg mask, ymmreg, ymmrm256 b32 AVX512VL
VCMLT_OSPS	kreg mask, zmmreg, zmmrm512 b32 sae AVX512
VCMLT_OSSD	kreg mask, xmmreg, xmrm64 sae AVX512
VCMLT_OSSS	kreg mask, xmmreg, xmrm32 sae AVX512
VCMPLEPD	kreg mask, xmmreg, xmrm128 b64 AVX512VL
VCMPLEPD	kreg mask, ymmreg, ymmrm256 b64 AVX512VL
VCMPLEPD	kreg mask, zmmreg, zmmrm512 b64 sae AVX512
VCMPLEPS	kreg mask, xmmreg, xmrm128 b32 AVX512VL
VCMPLEPS	kreg mask, ymmreg, ymmrm256 b32 AVX512VL
VCMPLEPS	kreg mask, zmmreg, zmmrm512 b32 sae AVX512
VCMPLESD	kreg mask, xmmreg, xmrm64 sae AVX512
VCMPLESS	kreg mask, xmmreg, xmrm32 sae AVX512
VCMPLE_OSPD	kreg mask, xmmreg, xmrm128 b64 AVX512VL
VCMPLE_OSPD	kreg mask, ymmreg, ymmrm256 b64 AVX512VL
VCMPLE_OSPD	kreg mask, zmmreg, zmmrm512 b64 sae AVX512
VCMPLE_OSPS	kreg mask, xmmreg, xmrm128 b32 AVX512VL
VCMPLE_OSPS	kreg mask, ymmreg, ymmrm256 b32 AVX512VL
VCMPLE_OSPS	kreg mask, zmmreg, zmmrm512 b32 sae AVX512
VCMPLE_OSSD	kreg mask, xmmreg, xmrm64 sae AVX512
VCMPLE_OSSS	kreg mask, xmmreg, xmrm32 sae AVX512
VCMPUNORDPD	kreg mask, xmmreg, xmrm128 b64 AVX512VL
VCMPUNORDPD	kreg mask, ymmreg, ymmrm256 b64 AVX512VL
VCMPUNORDPD	kreg mask, zmmreg, zmmrm512 b64 sae AVX512
VCMPUNORDPS	kreg mask, xmmreg, xmrm128 b32 AVX512VL
VCMPUNORDPS	kreg mask, ymmreg, ymmrm256 b32 AVX512VL
VCMPUNORDPS	kreg mask, zmmreg, zmmrm512 b32 sae AVX512
VCMPUNORDSD	kreg mask, xmmreg, xmrm64 sae AVX512
VCMPUNORDSS	kreg mask, xmmreg, xmrm32 sae AVX512
VCMPUNORD_QPD	kreg mask, xmmreg, xmrm128 b64 AVX512VL
VCMPUNORD_QPD	kreg mask, ymmreg, ymmrm256 b64 AVX512VL
VCMPUNORD_QPD	kreg mask, zmmreg, zmmrm512 b64 sae AVX512
VCMPUNORD_QPS	kreg mask, xmmreg, xmrm128 b32 AVX512VL
VCMPUNORD_QPS	kreg mask, ymmreg, ymmrm256 b32 AVX512VL
VCMPUNORD_QPS	kreg mask, zmmreg, zmmrm512 b32 sae AVX512
VCMPUNORD_QSD	kreg mask, xmmreg, xmrm64 sae AVX512
VCMPUNORD_QSS	kreg mask, xmmreg, xmrm32 sae AVX512
VCMPNEQPD	kreg mask, xmmreg, xmrm128 b64 AVX512VL
VCMPNEQPD	kreg mask, ymmreg, ymmrm256 b64 AVX512VL
VCMPNEQPD	kreg mask, zmmreg, zmmrm512 b64 sae AVX512
VCMPNEQPS	kreg mask, xmmreg, xmrm128 b32 AVX512VL
VCMPNEQPS	kreg mask, ymmreg, ymmrm256 b32 AVX512VL
VCMPNEQPS	kreg mask, zmmreg, zmmrm512 b32 sae AVX512
VCMPNEQSD	kreg mask, xmmreg, xmrm64 sae AVX512
VCMPNEQSS	kreg mask, xmmreg, xmrm32 sae AVX512
VCMPNEQ_UQPD	kreg mask, xmmreg, xmrm128 b64 AVX512VL
VCMPNEQ_UQPD	kreg mask, ymmreg, ymmrm256 b64 AVX512VL
VCMPNEQ_UQPD	kreg mask, zmmreg, zmmrm512 b64 sae AVX512
VCMPNEQ_UQPS	kreg mask, xmmreg, xmrm128 b32 AVX512VL
VCMPNEQ_UQPS	kreg mask, ymmreg, ymmrm256 b32 AVX512VL
VCMPNEQ_UQPS	kreg mask, zmmreg, zmmrm512 b32 sae AVX512
VCMPNEQ_UQSD	kreg mask, xmmreg, xmrm64 sae AVX512
VCMPNEQ_UQSS	kreg mask, xmmreg, xmrm32 sae AVX512
VCMPNLTPD	kreg mask, xmmreg, xmrm128 b64 AVX512VL
VCMPNLTPD	kreg mask, ymmreg, ymmrm256 b64 AVX512VL
VCMPNLTPD	kreg mask, zmmreg, zmmrm512 b64 sae AVX512
VCMPNLTPS	kreg mask, xmmreg, xmrm128 b32 AVX512VL
VCMPNLTPS	kreg mask, ymmreg, ymmrm256 b32 AVX512VL

VCMPNLTPS	kreg mask, zmmreg, zmmrm512 b32 sae AVX512
VCMPNLTSD	kreg mask, xmmreg, xmmrm64 sae AVX512
VCMPNLTSS	kreg mask, xmmreg, xmmrm32 sae AVX512
VCMPNLT_USPD	kreg mask, xmmreg, xmmrm128 b64 AVX512VL
VCMPNLT_USPD	kreg mask, ymmreg, ymmrm256 b64 AVX512VL
VCMPNLT_USPD	kreg mask, zmmreg, zmmrm512 b64 sae AVX512
VCMPNLT_USPS	kreg mask, xmmreg, xmmrm128 b32 AVX512VL
VCMPNLT_USPS	kreg mask, ymmreg, ymmrm256 b32 AVX512VL
VCMPNLT_USPS	kreg mask, zmmreg, zmmrm512 b32 sae AVX512
VCMPNLT_USSD	kreg mask, xmmreg, xmmrm64 sae AVX512
VCMPNLT_USSS	kreg mask, xmmreg, xmmrm32 sae AVX512
VCMPNLEPD	kreg mask, xmmreg, xmmrm128 b64 AVX512VL
VCMPNLEPD	kreg mask, ymmreg, ymmrm256 b64 AVX512VL
VCMPNLEPD	kreg mask, zmmreg, zmmrm512 b64 sae AVX512
VCMPNLEPS	kreg mask, xmmreg, xmmrm128 b32 AVX512VL
VCMPNLEPS	kreg mask, ymmreg, ymmrm256 b32 AVX512VL
VCMPNLEPS	kreg mask, zmmreg, zmmrm512 b32 sae AVX512
VCMPNLESD	kreg mask, xmmreg, xmmrm64 sae AVX512
VCMPNLESS	kreg mask, xmmreg, xmmrm32 sae AVX512
VCMPNLE_USPD	kreg mask, xmmreg, xmmrm128 b64 AVX512VL
VCMPNLE_USPD	kreg mask, ymmreg, ymmrm256 b64 AVX512VL
VCMPNLE_USPD	kreg mask, zmmreg, zmmrm512 b64 sae AVX512
VCMPNLE_USPS	kreg mask, xmmreg, xmmrm128 b32 AVX512VL
VCMPNLE_USPS	kreg mask, ymmreg, ymmrm256 b32 AVX512VL
VCMPNLE_USPS	kreg mask, zmmreg, zmmrm512 b32 sae AVX512
VCMPNLE_USSD	kreg mask, xmmreg, xmmrm64 sae AVX512
VCMPNLE_USSS	kreg mask, xmmreg, xmmrm32 sae AVX512
VCMPORDDP	kreg mask, xmmreg, xmmrm128 b64 AVX512VL
VCMPORDDP	kreg mask, ymmreg, ymmrm256 b64 AVX512VL
VCMPORDDP	kreg mask, zmmreg, zmmrm512 b64 sae AVX512
VCMPORDPS	kreg mask, xmmreg, xmmrm128 b32 AVX512VL
VCMPORDPS	kreg mask, ymmreg, ymmrm256 b32 AVX512VL
VCMPORDPS	kreg mask, zmmreg, zmmrm512 b32 sae AVX512
VCMPORDSD	kreg mask, xmmreg, xmmrm64 sae AVX512
VCMPORDSS	kreg mask, xmmreg, xmmrm32 sae AVX512
VCMPORD_QPD	kreg mask, xmmreg, xmmrm128 b64 AVX512VL
VCMPORD_QPD	kreg mask, ymmreg, ymmrm256 b64 AVX512VL
VCMPORD_QPD	kreg mask, zmmreg, zmmrm512 b64 sae AVX512
VCMPORD_QPS	kreg mask, xmmreg, xmmrm128 b32 AVX512VL
VCMPORD_QPS	kreg mask, ymmreg, ymmrm256 b32 AVX512VL
VCMPORD_QPS	kreg mask, zmmreg, zmmrm512 b32 sae AVX512
VCMPORD_QSD	kreg mask, xmmreg, xmmrm64 sae AVX512
VCMPORD_QSS	kreg mask, xmmreg, xmmrm32 sae AVX512
VCMPPEQ_UQPD	kreg mask, xmmreg, xmmrm128 b64 AVX512VL
VCMPPEQ_UQPD	kreg mask, ymmreg, ymmrm256 b64 AVX512VL
VCMPPEQ_UQPD	kreg mask, zmmreg, zmmrm512 b64 sae AVX512
VCMPPEQ_UQPS	kreg mask, xmmreg, xmmrm128 b32 AVX512VL
VCMPPEQ_UQPS	kreg mask, ymmreg, ymmrm256 b32 AVX512VL
VCMPPEQ_UQPS	kreg mask, zmmreg, zmmrm512 b32 sae AVX512
VCMPPEQ_UQSD	kreg mask, xmmreg, xmmrm64 sae AVX512
VCMPPEQ_UQSS	kreg mask, xmmreg, xmmrm32 sae AVX512
VCMPNGEPD	kreg mask, xmmreg, xmmrm128 b64 AVX512VL
VCMPNGEPD	kreg mask, ymmreg, ymmrm256 b64 AVX512VL
VCMPNGEPD	kreg mask, zmmreg, zmmrm512 b64 sae AVX512
VCMPNGEPS	kreg mask, xmmreg, xmmrm128 b32 AVX512VL
VCMPNGEPS	kreg mask, ymmreg, ymmrm256 b32 AVX512VL
VCMPNGEPS	kreg mask, zmmreg, zmmrm512 b32 sae AVX512
VCMPNGESD	kreg mask, xmmreg, xmmrm64 sae AVX512
VCMPNGESS	kreg mask, xmmreg, xmmrm32 sae AVX512
VCMPNGE_USPD	kreg mask, xmmreg, xmmrm128 b64 AVX512VL
VCMPNGE_USPD	kreg mask, ymmreg, ymmrm256 b64 AVX512VL
VCMPNGE_USPD	kreg mask, zmmreg, zmmrm512 b64 sae AVX512
VCMPNGE_USPS	kreg mask, xmmreg, xmmrm128 b32 AVX512VL
VCMPNGE_USPS	kreg mask, ymmreg, ymmrm256 b32 AVX512VL
VCMPNGE_USPS	kreg mask, zmmreg, zmmrm512 b32 sae AVX512
VCMPNGE_USSD	kreg mask, xmmreg, xmmrm64 sae AVX512
VCMPNGE_USSS	kreg mask, xmmreg, xmmrm32 sae AVX512

VCMPNGTPD	kreg mask, xmmreg, xmrm128 b64	AVX512VL
VCMPNGTPD	kreg mask, ymmreg, ymmrm256 b64	AVX512VL
VCMPNGTPD	kreg mask, zmmreg, zmrm512 b64 sae	AVX512
VCMPNGTSP	kreg mask, xmmreg, xmrm128 b32	AVX512VL
VCMPNGTSP	kreg mask, ymmreg, ymmrm256 b32	AVX512VL
VCMPNGTSP	kreg mask, zmmreg, zmrm512 b32 sae	AVX512
VCMPNGTSD	kreg mask, xmmreg, xmrm64 sae	AVX512
VCMPNGTSS	kreg mask, xmmreg, xmrm32 sae	AVX512
VCMPNGT_USPD	kreg mask, xmmreg, xmrm128 b64	AVX512VL
VCMPNGT_USPD	kreg mask, ymmreg, ymmrm256 b64	AVX512VL
VCMPNGT_USPD	kreg mask, zmmreg, zmrm512 b64 sae	AVX512
VCMPNGT_USPS	kreg mask, xmmreg, xmrm128 b32	AVX512VL
VCMPNGT_USPS	kreg mask, ymmreg, ymmrm256 b32	AVX512VL
VCMPNGT_USPS	kreg mask, zmmreg, zmrm512 b32 sae	AVX512
VCMPNGT_USSD	kreg mask, xmmreg, xmrm64 sae	AVX512
VCMPNGT_USSD	kreg mask, xmmreg, xmrm32 sae	AVX512
VCMPFALSEPD	kreg mask, xmmreg, xmrm128 b64	AVX512VL
VCMPFALSEPD	kreg mask, ymmreg, ymmrm256 b64	AVX512VL
VCMPFALSEPD	kreg mask, zmmreg, zmrm512 b64 sae	AVX512
VCMPFALSEPS	kreg mask, xmmreg, xmrm128 b32	AVX512VL
VCMPFALSEPS	kreg mask, ymmreg, ymmrm256 b32	AVX512VL
VCMPFALSEPS	kreg mask, zmmreg, zmrm512 b32 sae	AVX512
VCMPFALSESD	kreg mask, xmmreg, xmrm64 sae	AVX512
VCMPFALSESS	kreg mask, xmmreg, xmrm32 sae	AVX512
VCMPFALSE_OQPD	kreg mask, xmmreg, xmrm128 b64	AVX512VL
VCMPFALSE_OQPD	kreg mask, ymmreg, ymmrm256 b64	AVX512VL
VCMPFALSE_OQPD	kreg mask, zmmreg, zmrm512 b64 sae	AVX512
VCMPFALSE_OQPS	kreg mask, xmmreg, xmrm128 b32	AVX512VL
VCMPFALSE_OQPS	kreg mask, ymmreg, ymmrm256 b32	AVX512VL
VCMPFALSE_OQPS	kreg mask, zmmreg, zmrm512 b32 sae	AVX512
VCMPFALSE_OQSD	kreg mask, xmmreg, xmrm64 sae	AVX512
VCMPFALSE_OQSS	kreg mask, xmmreg, xmrm32 sae	AVX512
VCMPNEQ_OQPD	kreg mask, xmmreg, xmrm128 b64	AVX512VL
VCMPNEQ_OQPD	kreg mask, ymmreg, ymmrm256 b64	AVX512VL
VCMPNEQ_OQPD	kreg mask, zmmreg, zmrm512 b64 sae	AVX512
VCMPNEQ_OQPS	kreg mask, xmmreg, xmrm128 b32	AVX512VL
VCMPNEQ_OQPS	kreg mask, ymmreg, ymmrm256 b32	AVX512VL
VCMPNEQ_OQPS	kreg mask, zmmreg, zmrm512 b32 sae	AVX512
VCMPNEQ_OQSD	kreg mask, xmmreg, xmrm64 sae	AVX512
VCMPNEQ_OQSS	kreg mask, xmmreg, xmrm32 sae	AVX512
VCMPGEPD	kreg mask, xmmreg, xmrm128 b64	AVX512VL
VCMPGEPD	kreg mask, ymmreg, ymmrm256 b64	AVX512VL
VCMPGEPD	kreg mask, zmmreg, zmrm512 b64 sae	AVX512
VCMPGEPSP	kreg mask, xmmreg, xmrm128 b32	AVX512VL
VCMPGEPSP	kreg mask, ymmreg, ymmrm256 b32	AVX512VL
VCMPGEPSP	kreg mask, zmmreg, zmrm512 b32 sae	AVX512
VCMPGESD	kreg mask, xmmreg, xmrm64 sae	AVX512
VCMPGESS	kreg mask, xmmreg, xmrm32 sae	AVX512
VCMPGE_OSPD	kreg mask, xmmreg, xmrm128 b64	AVX512VL
VCMPGE_OSPD	kreg mask, ymmreg, ymmrm256 b64	AVX512VL
VCMPGE_OSPD	kreg mask, zmmreg, zmrm512 b64 sae	AVX512
VCMPGE_OSPS	kreg mask, xmmreg, xmrm128 b32	AVX512VL
VCMPGE_OSPS	kreg mask, ymmreg, ymmrm256 b32	AVX512VL
VCMPGE_OSPS	kreg mask, zmmreg, zmrm512 b32 sae	AVX512
VCMPGE_OSSD	kreg mask, xmmreg, xmrm64 sae	AVX512
VCMPGE_OSSD	kreg mask, xmmreg, xmrm32 sae	AVX512
VCMPGTPD	kreg mask, xmmreg, xmrm128 b64	AVX512VL
VCMPGTPD	kreg mask, ymmreg, ymmrm256 b64	AVX512VL
VCMPGTPD	kreg mask, zmmreg, zmrm512 b64 sae	AVX512
VCMPGTSP	kreg mask, xmmreg, xmrm128 b32	AVX512VL
VCMPGTSP	kreg mask, ymmreg, ymmrm256 b32	AVX512VL
VCMPGTSP	kreg mask, zmmreg, zmrm512 b32 sae	AVX512
VCMPGTSD	kreg mask, xmmreg, xmrm64 sae	AVX512
VCMPGTSS	kreg mask, xmmreg, xmrm32 sae	AVX512
VCMPGT_OSPD	kreg mask, xmmreg, xmrm128 b64	AVX512VL
VCMPGT_OSPD	kreg mask, ymmreg, ymmrm256 b64	AVX512VL
VCMPGT_OSPD	kreg mask, zmmreg, zmrm512 b64 sae	AVX512

VCMPGT_OSPS	kreg mask, xmmreg, xmrm128 b32	AVX512VL
VCMPGT_OSPS	kreg mask, ymmreg, ymmrm256 b32	AVX512VL
VCMPGT_OSPS	kreg mask, zmmreg, zmmrm512 b32 sae	AVX512
VCMPGT_OSSD	kreg mask, xmmreg, xmrm64 sae	AVX512
VCMPGT_OSSS	kreg mask, xmmreg, xmrm32 sae	AVX512
VCMPTRUEPD	kreg mask, xmmreg, xmrm128 b64	AVX512VL
VCMPTRUEPD	kreg mask, ymmreg, ymmrm256 b64	AVX512VL
VCMPTRUEPD	kreg mask, zmmreg, zmmrm512 b64 sae	AVX512
VCMPTRUEPS	kreg mask, xmmreg, xmrm128 b32	AVX512VL
VCMPTRUEPS	kreg mask, ymmreg, ymmrm256 b32	AVX512VL
VCMPTRUEPS	kreg mask, zmmreg, zmmrm512 b32 sae	AVX512
VCMPTRUESD	kreg mask, xmmreg, xmrm64 sae	AVX512
VCMPTRUESS	kreg mask, xmmreg, xmrm32 sae	AVX512
VCMPTRUE_UQPD	kreg mask, xmmreg, xmrm128 b64	AVX512VL
VCMPTRUE_UQPD	kreg mask, ymmreg, ymmrm256 b64	AVX512VL
VCMPTRUE_UQPD	kreg mask, zmmreg, zmmrm512 b64 sae	AVX512
VCMPTRUE_UQPS	kreg mask, xmmreg, xmrm128 b32	AVX512VL
VCMPTRUE_UQPS	kreg mask, ymmreg, ymmrm256 b32	AVX512VL
VCMPTRUE_UQPS	kreg mask, zmmreg, zmmrm512 b32 sae	AVX512
VCMPTRUE_UQSD	kreg mask, xmmreg, xmrm64 sae	AVX512
VCMPTRUE_UQSS	kreg mask, xmmreg, xmrm32 sae	AVX512
VCMPSEQ_OSPD	kreg mask, xmmreg, xmrm128 b64	AVX512VL
VCMPSEQ_OSPD	kreg mask, ymmreg, ymmrm256 b64	AVX512VL
VCMPSEQ_OSPD	kreg mask, zmmreg, zmmrm512 b64 sae	AVX512
VCMPSEQ_OSPS	kreg mask, xmmreg, xmrm128 b32	AVX512VL
VCMPSEQ_OSPS	kreg mask, ymmreg, ymmrm256 b32	AVX512VL
VCMPSEQ_OSPS	kreg mask, zmmreg, zmmrm512 b32 sae	AVX512
VCMPSEQ_OSSD	kreg mask, xmmreg, xmrm64 sae	AVX512
VCMPSEQ_OSSS	kreg mask, xmmreg, xmrm32 sae	AVX512
VCMPPLT_OQPD	kreg mask, xmmreg, xmrm128 b64	AVX512VL
VCMPPLT_OQPD	kreg mask, ymmreg, ymmrm256 b64	AVX512VL
VCMPPLT_OQPD	kreg mask, zmmreg, zmmrm512 b64 sae	AVX512
VCMPPLT_OQPS	kreg mask, xmmreg, xmrm128 b32	AVX512VL
VCMPPLT_OQPS	kreg mask, ymmreg, ymmrm256 b32	AVX512VL
VCMPPLT_OQPS	kreg mask, zmmreg, zmmrm512 b32 sae	AVX512
VCMPPLT_OQSD	kreg mask, xmmreg, xmrm64 sae	AVX512
VCMPPLT_OQSS	kreg mask, xmmreg, xmrm32 sae	AVX512
VCMPLE_OQPD	kreg mask, xmmreg, xmrm128 b64	AVX512VL
VCMPLE_OQPD	kreg mask, ymmreg, ymmrm256 b64	AVX512VL
VCMPLE_OQPD	kreg mask, zmmreg, zmmrm512 b64 sae	AVX512
VCMPLE_OQPS	kreg mask, xmmreg, xmrm128 b32	AVX512VL
VCMPLE_OQPS	kreg mask, ymmreg, ymmrm256 b32	AVX512VL
VCMPLE_OQPS	kreg mask, zmmreg, zmmrm512 b32 sae	AVX512
VCMPLE_OQSD	kreg mask, xmmreg, xmrm64 sae	AVX512
VCMPLE_OQSS	kreg mask, xmmreg, xmrm32 sae	AVX512
VCMPUNORD_SPD	kreg mask, xmmreg, xmrm128 b64	AVX512VL
VCMPUNORD_SPD	kreg mask, ymmreg, ymmrm256 b64	AVX512VL
VCMPUNORD_SPD	kreg mask, zmmreg, zmmrm512 b64 sae	AVX512
VCMPUNORD_SPS	kreg mask, xmmreg, xmrm128 b32	AVX512VL
VCMPUNORD_SPS	kreg mask, ymmreg, ymmrm256 b32	AVX512VL
VCMPUNORD_SPS	kreg mask, zmmreg, zmmrm512 b32 sae	AVX512
VCMPUNORD_SSD	kreg mask, xmmreg, xmrm64 sae	AVX512
VCMPUNORD_SSS	kreg mask, xmmreg, xmrm32 sae	AVX512
VCMPNEQ_USPD	kreg mask, xmmreg, xmrm128 b64	AVX512VL
VCMPNEQ_USPD	kreg mask, ymmreg, ymmrm256 b64	AVX512VL
VCMPNEQ_USPD	kreg mask, zmmreg, zmmrm512 b64 sae	AVX512
VCMPNEQ_USPS	kreg mask, xmmreg, xmrm128 b32	AVX512VL
VCMPNEQ_USPS	kreg mask, ymmreg, ymmrm256 b32	AVX512VL
VCMPNEQ_USPS	kreg mask, zmmreg, zmmrm512 b32 sae	AVX512
VCMPNEQ_USSD	kreg mask, xmmreg, xmrm64 sae	AVX512
VCMPNEQ_USSS	kreg mask, xmmreg, xmrm32 sae	AVX512
VCMPNLT_UQPD	kreg mask, xmmreg, xmrm128 b64	AVX512VL
VCMPNLT_UQPD	kreg mask, ymmreg, ymmrm256 b64	AVX512VL
VCMPNLT_UQPD	kreg mask, zmmreg, zmmrm512 b64 sae	AVX512
VCMPNLT_UQPS	kreg mask, xmmreg, xmrm128 b32	AVX512VL
VCMPNLT_UQPS	kreg mask, ymmreg, ymmrm256 b32	AVX512VL
VCMPNLT_UQPS	kreg mask, zmmreg, zmmrm512 b32 sae	AVX512

VCMPNLT_UQSD	kreg mask, xmmreg, xmrm64 sae AVX512
VCMPNLT_UQSS	kreg mask, xmmreg, xmrm32 sae AVX512
VCMPNLE_UQPD	kreg mask, xmmreg, xmrm128 b64 AVX512VL
VCMPNLE_UQPD	kreg mask, ymmreg, ymrm256 b64 AVX512VL
VCMPNLE_UQPD	kreg mask, zmmreg, zmrm512 b64 sae AVX512
VCMPNLE_UQPS	kreg mask, xmmreg, xmrm128 b32 AVX512VL
VCMPNLE_UQPS	kreg mask, ymmreg, ymrm256 b32 AVX512VL
VCMPNLE_UQPS	kreg mask, zmmreg, zmrm512 b32 sae AVX512
VCMPNLE_UQSD	kreg mask, xmmreg, xmrm64 sae AVX512
VCMPNLE_UQSS	kreg mask, xmmreg, xmrm32 sae AVX512
VCMPORD_SPD	kreg mask, xmmreg, xmrm128 b64 AVX512VL
VCMPORD_SPD	kreg mask, ymmreg, ymrm256 b64 AVX512VL
VCMPORD_SPD	kreg mask, zmmreg, zmrm512 b64 sae AVX512
VCMPORD_SPS	kreg mask, xmmreg, xmrm128 b32 AVX512VL
VCMPORD_SPS	kreg mask, ymmreg, ymrm256 b32 AVX512VL
VCMPORD_SPS	kreg mask, zmmreg, zmrm512 b32 sae AVX512
VCMPORD_SSD	kreg mask, xmmreg, xmrm64 sae AVX512
VCMPORD_SSS	kreg mask, xmmreg, xmrm32 sae AVX512
VCMPPEQ_USPD	kreg mask, xmmreg, xmrm128 b64 AVX512VL
VCMPPEQ_USPD	kreg mask, ymmreg, ymrm256 b64 AVX512VL
VCMPPEQ_USPD	kreg mask, zmmreg, zmrm512 b64 sae AVX512
VCMPPEQ_USPS	kreg mask, xmmreg, xmrm128 b32 AVX512VL
VCMPPEQ_USPS	kreg mask, ymmreg, ymrm256 b32 AVX512VL
VCMPPEQ_USPS	kreg mask, zmmreg, zmrm512 b32 sae AVX512
VCMPPEQ_USSD	kreg mask, xmmreg, xmrm64 sae AVX512
VCMPPEQ_USSS	kreg mask, xmmreg, xmrm32 sae AVX512
VCMPNGE_UQPD	kreg mask, xmmreg, xmrm128 b64 AVX512VL
VCMPNGE_UQPD	kreg mask, ymmreg, ymrm256 b64 AVX512VL
VCMPNGE_UQPD	kreg mask, zmmreg, zmrm512 b64 sae AVX512
VCMPNGE_UQPS	kreg mask, xmmreg, xmrm128 b32 AVX512VL
VCMPNGE_UQPS	kreg mask, ymmreg, ymrm256 b32 AVX512VL
VCMPNGE_UQPS	kreg mask, zmmreg, zmrm512 b32 sae AVX512
VCMPNGE_UQSD	kreg mask, xmmreg, xmrm64 sae AVX512
VCMPNGE_UQSS	kreg mask, xmmreg, xmrm32 sae AVX512
VCMPNGT_UQPD	kreg mask, xmmreg, xmrm128 b64 AVX512VL
VCMPNGT_UQPD	kreg mask, ymmreg, ymrm256 b64 AVX512VL
VCMPNGT_UQPD	kreg mask, zmmreg, zmrm512 b64 sae AVX512
VCMPNGT_UQPS	kreg mask, xmmreg, xmrm128 b32 AVX512VL
VCMPNGT_UQPS	kreg mask, ymmreg, ymrm256 b32 AVX512VL
VCMPNGT_UQPS	kreg mask, zmmreg, zmrm512 b32 sae AVX512
VCMPNGT_UQSD	kreg mask, xmmreg, xmrm64 sae AVX512
VCMPNGT_UQSS	kreg mask, xmmreg, xmrm32 sae AVX512
VCMPFALSE_OSP	kreg mask, xmmreg, xmrm128 b64 AVX512VL
VCMPFALSE_OSP	kreg mask, ymmreg, ymrm256 b64 AVX512VL
VCMPFALSE_OSP	kreg mask, zmmreg, zmrm512 b64 sae AVX512
VCMPFALSE_OSPS	kreg mask, xmmreg, xmrm128 b32 AVX512VL
VCMPFALSE_OSPS	kreg mask, ymmreg, ymrm256 b32 AVX512VL
VCMPFALSE_OSPS	kreg mask, zmmreg, zmrm512 b32 sae AVX512
VCMPFALSE_OSSD	kreg mask, xmmreg, xmrm64 sae AVX512
VCMPFALSE_OSSS	kreg mask, xmmreg, xmrm32 sae AVX512
VCMPNEQ_OSP	kreg mask, xmmreg, xmrm128 b64 AVX512VL
VCMPNEQ_OSP	kreg mask, ymmreg, ymrm256 b64 AVX512VL
VCMPNEQ_OSP	kreg mask, zmmreg, zmrm512 b64 sae AVX512
VCMPNEQ_OSPS	kreg mask, xmmreg, xmrm128 b32 AVX512VL
VCMPNEQ_OSPS	kreg mask, ymmreg, ymrm256 b32 AVX512VL
VCMPNEQ_OSPS	kreg mask, zmmreg, zmrm512 b32 sae AVX512
VCMPNEQ_OSSD	kreg mask, xmmreg, xmrm64 sae AVX512
VCMPNEQ_OSSS	kreg mask, xmmreg, xmrm32 sae AVX512
VCMPGE_OQPD	kreg mask, xmmreg, xmrm128 b64 AVX512VL
VCMPGE_OQPD	kreg mask, ymmreg, ymrm256 b64 AVX512VL
VCMPGE_OQPD	kreg mask, zmmreg, zmrm512 b64 sae AVX512
VCMPGE_OQPS	kreg mask, xmmreg, xmrm128 b32 AVX512VL
VCMPGE_OQPS	kreg mask, ymmreg, ymrm256 b32 AVX512VL
VCMPGE_OQPS	kreg mask, zmmreg, zmrm512 b32 sae AVX512
VCMPGE_OQSD	kreg mask, xmmreg, xmrm64 sae AVX512
VCMPGE_OQSS	kreg mask, xmmreg, xmrm32 sae AVX512
VCMPGT_OQPD	kreg mask, xmmreg, xmrm128 b64 AVX512VL

VCMPGT_OQPD	kreg mask,ymmreg,ymmr256 b64	AVX512VL
VCMPGT_OQPD	kreg mask,zmmreg,zmmrm512 b64 sae	AVX512
VCMPGT_OQPS	kreg mask,xmmreg,xmmrm128 b32	AVX512VL
VCMPGT_OQPS	kreg mask,ymmreg,ymmr256 b32	AVX512VL
VCMPGT_OQPS	kreg mask,zmmreg,zmmrm512 b32 sae	AVX512
VCMPGT_OQSD	kreg mask,xmmreg,xmmrm64 sae	AVX512
VCMPGT_OQSS	kreg mask,xmmreg,xmmrm32 sae	AVX512
VCMPTRUE_USPD	kreg mask,xmmreg,xmmrm128 b64	AVX512VL
VCMPTRUE_USPD	kreg mask,ymmreg,ymmr256 b64	AVX512VL
VCMPTRUE_USPD	kreg mask,zmmreg,zmmrm512 b64 sae	AVX512
VCMPTRUE_USPS	kreg mask,xmmreg,xmmrm128 b32	AVX512VL
VCMPTRUE_USPS	kreg mask,ymmreg,ymmr256 b32	AVX512VL
VCMPTRUE_USPS	kreg mask,zmmreg,zmmrm512 b32 sae	AVX512
VCMPTRUE_USSD	kreg mask,xmmreg,xmmrm64 sae	AVX512
VCMPTRUE_USSS	kreg mask,xmmreg,xmmrm32 sae	AVX512
VCMPPD	kreg mask,xmmreg,xmmrm128 b64,imm8	AVX512VL
VCMPPD	kreg mask,ymmreg,ymmr256 b64,imm8	AVX512VL
VCMPPD	kreg mask,zmmreg,zmmrm512 b64 sae,imm8	AVX512
VCMPPS	kreg mask,xmmreg,xmmrm128 b32,imm8	AVX512VL
VCMPPS	kreg mask,ymmreg,ymmr256 b32,imm8	AVX512VL
VCMPPS	kreg mask,zmmreg,zmmrm512 b32 sae,imm8	AVX512
VCMPSPD	kreg mask,xmmreg,xmmrm64 sae,imm8	AVX512
VCMPSS	kreg mask,xmmreg,xmmrm32 sae,imm8	AVX512
VCOMISS	xmmreg,xmmrm64 sae	AVX512, FL
VCOMISS	xmmreg,xmmrm32 sae	AVX512, FL
VCOMPRESSPD	mem128 mask,xmmreg	AVX512VL
VCOMPRESSPD	mem256 mask,ymmreg	AVX512VL
VCOMPRESSPD	mem512 mask,zmmreg	AVX512
VCOMPRESSPD	xmmreg mask z,xmmreg	AVX512VL
VCOMPRESSPD	ymmreg mask z,ymmreg	AVX512VL
VCOMPRESSPD	zmmreg mask z,zmmreg	AVX512
VCOMPRESSPS	mem128 mask,xmmreg	AVX512VL
VCOMPRESSPS	mem256 mask,ymmreg	AVX512VL
VCOMPRESSPS	mem512 mask,zmmreg	AVX512
VCOMPRESSPS	xmmreg mask z,xmmreg	AVX512VL
VCOMPRESSPS	ymmreg mask z,ymmreg	AVX512VL
VCOMPRESSPS	zmmreg mask z,zmmreg	AVX512
VCVTDQ2PD	xmmreg mask z,xmmrm64 b32	AVX512VL
VCVTDQ2PD	ymmreg mask z,xmmrm128 b32	AVX512VL
VCVTDQ2PD	zmmreg mask z,ymmr256 b32 er	AVX512
VCVTDQ2PS	xmmreg mask z,xmmrm128 b32	AVX512VL
VCVTDQ2PS	ymmreg mask z,ymmr256 b32	AVX512VL
VCVTDQ2PS	zmmreg mask z,zmmrm512 b32 er	AVX512
VCVTPD2DQ	xmmreg mask z,xmmrm128 b64	AVX512VL
VCVTPD2DQ	xmmreg mask z,ymmr256 b64	AVX512VL
VCVTPD2DQ	ymmreg mask z,zmmrm512 b64 er	AVX512
VCVTPD2PS	xmmreg mask z,xmmrm128 b64	AVX512VL
VCVTPD2PS	xmmreg mask z,ymmr256 b64	AVX512VL
VCVTPD2PS	ymmreg mask z,zmmrm512 b64 er	AVX512
VCVTPD2QQ	xmmreg mask z,xmmrm128 b64	AVX512VL/DQ
VCVTPD2QQ	ymmreg mask z,ymmr256 b64	AVX512VL/DQ
VCVTPD2QQ	zmmreg mask z,zmmrm512 b64 er	AVX512DQ
VCVTPD2UDQ	xmmreg mask z,xmmrm128 b64	AVX512VL
VCVTPD2UDQ	xmmreg mask z,ymmr256 b64	AVX512VL
VCVTPD2UDQ	ymmreg mask z,zmmrm512 b64 er	AVX512
VCVTPD2UQQ	xmmreg mask z,xmmrm128 b64	AVX512VL/DQ
VCVTPD2UQQ	ymmreg mask z,ymmr256 b64	AVX512VL/DQ
VCVTPD2UQQ	zmmreg mask z,zmmrm512 b64 er	AVX512DQ
VCVTPH2PS	xmmreg mask z,xmmrm64	AVX512VL
VCVTPH2PS	ymmreg mask z,xmmrm128	AVX512VL
VCVTPH2PS	zmmreg mask z,ymmr256 sae	AVX512
VCVTPS2DQ	xmmreg mask z,xmmrm128 b32	AVX512VL
VCVTPS2DQ	ymmreg mask z,ymmr256 b32	AVX512VL
VCVTPS2DQ	zmmreg mask z,zmmrm512 b32 er	AVX512
VCVTPS2PD	xmmreg mask z,xmmrm64 b32	AVX512VL
VCVTPS2PD	ymmreg mask z,xmmrm128 b32	AVX512VL
VCVTPS2PD	zmmreg mask z,ymmr256 b32 sae	AVX512

VCVTSP2PH	xmmreg mask z,xmmreg,imm8	AVX512VL
VCVTSP2PH	xmmreg mask z,ymmreg,imm8	AVX512VL
VCVTSP2PH	ymmreg mask z,zmmreg sae,imm8	AVX512
VCVTSP2PH	mem64 mask,xmmreg,imm8	AVX512VL
VCVTSP2PH	mem128 mask,ymmreg,imm8	AVX512VL
VCVTSP2PH	mem256 mask,zmmreg sae,imm8	AVX512
VCVTSP2QQ	xmmreg mask z,xmmrm64 b32	AVX512VL/DQ
VCVTSP2QQ	ymmreg mask z,xmmrm128 b32	AVX512VL/DQ
VCVTSP2QQ	zmmreg mask z,ymmrm256 b32 er	AVX512DQ
VCVTSP2UDQ	xmmreg mask z,xmmrm128 b32	AVX512VL
VCVTSP2UDQ	ymmreg mask z,ymmrm256 b32	AVX512VL
VCVTSP2UDQ	zmmreg mask z,zmmrm512 b32 er	AVX512
VCVTSP2UQQ	xmmreg mask z,xmmrm64 b32	AVX512VL/DQ
VCVTSP2UQQ	ymmreg mask z,xmmrm128 b32	AVX512VL/DQ
VCVTSP2UQQ	zmmreg mask z,ymmrm256 b32 er	AVX512DQ
VCVTQQ2PD	xmmreg mask z,xmmrm128 b64	AVX512VL/DQ
VCVTQQ2PD	ymmreg mask z,ymmrm256 b64	AVX512VL/DQ
VCVTQQ2PD	zmmreg mask z,zmmrm512 b64 er	AVX512DQ
VCVTQQ2PS	xmmreg mask z,xmmrm128 b64	AVX512VL/DQ
VCVTQQ2PS	xmmreg mask z,ymmrm256 b64	AVX512VL/DQ
VCVTQQ2PS	ymmreg mask z,zmmrm512 b64 er	AVX512DQ
VCVTSD2SI	reg32,xmmrm64 er	AVX512
VCVTSD2SI	reg64,xmmrm64 er	AVX512
VCVTSD2SS	xmmreg mask z,xmmreg*,xmmrm64 er	AVX512
VCVTSD2USI	reg32,xmmrm64 er	AVX512
VCVTSD2USI	reg64,xmmrm64 er	AVX512
VCVTSI2SD	xmmreg,xmmreg*,rm32	AVX512
VCVTSI2SD	xmmreg,xmmreg*,rm64 er	AVX512
VCVTSI2SS	xmmreg,xmmreg*,rm32 er	AVX512
VCVTSI2SS	xmmreg,xmmreg*,rm64 er	AVX512
VCVTSS2SD	xmmreg mask z,xmmreg*,xmmrm32 sae	AVX512
VCVTSS2SI	reg32,xmmrm32 er	AVX512
VCVTSS2SI	reg64,xmmrm32 er	AVX512
VCVTSS2USI	reg32,xmmrm32 er	AVX512
VCVTSS2USI	reg64,xmmrm32 er	AVX512
VCVTTPD2DQ	xmmreg mask z,xmmrm128 b64	AVX512VL
VCVTTPD2DQ	xmmreg mask z,ymmrm256 b64	AVX512VL
VCVTTPD2DQ	ymmreg mask z,zmmrm512 b64 sae	AVX512
VCVTTPD2QQ	xmmreg mask z,xmmrm128 b64	AVX512VL/DQ
VCVTTPD2QQ	ymmreg mask z,ymmrm256 b64	AVX512VL/DQ
VCVTTPD2QQ	zmmreg mask z,zmmrm512 b64 sae	AVX512DQ
VCVTTPD2UDQ	xmmreg mask z,xmmrm128 b64	AVX512VL
VCVTTPD2UDQ	xmmreg mask z,ymmrm256 b64	AVX512VL
VCVTTPD2UDQ	ymmreg mask z,zmmrm512 b64 sae	AVX512
VCVTTPD2UQQ	xmmreg mask z,xmmrm128 b64	AVX512VL/DQ
VCVTTPD2UQQ	ymmreg mask z,ymmrm256 b64	AVX512VL/DQ
VCVTTPD2UQQ	zmmreg mask z,zmmrm512 b64 sae	AVX512DQ
VCVTTPS2DQ	xmmreg mask z,xmmrm128 b32	AVX512VL
VCVTTPS2DQ	ymmreg mask z,ymmrm256 b32	AVX512VL
VCVTTPS2DQ	zmmreg mask z,zmmrm512 b32 sae	AVX512
VCVTTPS2QQ	xmmreg mask z,xmmrm64 b32	AVX512VL/DQ
VCVTTPS2QQ	ymmreg mask z,xmmrm128 b32	AVX512VL/DQ
VCVTTPS2QQ	zmmreg mask z,ymmrm256 b32 sae	AVX512DQ
VCVTTPS2UDQ	xmmreg mask z,xmmrm128 b32	AVX512VL
VCVTTPS2UDQ	ymmreg mask z,ymmrm256 b32	AVX512VL
VCVTTPS2UDQ	zmmreg mask z,zmmrm512 b32 sae	AVX512
VCVTTPS2UQQ	xmmreg mask z,xmmrm64 b32	AVX512VL/DQ
VCVTTPS2UQQ	ymmreg mask z,xmmrm128 b32	AVX512VL/DQ
VCVTTPS2UQQ	zmmreg mask z,ymmrm256 b32 sae	AVX512DQ
VCVTSD2SI	reg32,xmmrm64 sae	AVX512
VCVTSD2SI	reg64,xmmrm64 sae	AVX512
VCVTSD2USI	reg32,xmmrm64 sae	AVX512
VCVTSD2USI	reg64,xmmrm64 sae	AVX512
VCVTSS2SI	reg32,xmmrm32 sae	AVX512
VCVTSS2SI	reg64,xmmrm32 sae	AVX512
VCVTSS2USI	reg32,xmmrm32 sae	AVX512
VCVTSS2USI	reg64,xmmrm32 sae	AVX512

VCVTUDQ2PD	xmmreg	mask	z, xmmrm64	b32	AVX512VL
VCVTUDQ2PD	yymmreg	mask	z, xmmrm128	b32	AVX512VL
VCVTUDQ2PD	zmmreg	mask	z, ymmrm256	b32 er	AVX512
VCVTUDQ2PS	xmmreg	mask	z, xmmrm128	b32	AVX512VL
VCVTUDQ2PS	yymmreg	mask	z, ymmrm256	b32	AVX512VL
VCVTUDQ2PS	zmmreg	mask	z, zmmrm512	b32 er	AVX512
VCVTUQQ2PD	xmmreg	mask	z, xmmrm128	b64	AVX512VL/DQ
VCVTUQQ2PD	yymmreg	mask	z, ymmrm256	b64	AVX512VL/DQ
VCVTUQQ2PD	zmmreg	mask	z, zmmrm512	b64 er	AVX512DQ
VCVTUQQ2PS	xmmreg	mask	z, xmmrm128	b64	AVX512VL/DQ
VCVTUQQ2PS	xmmreg	mask	z, ymmrm256	b64	AVX512VL/DQ
VCVTUQQ2PS	yymmreg	mask	z, zmmrm512	b64 er	AVX512DQ
VCVTUSI2SD	xmmreg, xmmreg*		rm32 er		AVX512
VCVTUSI2SD	xmmreg, xmmreg*		rm64 er		AVX512
VCVTUSI2SS	xmmreg, xmmreg*		rm32 er		AVX512
VCVTUSI2SS	xmmreg, xmmreg*		rm64 er		AVX512
VDBPSADBW	xmmreg	mask	z, xmmreg*, xmmrm128, imm8		AVX512VL/BW
VDBPSADBW	yymmreg	mask	z, yymmreg*, ymmrm256, imm8		AVX512VL/BW
VDBPSADBW	zmmreg	mask	z, zmmreg*, zmmrm512, imm8		AVX512BW
VDIVPD	xmmreg	mask	z, xmmreg*, xmmrm128	b64	AVX512VL
VDIVPD	yymmreg	mask	z, yymmreg*, ymmrm256	b64	AVX512VL
VDIVPD	zmmreg	mask	z, zmmreg*, zmmrm512	b64 er	AVX512
VDIVPS	xmmreg	mask	z, xmmreg*, xmmrm128	b32	AVX512VL
VDIVPS	yymmreg	mask	z, yymmreg*, ymmrm256	b32	AVX512VL
VDIVPS	zmmreg	mask	z, zmmreg*, zmmrm512	b32 er	AVX512
VDIVSD	xmmreg	mask	z, xmmreg*, xmmrm64	er	AVX512
VDIVSS	xmmreg	mask	z, xmmreg*, xmmrm32	er	AVX512
VEXP2PD	zmmreg	mask	z, zmmrm512	b64 sae	AVX512ER
VEXP2PS	zmmreg	mask	z, zmmrm512	b32 sae	AVX512ER
VEXPANDPD	xmmreg	mask	z, mem128		AVX512VL
VEXPANDPD	yymmreg	mask	z, mem256		AVX512VL
VEXPANDPD	zmmreg	mask	z, mem512		AVX512
VEXPANDPD	xmmreg	mask	z, xmmreg		AVX512VL
VEXPANDPD	yymmreg	mask	z, yymmreg		AVX512VL
VEXPANDPD	zmmreg	mask	z, zmmreg		AVX512
VEXPANDPS	xmmreg	mask	z, mem128		AVX512VL
VEXPANDPS	yymmreg	mask	z, mem256		AVX512VL
VEXPANDPS	zmmreg	mask	z, mem512		AVX512
VEXPANDPS	xmmreg	mask	z, xmmreg		AVX512VL
VEXPANDPS	yymmreg	mask	z, yymmreg		AVX512VL
VEXPANDPS	zmmreg	mask	z, zmmreg		AVX512
VEXTRACTF32X4	xmmreg	mask	z, yymmreg, imm8		AVX512VL
VEXTRACTF32X4	xmmreg	mask	z, zmmreg, imm8		AVX512
VEXTRACTF32X4	mem128	mask, yymmreg, imm8			AVX512VL
VEXTRACTF32X4	mem128	mask, zmmreg, imm8			AVX512
VEXTRACTF32X8	yymmreg	mask	z, zmmreg, imm8		AVX512DQ
VEXTRACTF32X8	mem256	mask, zmmreg, imm8			AVX512DQ
VEXTRACTF64X2	xmmreg	mask	z, yymmreg, imm8		AVX512VL/DQ
VEXTRACTF64X2	xmmreg	mask	z, zmmreg, imm8		AVX512DQ
VEXTRACTF64X2	mem128	mask, yymmreg, imm8			AVX512VL/DQ
VEXTRACTF64X2	mem128	mask, zmmreg, imm8			AVX512DQ
VEXTRACTF64X4	yymmreg	mask	z, zmmreg, imm8		AVX512
VEXTRACTF64X4	mem256	mask, zmmreg, imm8			AVX512
VEXTRACTI32X4	xmmreg	mask	z, yymmreg, imm8		AVX512VL
VEXTRACTI32X4	xmmreg	mask	z, zmmreg, imm8		AVX512
VEXTRACTI32X4	mem128	mask, yymmreg, imm8			AVX512VL
VEXTRACTI32X4	mem128	mask, zmmreg, imm8			AVX512
VEXTRACTI32X8	yymmreg	mask	z, zmmreg, imm8		AVX512DQ
VEXTRACTI32X8	mem256	mask, zmmreg, imm8			AVX512DQ
VEXTRACTI64X2	xmmreg	mask	z, yymmreg, imm8		AVX512VL/DQ
VEXTRACTI64X2	xmmreg	mask	z, zmmreg, imm8		AVX512DQ
VEXTRACTI64X2	mem128	mask, yymmreg, imm8			AVX512VL/DQ
VEXTRACTI64X2	mem128	mask, zmmreg, imm8			AVX512DQ
VEXTRACTI64X4	yymmreg	mask	z, zmmreg, imm8		AVX512
VEXTRACTI64X4	mem256	mask, zmmreg, imm8			AVX512
VEXTRACTPS	reg32, xmmreg, imm8				AVX512
VEXTRACTPS	reg64, xmmreg, imm8				AVX512

VEXTRACTPS	mem32, xmmreg, imm8	AVX512
VFIXUPIIMMPD	xmmreg mask z, xmmreg*, xmrm128 b64, imm8	AVX512VL
VFIXUPIIMMPD	yymmreg mask z, yymmreg*, yymrm256 b64, imm8	AVX512VL
VFIXUPIIMMPD	zmmreg mask z, zmmreg*, zmrm512 b64 sae, imm8	AVX512
VFIXUPIIMMPS	xmmreg mask z, xmmreg*, xmrm128 b32, imm8	AVX512VL
VFIXUPIIMMPS	yymmreg mask z, yymmreg*, yymrm256 b32, imm8	AVX512VL
VFIXUPIIMMPS	zmmreg mask z, zmmreg*, zmrm512 b32 sae, imm8	AVX512
VFIXUPIIMMSD	xmmreg mask z, xmmreg*, xmrm64 sae, imm8	AVX512
VFIXUPIIMMSS	xmmreg mask z, xmmreg*, xmrm32 sae, imm8	AVX512
VFMADD132PD	xmmreg mask z, xmmreg, xmrm128 b64	AVX512VL
VFMADD132PD	yymmreg mask z, yymmreg, yymrm256 b64	AVX512VL
VFMADD132PD	zmmreg mask z, zmmreg, zmrm512 b64 er	AVX512
VFMADD132PS	xmmreg mask z, xmmreg, xmrm128 b32	AVX512VL
VFMADD132PS	yymmreg mask z, yymmreg, yymrm256 b32	AVX512VL
VFMADD132PS	zmmreg mask z, zmmreg, zmrm512 b32 er	AVX512
VFMADD132SD	xmmreg mask z, xmmreg, xmrm64 er	AVX512
VFMADD132SS	xmmreg mask z, xmmreg, xmrm32 er	AVX512
VFMADD213PD	xmmreg mask z, xmmreg, xmrm128 b64	AVX512VL
VFMADD213PD	yymmreg mask z, yymmreg, yymrm256 b64	AVX512VL
VFMADD213PD	zmmreg mask z, zmmreg, zmrm512 b64 er	AVX512
VFMADD213PS	xmmreg mask z, xmmreg, xmrm128 b32	AVX512VL
VFMADD213PS	yymmreg mask z, yymmreg, yymrm256 b32	AVX512VL
VFMADD213PS	zmmreg mask z, zmmreg, zmrm512 b32 er	AVX512
VFMADD213SD	xmmreg mask z, xmmreg, xmrm64 er	AVX512
VFMADD213SS	xmmreg mask z, xmmreg, xmrm32 er	AVX512
VFMADDSUB132PD	xmmreg mask z, xmmreg, xmrm128 b64	AVX512VL
VFMADDSUB132PD	yymmreg mask z, yymmreg, yymrm256 b64	AVX512VL
VFMADDSUB132PD	zmmreg mask z, zmmreg, zmrm512 b64 er	AVX512
VFMADDSUB132PS	xmmreg mask z, xmmreg, xmrm128 b32	AVX512VL
VFMADDSUB132PS	yymmreg mask z, yymmreg, yymrm256 b32	AVX512VL
VFMADDSUB132PS	zmmreg mask z, zmmreg, zmrm512 b32 er	AVX512
VFMADDSUB213PD	xmmreg mask z, xmmreg, xmrm128 b64	AVX512VL
VFMADDSUB213PD	yymmreg mask z, yymmreg, yymrm256 b64	AVX512VL
VFMADDSUB213PD	zmmreg mask z, zmmreg, zmrm512 b64 er	AVX512
VFMADDSUB213PS	xmmreg mask z, xmmreg, xmrm128 b32	AVX512VL
VFMADDSUB213PS	yymmreg mask z, yymmreg, yymrm256 b32	AVX512VL
VFMADDSUB213PS	zmmreg mask z, zmmreg, zmrm512 b32 er	AVX512
VFMADDSUB231PD	xmmreg mask z, xmmreg, xmrm128 b64	AVX512VL
VFMADDSUB231PD	yymmreg mask z, yymmreg, yymrm256 b64	AVX512VL
VFMADDSUB231PD	zmmreg mask z, zmmreg, zmrm512 b64 er	AVX512
VFMADDSUB231PS	xmmreg mask z, xmmreg, xmrm128 b32	AVX512VL
VFMADDSUB231PS	yymmreg mask z, yymmreg, yymrm256 b32	AVX512VL
VFMADDSUB231PS	zmmreg mask z, zmmreg, zmrm512 b32 er	AVX512
VFMSUB132PD	xmmreg mask z, xmmreg, xmrm128 b64	AVX512VL
VFMSUB132PD	yymmreg mask z, yymmreg, yymrm256 b64	AVX512VL
VFMSUB132PD	zmmreg mask z, zmmreg, zmrm512 b64 er	AVX512
VFMSUB132PS	xmmreg mask z, xmmreg, xmrm128 b32	AVX512VL
VFMSUB132PS	yymmreg mask z, yymmreg, yymrm256 b32	AVX512VL
VFMSUB132PS	zmmreg mask z, zmmreg, zmrm512 b32 er	AVX512
VFMSUB132SD	xmmreg mask z, xmmreg, xmrm64 er	AVX512
VFMSUB132SS	xmmreg mask z, xmmreg, xmrm32 er	AVX512
VFMSUB213PD	xmmreg mask z, xmmreg, xmrm128 b64	AVX512VL
VFMSUB213PD	yymmreg mask z, yymmreg, yymrm256 b64	AVX512VL
VFMSUB213PD	zmmreg mask z, zmmreg, zmrm512 b64 er	AVX512
VFMSUB213PS	xmmreg mask z, xmmreg, xmrm128 b32	AVX512VL
VFMSUB213PS	yymmreg mask z, yymmreg, yymrm256 b32	AVX512VL
VFMSUB213PS	zmmreg mask z, zmmreg, zmrm512 b32 er	AVX512
VFMSUB213SD	xmmreg mask z, xmmreg, xmrm64 er	AVX512
VFMSUB213SS	xmmreg mask z, xmmreg, xmrm32 er	AVX512



VFNMSUB231PD	ymmreg mask z,ymmreg,ymmrm256 b64	AVX512VL
VFNMSUB231PD	zmmreg mask z,zmmreg,zmmrm512 b64 er	AVX512
VFNMSUB231PS	xmmreg mask z,xmmreg,xmmrm128 b32	AVX512VL
VFNMSUB231PS	ymmreg mask z,ymmreg,ymmrm256 b32	AVX512VL
VFNMSUB231PS	zmmreg mask z,zmmreg,zmmrm512 b32 er	AVX512
VFNMSUB231SD	xmmreg mask z,xmmreg,xmmrm64 er	AVX512
VFNMSUB231SS	xmmreg mask z,xmmreg,xmmrm32 er	AVX512
VFPCLASSPD	kreg mask,xmmrm128 b64,imm8	AVX512VL/DQ
VFPCLASSPD	kreg mask,ymmrm256 b64,imm8	AVX512VL/DQ
VFPCLASSPD	kreg mask,zmmrm512 b64,imm8	AVX512DQ
VFPCLASSPS	kreg mask,xmmrm128 b32,imm8	AVX512VL/DQ
VFPCLASSPS	kreg mask,ymmrm256 b32,imm8	AVX512VL/DQ
VFPCLASSPS	kreg mask,zmmrm512 b32,imm8	AVX512DQ
VFPCLASSSD	kreg mask,xmmrm64,imm8	AVX512DQ
VFPCLASSSS	kreg mask,xmmrm32,imm8	AVX512DQ
VGATHERDPD	xmmreg mask,xmem64	AVX512VL
VGATHERDPD	ymmreg mask,xmem64	AVX512VL
VGATHERDPD	zmmreg mask,ymem64	AVX512
VGATHERDPS	xmmreg mask,xmem32	AVX512VL
VGATHERDPS	ymmreg mask,ymem32	AVX512VL
VGATHERDPS	zmmreg mask,zmem32	AVX512
VGATHERPF0DPD	ymem64 mask	AVX512PF
VGATHERPF0DPS	zmem32 mask	AVX512PF
VGATHERPF0QPD	zmem64 mask	AVX512PF
VGATHERPF0QPS	zmem32 mask	AVX512PF
VGATHERPF1DPD	ymem64 mask	AVX512PF
VGATHERPF1DPS	zmem32 mask	AVX512PF
VGATHERPF1QPD	zmem64 mask	AVX512PF
VGATHERPF1QPS	zmem32 mask	AVX512PF
VGATHERQPD	xmmreg mask,xmem64	AVX512VL
VGATHERQPD	ymmreg mask,ymem64	AVX512VL
VGATHERQPD	zmmreg mask,zmem64	AVX512
VGATHERQPS	xmmreg mask,xmem32	AVX512VL
VGATHERQPS	xmmreg mask,ymem32	AVX512VL
VGATHERQPS	ymmreg mask,zmem32	AVX512
VGETEXPPD	xmmreg mask z,xmmrm128 b64	AVX512VL
VGETEXPPD	ymmreg mask z,ymmrm256 b64	AVX512VL
VGETEXPPD	zmmreg mask z,zmmrm512 b64 sae	AVX512
VGETEXPPS	xmmreg mask z,xmmrm128 b32	AVX512VL
VGETEXPPS	ymmreg mask z,ymmrm256 b32	AVX512VL
VGETEXPPS	zmmreg mask z,zmmrm512 b32 sae	AVX512
VGETEXPSD	xmmreg mask z,xmmreg,xmmrm64 sae	AVX512
VGETEXPSD	xmmreg mask z,xmmreg,xmmrm32 sae	AVX512
VGETEXPSD	xmmreg mask z,xmmrm128 b64,imm8	AVX512VL
VGETMANTPD	ymmreg mask z,ymmrm256 b64,imm8	AVX512VL
VGETMANTPD	zmmreg mask z,zmmrm512 b64 sae,imm8	AVX512
VGETMANTPS	xmmreg mask z,xmmrm128 b32,imm8	AVX512VL
VGETMANTPS	ymmreg mask z,ymmrm256 b32,imm8	AVX512VL
VGETMANTPS	zmmreg mask z,zmmrm512 b32 sae,imm8	AVX512
VGETMANTSD	xmmreg mask z,xmmreg,xmmrm64 sae,imm8	AVX512
VGETMANTSS	xmmreg mask z,xmmreg,xmmrm32 sae,imm8	AVX512
VINSERTF32X4	ymmreg mask z,ymmreg*,ymmrm128,imm8	AVX512VL
VINSERTF32X4	zmmreg mask z,zmmreg*,ymmrm128,imm8	AVX512
VINSERTF32X8	zmmreg mask z,zmmreg*,ymmrm256,imm8	AVX512DQ
VINSERTF64X2	ymmreg mask z,ymmreg*,ymmrm128,imm8	AVX512VL/DQ
VINSERTF64X2	zmmreg mask z,zmmreg*,ymmrm128,imm8	AVX512DQ
VINSERTF64X4	zmmreg mask z,zmmreg*,ymmrm256,imm8	AVX512
VINSERTI32X4	ymmreg mask z,ymmreg*,ymmrm128,imm8	AVX512VL
VINSERTI32X4	zmmreg mask z,zmmreg*,ymmrm128,imm8	AVX512
VINSERTI32X8	zmmreg mask z,zmmreg*,ymmrm256,imm8	AVX512DQ
VINSERTI64X2	ymmreg mask z,ymmreg*,ymmrm128,imm8	AVX512VL/DQ
VINSERTI64X2	zmmreg mask z,zmmreg*,ymmrm128,imm8	AVX512DQ
VINSERTI64X4	zmmreg mask z,zmmreg*,ymmrm256,imm8	AVX512
VINSERTPS	xmmreg,xmmreg*,ymmrm32,imm8	AVX512
VMAXPD	xmmreg mask z,xmmreg*,ymmrm128 b64	AVX512VL
VMAXPD	ymmreg mask z,ymmreg*,ymmrm256 b64	AVX512VL
VMAXPD	zmmreg mask z,zmmreg*,ymmrm512 b64 sae	AVX512

VMAXPS	xmmreg	mask	z, xmmreg*	, xmmrm128	b32	AVX512VL
VMAXPS	ymmreg	mask	z, ymmreg*	, ymmrm256	b32	AVX512VL
VMAXPS	zmmreg	mask	z, zmmreg*	, zmmrm512	b32	sae AVX512
VMAXSD	xmmreg	mask	z, xmmreg*	, xmmrm64	sae	AVX512
VMAXSS	xmmreg	mask	z, xmmreg*	, xmmrm32	sae	AVX512
VMINPD	xmmreg	mask	z, xmmreg*	, xmmrm128	b64	AVX512VL
VMINPD	ymmreg	mask	z, ymmreg*	, ymmrm256	b64	AVX512VL
VMINPD	zmmreg	mask	z, zmmreg*	, zmmrm512	b64	sae AVX512
VMINPS	xmmreg	mask	z, xmmreg*	, xmmrm128	b32	AVX512VL
VMINPS	ymmreg	mask	z, ymmreg*	, ymmrm256	b32	AVX512VL
VMINPS	zmmreg	mask	z, zmmreg*	, zmmrm512	b32	sae AVX512
VMINSD	xmmreg	mask	z, xmmreg*	, xmmrm64	sae	AVX512
VMINSS	xmmreg	mask	z, xmmreg*	, xmmrm32	sae	AVX512
VMOVAPD	xmmreg	mask	z, xmmrm128			AVX512VL
VMOVAPD	ymmreg	mask	z, ymmrm256			AVX512VL
VMOVAPD	zmmreg	mask	z, zmmrm512			AVX512
VMOVAPD	xmmreg	mask	z, xmmreg			AVX512VL
VMOVAPD	ymmreg	mask	z, ymmreg			AVX512VL
VMOVAPD	zmmreg	mask	z, zmmreg			AVX512
VMOVAPD	mem128	mask, xmmreg				AVX512VL
VMOVAPD	mem256	mask, ymmreg				AVX512VL
VMOVAPD	mem512	mask, zmmreg				AVX512
VMOVAPS	xmmreg	mask	z, xmmrm128			AVX512VL
VMOVAPS	ymmreg	mask	z, ymmrm256			AVX512VL
VMOVAPS	zmmreg	mask	z, zmmrm512			AVX512
VMOVAPS	xmmreg	mask	z, xmmreg			AVX512VL
VMOVAPS	ymmreg	mask	z, ymmreg			AVX512VL
VMOVAPS	zmmreg	mask	z, zmmreg			AVX512
VMOVAPS	mem128	mask, xmmreg				AVX512VL
VMOVAPS	mem256	mask, ymmreg				AVX512VL
VMOVAPS	mem512	mask, zmmreg				AVX512
VMOVD	xmmreg, rm32					AVX512
VMOVD	rm32, xmmreg					AVX512
VMOVDDUP	xmmreg	mask	z, xmmrm64			AVX512VL
VMOVDDUP	ymmreg	mask	z, ymmrm256			AVX512VL
VMOVDDUP	zmmreg	mask	z, zmmrm512			AVX512
VMOVDQA32	xmmreg	mask	z, xmmrm128			AVX512VL
VMOVDQA32	ymmreg	mask	z, ymmrm256			AVX512VL
VMOVDQA32	zmmreg	mask	z, zmmrm512			AVX512
VMOVDQA32	xmmrm128	mask	z, xmmreg			AVX512VL
VMOVDQA32	ymmrm256	mask	z, ymmreg			AVX512VL
VMOVDQA32	zmmrm512	mask	z, zmmreg			AVX512
VMOVDQA64	xmmreg	mask	z, xmmrm128			AVX512VL
VMOVDQA64	ymmreg	mask	z, ymmrm256			AVX512VL
VMOVDQA64	zmmreg	mask	z, zmmrm512			AVX512
VMOVDQA64	xmmrm128	mask	z, xmmreg			AVX512VL
VMOVDQA64	ymmrm256	mask	z, ymmreg			AVX512VL
VMOVDQA64	zmmrm512	mask	z, zmmreg			AVX512
VMOVDQU16	xmmreg	mask	z, xmmrm128			AVX512VL/BW
VMOVDQU16	ymmreg	mask	z, ymmrm256			AVX512VL/BW
VMOVDQU16	zmmreg	mask	z, zmmrm512			AVX512BW
VMOVDQU16	xmmrm128	mask	z, xmmreg			AVX512VL/BW
VMOVDQU16	ymmrm256	mask	z, ymmreg			AVX512VL/BW
VMOVDQU16	zmmrm512	mask	z, zmmreg			AVX512BW
VMOVDQU32	xmmreg	mask	z, xmmrm128			AVX512VL
VMOVDQU32	ymmreg	mask	z, ymmrm256			AVX512VL
VMOVDQU32	zmmreg	mask	z, zmmrm512			AVX512
VMOVDQU32	xmmrm128	mask	z, xmmreg			AVX512VL
VMOVDQU32	ymmrm256	mask	z, ymmreg			AVX512VL
VMOVDQU32	zmmrm512	mask	z, zmmreg			AVX512
VMOVDQU64	xmmreg	mask	z, xmmrm128			AVX512VL
VMOVDQU64	ymmreg	mask	z, ymmrm256			AVX512VL
VMOVDQU64	zmmreg	mask	z, zmmrm512			AVX512
VMOVDQU64	xmmrm128	mask	z, xmmreg			AVX512VL
VMOVDQU64	ymmrm256	mask	z, ymmreg			AVX512VL
VMOVDQU64	zmmrm512	mask	z, zmmreg			AVX512
VMOVDQU8	xmmreg	mask	z, xmmrm128			AVX512VL/BW

VMOVDQU8	ymmreg mask z,ymmrm256	AVX512VL/BW
VMOVDQU8	zmmreg mask z,zmmrm512	AVX512BW
VMOVDQU8	xmmrm128 mask z,xmmreg	AVX512VL/BW
VMOVDQU8	ymmrm256 mask z,ymmreg	AVX512VL/BW
VMOVDQU8	zmmrm512 mask z,zmmreg	AVX512BW
VMOVHLPs	xmmreg,xmmreg*,xmmreg	AVX512
VMOVHPD	xmmreg,xmmreg*,mem64	AVX512
VMOVHPD	mem64,xmmreg	AVX512
VMOVHPS	xmmreg,xmmreg*,mem64	AVX512
VMOVHPS	mem64,xmmreg	AVX512
VMOVLHPS	xmmreg,xmmreg*,xmmreg	AVX512
VMOVLPD	xmmreg,xmmreg*,mem64	AVX512
VMOVLPD	mem64,xmmreg	AVX512
VMOVLPS	xmmreg,xmmreg*,mem64	AVX512
VMOVLPS	mem64,xmmreg	AVX512
VMOVNTDQ	mem128,xmmreg	AVX512VL
VMOVNTDQ	mem256,ymmreg	AVX512VL
VMOVNTDQ	mem512,zmmreg	AVX512
VMOVNTDQA	xmmreg,mem128	AVX512VL
VMOVNTDQA	ymmreg,mem256	AVX512VL
VMOVNTDQA	zmmreg,mem512	AVX512
VMOVNTPD	mem128,xmmreg	AVX512VL
VMOVNTPD	mem256,ymmreg	AVX512VL
VMOVNTPD	mem512,zmmreg	AVX512
VMOVNTPS	mem128,xmmreg	AVX512VL
VMOVNTPS	mem256,ymmreg	AVX512VL
VMOVNTPS	mem512,zmmreg	AVX512
VMOVQ	xmmreg,rm64	AVX512
VMOVQ	rm64,xmmreg	AVX512
VMOVQ	xmmreg,xmmrm64	AVX512
VMOVQ	xmmrm64,xmmreg	AVX512
VMOVSD	xmmreg mask z,mem64	AVX512
VMOVSD	mem64 mask,xmmreg	AVX512
VMOVSD	xmmreg mask z,xmmreg*,xmmreg	AVX512
VMOVSD	xmmreg mask z,xmmreg*,xmmreg	AVX512
VMOVSHDUP	xmmreg mask z,xmmrm128	AVX512VL
VMOVSHDUP	ymmreg mask z,ymmrm256	AVX512VL
VMOVSHDUP	zmmreg mask z,zmmrm512	AVX512
VMOVSLDUP	xmmreg mask z,xmmrm128	AVX512VL
VMOVSLDUP	ymmreg mask z,ymmrm256	AVX512VL
VMOVSLDUP	zmmreg mask z,zmmrm512	AVX512
VMOVSS	xmmreg mask z,mem32	AVX512
VMOVSS	mem32 mask,xmmreg	AVX512
VMOVSS	xmmreg mask z,xmmreg*,xmmreg	AVX512
VMOVSS	xmmreg mask z,xmmreg*,xmmreg	AVX512
VMOVUPD	xmmreg mask z,xmmrm128	AVX512VL
VMOVUPD	ymmreg mask z,ymmrm256	AVX512VL
VMOVUPD	zmmreg mask z,zmmrm512	AVX512
VMOVUPD	xmmreg mask z,xmmreg	AVX512VL
VMOVUPD	ymmreg mask z,ymmreg	AVX512VL
VMOVUPD	zmmreg mask z,zmmreg	AVX512
VMOVUPD	mem128 mask,xmmreg	AVX512VL
VMOVUPD	mem256 mask,ymmreg	AVX512VL
VMOVUPD	mem512 mask,zmmreg	AVX512
VMOVUPS	xmmreg mask z,xmmrm128	AVX512VL
VMOVUPS	ymmreg mask z,ymmrm256	AVX512VL
VMOVUPS	zmmreg mask z,zmmrm512	AVX512
VMOVUPS	xmmreg mask z,xmmreg	AVX512VL
VMOVUPS	ymmreg mask z,ymmreg	AVX512VL
VMOVUPS	zmmreg mask z,zmmreg	AVX512
VMOVUPS	mem128 mask,xmmreg	AVX512VL
VMOVUPS	mem256 mask,ymmreg	AVX512VL
VMOVUPS	mem512 mask,zmmreg	AVX512
VMULPD	xmmreg mask z,xmmreg*,xmmrm128 b64	AVX512VL
VMULPD	ymmreg mask z,ymmreg*,ymmrm256 b64	AVX512VL
VMULPD	zmmreg mask z,zmmreg*,zmmrm512 b64 er	AVX512
VMULPS	xmmreg mask z,xmmreg*,xmmrm128 b32	AVX512VL

VMULPS	ymmreg	mask	z, ymmreg*	ymmrm256	b32	AVX512VL
VMULPS	zmmreg	mask	z, zmmreg*	zmmrm512	b32	er AVX512
VMULSD	xmmreg	mask	z, xmmreg*	xmmrm64	er	AVX512
VMULSS	xmmreg	mask	z, xmmreg*	xmmrm32	er	AVX512
VORPD	xmmreg	mask	z, xmmreg*	xmmrm128	b64	AVX512VL/DQ
VORPD	ymmreg	mask	z, ymmreg*	ymmrm256	b64	AVX512VL/DQ
VORPD	zmmreg	mask	z, zmmreg*	zmmrm512	b64	AVX512DQ
VORPS	xmmreg	mask	z, xmmreg*	xmmrm128	b32	AVX512VL/DQ
VORPS	ymmreg	mask	z, ymmreg*	ymmrm256	b32	AVX512VL/DQ
VORPS	zmmreg	mask	z, zmmreg*	zmmrm512	b32	AVX512DQ
VPABSB	xmmreg	mask	z, xmmrm128			AVX512VL/BW
VPABSB	ymmreg	mask	z, ymmrm256			AVX512VL/BW
VPABSB	zmmreg	mask	z, zmmrm512			AVX512BW
VPABSD	xmmreg	mask	z, xmmrm128	b32		AVX512VL
VPABSD	ymmreg	mask	z, ymmrm256	b32		AVX512VL
VPABSD	zmmreg	mask	z, zmmrm512	b32		AVX512
VPABSQ	xmmreg	mask	z, xmmrm128	b64		AVX512VL
VPABSQ	ymmreg	mask	z, ymmrm256	b64		AVX512VL
VPABSQ	zmmreg	mask	z, zmmrm512	b64		AVX512
VPABSW	xmmreg	mask	z, xmmrm128			AVX512VL/BW
VPABSW	ymmreg	mask	z, ymmrm256			AVX512VL/BW
VPABSW	zmmreg	mask	z, zmmrm512			AVX512BW
VPACKSSDW	xmmreg	mask	z, xmmreg*	xmmrm128	b32	AVX512VL/BW
VPACKSSDW	ymmreg	mask	z, ymmreg*	ymmrm256	b32	AVX512VL/BW
VPACKSSDW	zmmreg	mask	z, zmmreg*	zmmrm512	b32	AVX512BW
VPACKSSWB	xmmreg	mask	z, xmmreg*	xmmrm128		AVX512VL/BW
VPACKSSWB	ymmreg	mask	z, ymmreg*	ymmrm256		AVX512VL/BW
VPACKSSWB	zmmreg	mask	z, zmmreg*	zmmrm512		AVX512BW
VPACKUSDW	xmmreg	mask	z, xmmreg*	xmmrm128	b32	AVX512VL/BW
VPACKUSDW	ymmreg	mask	z, ymmreg*	ymmrm256	b32	AVX512VL/BW
VPACKUSDW	zmmreg	mask	z, zmmreg*	zmmrm512	b32	AVX512BW
VPACKUSWB	xmmreg	mask	z, xmmreg*	xmmrm128		AVX512VL/BW
VPACKUSWB	ymmreg	mask	z, ymmreg*	ymmrm256		AVX512VL/BW
VPACKUSWB	zmmreg	mask	z, zmmreg*	zmmrm512		AVX512BW
VPADDB	xmmreg	mask	z, xmmreg*	xmmrm128		AVX512VL/BW
VPADDB	ymmreg	mask	z, ymmreg*	ymmrm256		AVX512VL/BW
VPADDB	zmmreg	mask	z, zmmreg*	zmmrm512		AVX512BW
VPADD	xmmreg	mask	z, xmmreg*	xmmrm128	b32	AVX512VL
VPADD	ymmreg	mask	z, ymmreg*	ymmrm256	b32	AVX512VL
VPADD	zmmreg	mask	z, zmmreg*	zmmrm512	b32	AVX512
VPADDQ	xmmreg	mask	z, xmmreg*	xmmrm128	b64	AVX512VL
VPADDQ	ymmreg	mask	z, ymmreg*	ymmrm256	b64	AVX512VL
VPADDQ	zmmreg	mask	z, zmmreg*	zmmrm512	b64	AVX512
VPADDSB	xmmreg	mask	z, xmmreg*	xmmrm128		AVX512VL/BW
VPADDSB	ymmreg	mask	z, ymmreg*	ymmrm256		AVX512VL/BW
VPADDSB	zmmreg	mask	z, zmmreg*	zmmrm512		AVX512BW
VPADDSW	xmmreg	mask	z, xmmreg*	xmmrm128		AVX512VL/BW
VPADDSW	ymmreg	mask	z, ymmreg*	ymmrm256		AVX512VL/BW
VPADDSW	zmmreg	mask	z, zmmreg*	zmmrm512		AVX512BW
VPADDUSB	xmmreg	mask	z, xmmreg*	xmmrm128		AVX512VL/BW
VPADDUSB	ymmreg	mask	z, ymmreg*	ymmrm256		AVX512VL/BW
VPADDUSB	zmmreg	mask	z, zmmreg*	zmmrm512		AVX512BW
VPADDUSW	xmmreg	mask	z, xmmreg*	xmmrm128		AVX512VL/BW
VPADDUSW	ymmreg	mask	z, ymmreg*	ymmrm256		AVX512VL/BW
VPADDUSW	zmmreg	mask	z, zmmreg*	zmmrm512		AVX512BW
VPADDW	xmmreg	mask	z, xmmreg*	xmmrm128		AVX512VL/BW
VPADDW	ymmreg	mask	z, ymmreg*	ymmrm256		AVX512VL/BW
VPADDW	zmmreg	mask	z, zmmreg*	zmmrm512		AVX512BW
VPALIGNR	xmmreg	mask	z, xmmreg*	xmmrm128, imm8		AVX512VL/BW
VPALIGNR	ymmreg	mask	z, ymmreg*	ymmrm256, imm8		AVX512VL/BW
VPALIGNR	zmmreg	mask	z, zmmreg*	zmmrm512, imm8		AVX512BW
VPANDD	xmmreg	mask	z, xmmreg*	xmmrm128	b32	AVX512VL
VPANDD	ymmreg	mask	z, ymmreg*	ymmrm256	b32	AVX512VL
VPANDD	zmmreg	mask	z, zmmreg*	zmmrm512	b32	AVX512
VPANDND	xmmreg	mask	z, xmmreg*	xmmrm128	b32	AVX512VL
VPANDND	ymmreg	mask	z, ymmreg*	ymmrm256	b32	AVX512VL
VPANDND	zmmreg	mask	z, zmmreg*	zmmrm512	b32	AVX512

VPANDNQ	xmmreg	mask	z, xmmreg*	xmmrm128	b64	AVX512VL
VPANDNQ	ymmreg	mask	z, ymmreg*	ymmrm256	b64	AVX512VL
VPANDNQ	zmmreg	mask	z, zmmreg*	zmmrm512	b64	AVX512
VPANDQ	xmmreg	mask	z, xmmreg*	xmmrm128	b64	AVX512VL
VPANDQ	ymmreg	mask	z, ymmreg*	ymmrm256	b64	AVX512VL
VPANDQ	zmmreg	mask	z, zmmreg*	zmmrm512	b64	AVX512
VPAVGB	xmmreg	mask	z, xmmreg*	xmmrm128		AVX512VL/BW
VPAVGB	ymmreg	mask	z, ymmreg*	ymmrm256		AVX512VL/BW
VPAVGB	zmmreg	mask	z, zmmreg*	zmmrm512		AVX512BW
VPAVGW	xmmreg	mask	z, xmmreg*	xmmrm128		AVX512VL/BW
VPAVGW	ymmreg	mask	z, ymmreg*	ymmrm256		AVX512VL/BW
VPAVGW	zmmreg	mask	z, zmmreg*	zmmrm512		AVX512BW
VPBLENDMB	xmmreg	mask	z, xmmreg	xmmrm128		AVX512VL/BW
VPBLENDMB	ymmreg	mask	z, ymmreg	ymmrm256		AVX512VL/BW
VPBLENDMB	zmmreg	mask	z, zmmreg	zmmrm512		AVX512BW
VPBLENDMD	xmmreg	mask	z, xmmreg	xmmrm128	b32	AVX512VL
VPBLENDMD	ymmreg	mask	z, ymmreg	ymmrm256	b32	AVX512VL
VPBLENDMD	zmmreg	mask	z, zmmreg	zmmrm512	b32	AVX512
VPBLENDMQ	xmmreg	mask	z, xmmreg	xmmrm128	b64	AVX512VL
VPBLENDMQ	ymmreg	mask	z, ymmreg	ymmrm256	b64	AVX512VL
VPBLENDMQ	zmmreg	mask	z, zmmreg	zmmrm512	b64	AVX512
VPBLENDMW	xmmreg	mask	z, xmmreg	xmmrm128		AVX512VL/BW
VPBLENDMW	ymmreg	mask	z, ymmreg	ymmrm256		AVX512VL/BW
VPBLENDMW	zmmreg	mask	z, zmmreg	zmmrm512		AVX512BW
VPBROADCASTB	xmmreg	mask	z, xmmrm8			AVX512VL/BW
VPBROADCASTB	ymmreg	mask	z, xmmrm8			AVX512VL/BW
VPBROADCASTB	zmmreg	mask	z, xmmrm8			AVX512BW
VPBROADCASTB	xmmreg	mask	z, reg8			AVX512VL/BW
VPBROADCASTB	xmmreg	mask	z, reg16			AVX512VL/BW
VPBROADCASTB	xmmreg	mask	z, reg32			AVX512VL/BW
VPBROADCASTB	xmmreg	mask	z, reg64			AVX512VL/BW
VPBROADCASTB	ymmreg	mask	z, reg8			AVX512VL/BW
VPBROADCASTB	ymmreg	mask	z, reg16			AVX512VL/BW
VPBROADCASTB	ymmreg	mask	z, reg32			AVX512VL/BW
VPBROADCASTB	ymmreg	mask	z, reg64			AVX512VL/BW
VPBROADCASTB	zmmreg	mask	z, reg8			AVX512BW
VPBROADCASTB	zmmreg	mask	z, reg16			AVX512BW
VPBROADCASTB	zmmreg	mask	z, reg32			AVX512BW
VPBROADCASTB	zmmreg	mask	z, reg64			AVX512BW
VPBROADCASTD	xmmreg	mask	z, mem32			AVX512VL
VPBROADCASTD	ymmreg	mask	z, mem32			AVX512VL
VPBROADCASTD	zmmreg	mask	z, mem32			AVX512
VPBROADCASTD	xmmreg	mask	z, xmmreg			AVX512VL
VPBROADCASTD	ymmreg	mask	z, xmmreg			AVX512VL
VPBROADCASTD	zmmreg	mask	z, xmmreg			AVX512
VPBROADCASTD	xmmreg	mask	z, reg32			AVX512VL
VPBROADCASTD	ymmreg	mask	z, reg32			AVX512VL
VPBROADCASTD	zmmreg	mask	z, reg32			AVX512
VPBROADCASTMB2Q	xmmreg, kreg					AVX512CD/VL
VPBROADCASTMB2Q	ymmreg, kreg					AVX512CD/VL
VPBROADCASTMB2Q	zmmreg, kreg					AVX512CD
VPBROADCASTMW2D	xmmreg, kreg					AVX512CD/VL
VPBROADCASTMW2D	ymmreg, kreg					AVX512CD/VL
VPBROADCASTMW2D	zmmreg, kreg					AVX512CD
VPBROADCASTQ	xmmreg	mask	z, mem64			AVX512VL
VPBROADCASTQ	ymmreg	mask	z, mem64			AVX512VL
VPBROADCASTQ	zmmreg	mask	z, mem64			AVX512
VPBROADCASTQ	xmmreg	mask	z, xmmreg			AVX512VL
VPBROADCASTQ	ymmreg	mask	z, xmmreg			AVX512VL
VPBROADCASTQ	zmmreg	mask	z, xmmreg			AVX512
VPBROADCASTQ	xmmreg	mask	z, reg64			AVX512VL
VPBROADCASTQ	ymmreg	mask	z, reg64			AVX512VL
VPBROADCASTQ	zmmreg	mask	z, reg64			AVX512
VPBROADCASTQ	xmmreg	mask	z, xmmrm16			AVX512VL/BW
VPBROADCASTQ	ymmreg	mask	z, xmmrm16			AVX512VL/BW
VPBROADCASTQ	zmmreg	mask	z, xmmrm16			AVX512BW
VPBROADCASTQ	xmmreg	mask	z, reg16			AVX512VL/BW

VPBROADCASTW	xmmreg mask z, reg32	AVX512VL/BW
VPBROADCASTW	xmmreg mask z, reg64	AVX512VL/BW
VPBROADCASTW	ymmreg mask z, reg16	AVX512VL/BW
VPBROADCASTW	ymmreg mask z, reg32	AVX512VL/BW
VPBROADCASTW	ymmreg mask z, reg64	AVX512VL/BW
VPBROADCASTW	zmmreg mask z, reg16	AVX512BW
VPBROADCASTW	zmmreg mask z, reg32	AVX512BW
VPBROADCASTW	zmmreg mask z, reg64	AVX512BW
VPCMPEQB	kreg mask, xmmreg, xmrm128	AVX512VL/BW
VPCMPEQB	kreg mask, ymmreg, ymrm256	AVX512VL/BW
VPCMPEQB	kreg mask, zmmreg, zmrm512	AVX512BW
VPCMPEQD	kreg mask, xmmreg, xmrm128 b32	AVX512VL
VPCMPEQD	kreg mask, ymmreg, ymrm256 b32	AVX512VL
VPCMPEQD	kreg mask, zmmreg, zmrm512 b32	AVX512
VPCMPEQQ	kreg mask, xmmreg, xmrm128 b64	AVX512VL
VPCMPEQQ	kreg mask, ymmreg, ymrm256 b64	AVX512VL
VPCMPEQQ	kreg mask, zmmreg, zmrm512 b64	AVX512
VPCMPEQW	kreg mask, xmmreg, xmrm128	AVX512VL/BW
VPCMPEQW	kreg mask, ymmreg, ymrm256	AVX512VL/BW
VPCMPEQW	kreg mask, zmmreg, zmrm512	AVX512BW
VPCMPGTB	kreg mask, xmmreg, xmrm128	AVX512VL/BW
VPCMPGTB	kreg mask, ymmreg, ymrm256	AVX512VL/BW
VPCMPGTB	kreg mask, zmmreg, zmrm512	AVX512BW
VPCMPGTD	kreg mask, xmmreg, xmrm128 b32	AVX512VL
VPCMPGTD	kreg mask, ymmreg, ymrm256 b32	AVX512VL
VPCMPGTD	kreg mask, zmmreg, zmrm512 b32	AVX512
VPCMPGTQ	kreg mask, xmmreg, xmrm128 b64	AVX512VL
VPCMPGTQ	kreg mask, ymmreg, ymrm256 b64	AVX512VL
VPCMPGTQ	kreg mask, zmmreg, zmrm512 b64	AVX512
VPCMPGTW	kreg mask, xmmreg, xmrm128	AVX512VL/BW
VPCMPGTW	kreg mask, ymmreg, ymrm256	AVX512VL/BW
VPCMPGTW	kreg mask, zmmreg, zmrm512	AVX512BW
VPCMPEQB	kreg mask, xmmreg, xmrm128	AVX512VL/BW
VPCMPEQB	kreg mask, ymmreg, ymrm256	AVX512VL/BW
VPCMPEQB	kreg mask, zmmreg, zmrm512	AVX512BW
VPCMPEQD	kreg mask, xmmreg, xmrm128 b32	AVX512VL
VPCMPEQD	kreg mask, ymmreg, ymrm256 b32	AVX512VL
VPCMPEQD	kreg mask, zmmreg, zmrm512 b32	AVX512
VPCMPEQQ	kreg mask, xmmreg, xmrm128 b64	AVX512VL
VPCMPEQQ	kreg mask, ymmreg, ymrm256 b64	AVX512VL
VPCMPEQQ	kreg mask, zmmreg, zmrm512 b64	AVX512
VPCMPEQUB	kreg mask, xmmreg, xmrm128	AVX512VL/BW
VPCMPEQUB	kreg mask, ymmreg, ymrm256	AVX512VL/BW
VPCMPEQUB	kreg mask, zmmreg, zmrm512	AVX512BW
VPCMPEQUD	kreg mask, xmmreg, xmrm128 b32	AVX512VL
VPCMPEQUD	kreg mask, ymmreg, ymrm256 b32	AVX512VL
VPCMPEQUD	kreg mask, zmmreg, zmrm512 b32	AVX512
VPCMPEQUQ	kreg mask, xmmreg, xmrm128 b64	AVX512VL
VPCMPEQUQ	kreg mask, ymmreg, ymrm256 b64	AVX512VL
VPCMPEQUQ	kreg mask, zmmreg, zmrm512 b64	AVX512
VPCMPEQUW	kreg mask, xmmreg, xmrm128	AVX512VL/BW
VPCMPEQUW	kreg mask, ymmreg, ymrm256	AVX512VL/BW
VPCMPEQUW	kreg mask, zmmreg, zmrm512	AVX512BW
VPCMPEQW	kreg mask, xmmreg, xmrm128	AVX512VL/BW
VPCMPEQW	kreg mask, ymmreg, ymrm256	AVX512VL/BW
VPCMPEQW	kreg mask, zmmreg, zmrm512	AVX512BW
VPCMPGEB	kreg mask, xmmreg, xmrm128	AVX512VL/BW
VPCMPGEB	kreg mask, ymmreg, ymrm256	AVX512VL/BW
VPCMPGEB	kreg mask, zmmreg, zmrm512	AVX512BW
VPCMPGED	kreg mask, xmmreg, xmrm128 b32	AVX512VL
VPCMPGED	kreg mask, ymmreg, ymrm256 b32	AVX512VL
VPCMPGED	kreg mask, zmmreg, zmrm512 b32	AVX512
VPCMPGEQ	kreg mask, xmmreg, xmrm128 b64	AVX512VL
VPCMPGEQ	kreg mask, ymmreg, ymrm256 b64	AVX512VL
VPCMPGEQ	kreg mask, zmmreg, zmrm512 b64	AVX512
VPCMPGEUB	kreg mask, xmmreg, xmrm128	AVX512VL/BW
VPCMPGEUB	kreg mask, ymmreg, ymrm256	AVX512VL/BW

VPCMPGEUB	kreg mask, zmmreg, zmmrm512	AVX512BW
VPCMPGEUD	kreg mask, xmmreg, xmrm128	b32 AVX512VL
VPCMPGEUD	kreg mask, ymmreg, ymmrm256	b32 AVX512VL
VPCMPGEUD	kreg mask, zmmreg, zmmrm512	b32 AVX512
VPCMPGEUQ	kreg mask, xmmreg, xmrm128	b64 AVX512VL
VPCMPGEUQ	kreg mask, ymmreg, ymmrm256	b64 AVX512VL
VPCMPGEUQ	kreg mask, zmmreg, zmmrm512	b64 AVX512
VPCMPGEUW	kreg mask, xmmreg, xmrm128	AVX512VL/BW
VPCMPGEUW	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPCMPGEUW	kreg mask, zmmreg, zmmrm512	AVX512BW
VPCMPGEW	kreg mask, xmmreg, xmrm128	AVX512VL/BW
VPCMPGEW	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPCMPGEW	kreg mask, zmmreg, zmmrm512	AVX512BW
VPCMPGTB	kreg mask, xmmreg, xmrm128	AVX512VL/BW
VPCMPGTB	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPCMPGTB	kreg mask, zmmreg, zmmrm512	AVX512BW
VPCMPGTD	kreg mask, xmmreg, xmrm128	b32 AVX512VL
VPCMPGTD	kreg mask, ymmreg, ymmrm256	b32 AVX512VL
VPCMPGTD	kreg mask, zmmreg, zmmrm512	b32 AVX512
VPCMPGTQ	kreg mask, xmmreg, xmrm128	b64 AVX512VL
VPCMPGTQ	kreg mask, ymmreg, ymmrm256	b64 AVX512VL
VPCMPGTQ	kreg mask, zmmreg, zmmrm512	b64 AVX512
VPCMPGTUB	kreg mask, xmmreg, xmrm128	AVX512VL/BW
VPCMPGTUB	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPCMPGTUB	kreg mask, zmmreg, zmmrm512	AVX512BW
VPCMPGTUD	kreg mask, xmmreg, xmrm128	b32 AVX512VL
VPCMPGTUD	kreg mask, ymmreg, ymmrm256	b32 AVX512VL
VPCMPGTUD	kreg mask, zmmreg, zmmrm512	b32 AVX512
VPCMPGTUQ	kreg mask, xmmreg, xmrm128	b64 AVX512VL
VPCMPGTUQ	kreg mask, ymmreg, ymmrm256	b64 AVX512VL
VPCMPGTUQ	kreg mask, zmmreg, zmmrm512	b64 AVX512
VPCMPGTUW	kreg mask, xmmreg, xmrm128	AVX512VL/BW
VPCMPGTUW	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPCMPGTUW	kreg mask, zmmreg, zmmrm512	AVX512BW
VPCMPGTW	kreg mask, xmmreg, xmrm128	AVX512VL/BW
VPCMPGTW	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPCMPGTW	kreg mask, zmmreg, zmmrm512	AVX512BW
VPCMPLEB	kreg mask, xmmreg, xmrm128	AVX512VL/BW
VPCMPLEB	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPCMPLEB	kreg mask, zmmreg, zmmrm512	AVX512BW
VPCMPLED	kreg mask, xmmreg, xmrm128	b32 AVX512VL
VPCMPLED	kreg mask, ymmreg, ymmrm256	b32 AVX512VL
VPCMPLED	kreg mask, zmmreg, zmmrm512	b32 AVX512
VPCMPLEQ	kreg mask, xmmreg, xmrm128	b64 AVX512VL
VPCMPLEQ	kreg mask, ymmreg, ymmrm256	b64 AVX512VL
VPCMPLEQ	kreg mask, zmmreg, zmmrm512	b64 AVX512
VPCMPLEUB	kreg mask, xmmreg, xmrm128	AVX512VL/BW
VPCMPLEUB	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPCMPLEUB	kreg mask, zmmreg, zmmrm512	AVX512BW
VPCMPLEUD	kreg mask, xmmreg, xmrm128	b32 AVX512VL
VPCMPLEUD	kreg mask, ymmreg, ymmrm256	b32 AVX512VL
VPCMPLEUD	kreg mask, zmmreg, zmmrm512	b32 AVX512
VPCMPLEUQ	kreg mask, xmmreg, xmrm128	b64 AVX512VL
VPCMPLEUQ	kreg mask, ymmreg, ymmrm256	b64 AVX512VL
VPCMPLEUQ	kreg mask, zmmreg, zmmrm512	b64 AVX512
VPCMPLEUW	kreg mask, xmmreg, xmrm128	AVX512VL/BW
VPCMPLEUW	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPCMPLEUW	kreg mask, zmmreg, zmmrm512	AVX512BW
VPCMPLEW	kreg mask, xmmreg, xmrm128	AVX512VL/BW
VPCMPLEW	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPCMPLEW	kreg mask, zmmreg, zmmrm512	AVX512BW
VPCMPLTB	kreg mask, xmmreg, xmrm128	AVX512VL/BW
VPCMPLTB	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPCMPLTB	kreg mask, zmmreg, zmmrm512	AVX512BW
VPCMPLTD	kreg mask, xmmreg, xmrm128	b32 AVX512VL
VPCMPLTD	kreg mask, ymmreg, ymmrm256	b32 AVX512VL
VPCMPLTD	kreg mask, zmmreg, zmmrm512	b32 AVX512

VPCPLTQ	kreg mask, xmmreg, xmmrm128 b64	AVX512VL
VPCPLTQ	kreg mask, ymmreg, ymmrm256 b64	AVX512VL
VPCPLTQ	kreg mask, zmmreg, zmmrm512 b64	AVX512
VPCPLTUB	kreg mask, xmmreg, xmmrm128	AVX512VL/BW
VPCPLTUB	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPCPLTUB	kreg mask, zmmreg, zmmrm512	AVX512BW
VPCPLTUD	kreg mask, xmmreg, xmmrm128 b32	AVX512VL
VPCPLTUD	kreg mask, ymmreg, ymmrm256 b32	AVX512VL
VPCPLTUD	kreg mask, zmmreg, zmmrm512 b32	AVX512
VPCPLTUQ	kreg mask, xmmreg, xmmrm128 b64	AVX512VL
VPCPLTUQ	kreg mask, ymmreg, ymmrm256 b64	AVX512VL
VPCPLTUQ	kreg mask, zmmreg, zmmrm512 b64	AVX512
VPCPLTUW	kreg mask, xmmreg, xmmrm128	AVX512VL/BW
VPCPLTUW	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPCPLTUW	kreg mask, zmmreg, zmmrm512	AVX512BW
VPCPLTW	kreg mask, xmmreg, xmmrm128	AVX512VL/BW
VPCPLTW	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPCPLTW	kreg mask, zmmreg, zmmrm512	AVX512BW
VPCMPNEQB	kreg mask, xmmreg, xmmrm128	AVX512VL/BW
VPCMPNEQB	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPCMPNEQB	kreg mask, zmmreg, zmmrm512	AVX512BW
VPCMPNEQD	kreg mask, xmmreg, xmmrm128 b32	AVX512VL
VPCMPNEQD	kreg mask, ymmreg, ymmrm256 b32	AVX512VL
VPCMPNEQD	kreg mask, zmmreg, zmmrm512 b32	AVX512
VPCMPNEQQ	kreg mask, xmmreg, xmmrm128 b64	AVX512VL
VPCMPNEQQ	kreg mask, ymmreg, ymmrm256 b64	AVX512VL
VPCMPNEQQ	kreg mask, zmmreg, zmmrm512 b64	AVX512
VPCMPNEQUB	kreg mask, xmmreg, xmmrm128	AVX512VL/BW
VPCMPNEQUB	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPCMPNEQUB	kreg mask, zmmreg, zmmrm512	AVX512BW
VPCMPNEQUD	kreg mask, xmmreg, xmmrm128 b32	AVX512VL
VPCMPNEQUD	kreg mask, ymmreg, ymmrm256 b32	AVX512VL
VPCMPNEQUD	kreg mask, zmmreg, zmmrm512 b32	AVX512
VPCMPNEQUQ	kreg mask, xmmreg, xmmrm128 b64	AVX512VL
VPCMPNEQUQ	kreg mask, ymmreg, ymmrm256 b64	AVX512VL
VPCMPNEQUQ	kreg mask, zmmreg, zmmrm512 b64	AVX512
VPCMPNEQUW	kreg mask, xmmreg, xmmrm128	AVX512VL/BW
VPCMPNEQUW	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPCMPNEQUW	kreg mask, zmmreg, zmmrm512	AVX512BW
VPCMPNEQW	kreg mask, xmmreg, xmmrm128	AVX512VL/BW
VPCMPNEQW	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPCMPNEQW	kreg mask, zmmreg, zmmrm512	AVX512BW
VPCMPNGTB	kreg mask, xmmreg, xmmrm128	AVX512VL/BW
VPCMPNGTB	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPCMPNGTB	kreg mask, zmmreg, zmmrm512	AVX512BW
VPCMPNGTD	kreg mask, xmmreg, xmmrm128 b32	AVX512VL
VPCMPNGTD	kreg mask, ymmreg, ymmrm256 b32	AVX512VL
VPCMPNGTD	kreg mask, zmmreg, zmmrm512 b32	AVX512
VPCMPNGTQ	kreg mask, xmmreg, xmmrm128 b64	AVX512VL
VPCMPNGTQ	kreg mask, ymmreg, ymmrm256 b64	AVX512VL
VPCMPNGTQ	kreg mask, zmmreg, zmmrm512 b64	AVX512
VPCMPNGTUB	kreg mask, xmmreg, xmmrm128	AVX512VL/BW
VPCMPNGTUB	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPCMPNGTUB	kreg mask, zmmreg, zmmrm512	AVX512BW
VPCMPNGTUD	kreg mask, xmmreg, xmmrm128 b32	AVX512VL
VPCMPNGTUD	kreg mask, ymmreg, ymmrm256 b32	AVX512VL
VPCMPNGTUD	kreg mask, zmmreg, zmmrm512 b32	AVX512
VPCMPNGTUQ	kreg mask, xmmreg, xmmrm128 b64	AVX512VL
VPCMPNGTUQ	kreg mask, ymmreg, ymmrm256 b64	AVX512VL
VPCMPNGTUQ	kreg mask, zmmreg, zmmrm512 b64	AVX512
VPCMPNGTUW	kreg mask, xmmreg, xmmrm128	AVX512VL/BW
VPCMPNGTUW	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPCMPNGTUW	kreg mask, zmmreg, zmmrm512	AVX512BW
VPCMPNGTW	kreg mask, xmmreg, xmmrm128	AVX512VL/BW
VPCMPNGTW	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPCMPNGTW	kreg mask, zmmreg, zmmrm512	AVX512BW
VPCMPNLEB	kreg mask, xmmreg, xmmrm128	AVX512VL/BW

VPCMPNLEB	kreg mask,ymmreg,ymmrm256	AVX512VL/BW
VPCMPNLEB	kreg mask,zmmreg,zmmrm512	AVX512BW
VPCMPNLED	kreg mask,xmmreg,xmmrm128	b32 AVX512VL
VPCMPNLED	kreg mask,ymmreg,ymmrm256	b32 AVX512VL
VPCMPNLED	kreg mask,zmmreg,zmmrm512	b32 AVX512
VPCMPNLEQ	kreg mask,xmmreg,xmmrm128	b64 AVX512VL
VPCMPNLEQ	kreg mask,ymmreg,ymmrm256	b64 AVX512VL
VPCMPNLEQ	kreg mask,zmmreg,zmmrm512	b64 AVX512
VPCMPNLEUB	kreg mask,xmmreg,xmmrm128	AVX512VL/BW
VPCMPNLEUB	kreg mask,ymmreg,ymmrm256	AVX512VL/BW
VPCMPNLEUB	kreg mask,zmmreg,zmmrm512	AVX512BW
VPCMPNLEUD	kreg mask,xmmreg,xmmrm128	b32 AVX512VL
VPCMPNLEUD	kreg mask,ymmreg,ymmrm256	b32 AVX512VL
VPCMPNLEUD	kreg mask,zmmreg,zmmrm512	b32 AVX512
VPCMPNLEUQ	kreg mask,xmmreg,xmmrm128	b64 AVX512VL
VPCMPNLEUQ	kreg mask,ymmreg,ymmrm256	b64 AVX512VL
VPCMPNLEUQ	kreg mask,zmmreg,zmmrm512	b64 AVX512
VPCMPNLEUW	kreg mask,xmmreg,xmmrm128	AVX512VL/BW
VPCMPNLEUW	kreg mask,ymmreg,ymmrm256	AVX512VL/BW
VPCMPNLEUW	kreg mask,zmmreg,zmmrm512	AVX512BW
VPCMPNLEW	kreg mask,xmmreg,xmmrm128	AVX512VL/BW
VPCMPNLEW	kreg mask,ymmreg,ymmrm256	AVX512VL/BW
VPCMPNLEW	kreg mask,zmmreg,zmmrm512	AVX512BW
VPCMPNLTB	kreg mask,xmmreg,xmmrm128	AVX512VL/BW
VPCMPNLTB	kreg mask,ymmreg,ymmrm256	AVX512VL/BW
VPCMPNLTB	kreg mask,zmmreg,zmmrm512	AVX512BW
VPCMPNLTD	kreg mask,xmmreg,xmmrm128	b32 AVX512VL
VPCMPNLTD	kreg mask,ymmreg,ymmrm256	b32 AVX512VL
VPCMPNLTD	kreg mask,zmmreg,zmmrm512	b32 AVX512
VPCMPNLTQ	kreg mask,xmmreg,xmmrm128	b64 AVX512VL
VPCMPNLTQ	kreg mask,ymmreg,ymmrm256	b64 AVX512VL
VPCMPNLTQ	kreg mask,zmmreg,zmmrm512	b64 AVX512
VPCMPNLTUB	kreg mask,xmmreg,xmmrm128	AVX512VL/BW
VPCMPNLTUB	kreg mask,ymmreg,ymmrm256	AVX512VL/BW
VPCMPNLTUB	kreg mask,zmmreg,zmmrm512	AVX512BW
VPCMPNLTUD	kreg mask,xmmreg,xmmrm128	b32 AVX512VL
VPCMPNLTUD	kreg mask,ymmreg,ymmrm256	b32 AVX512VL
VPCMPNLTUD	kreg mask,zmmreg,zmmrm512	b32 AVX512
VPCMPNLTUQ	kreg mask,xmmreg,xmmrm128	b64 AVX512VL
VPCMPNLTUQ	kreg mask,ymmreg,ymmrm256	b64 AVX512VL
VPCMPNLTUQ	kreg mask,zmmreg,zmmrm512	b64 AVX512
VPCMPNLTUW	kreg mask,xmmreg,xmmrm128	AVX512VL/BW
VPCMPNLTUW	kreg mask,ymmreg,ymmrm256	AVX512VL/BW
VPCMPNLTUW	kreg mask,zmmreg,zmmrm512	AVX512BW
VPCMPNLTW	kreg mask,xmmreg,xmmrm128	AVX512VL/BW
VPCMPNLTW	kreg mask,ymmreg,ymmrm256	AVX512VL/BW
VPCMPNLTW	kreg mask,zmmreg,zmmrm512	AVX512BW
VPCMPB	kreg mask,xmmreg,xmmrm128,imm8	AVX512VL/BW
VPCMPB	kreg mask,ymmreg,ymmrm256,imm8	AVX512VL/BW
VPCMPB	kreg mask,zmmreg,zmmrm512,imm8	AVX512BW
VPCMPD	kreg mask,xmmreg,xmmrm128	b32,imm8 AVX512VL
VPCMPD	kreg mask,ymmreg,ymmrm256	b32,imm8 AVX512VL
VPCMPD	kreg mask,zmmreg,zmmrm512	b32,imm8 AVX512
VPCMPQ	kreg mask,xmmreg,xmmrm128	b64,imm8 AVX512VL
VPCMPQ	kreg mask,ymmreg,ymmrm256	b64,imm8 AVX512VL
VPCMPQ	kreg mask,zmmreg,zmmrm512	b64,imm8 AVX512
VPCMPUB	kreg mask,xmmreg,xmmrm128,imm8	AVX512VL/BW
VPCMPUB	kreg mask,ymmreg,ymmrm256,imm8	AVX512VL/BW
VPCMPUB	kreg mask,zmmreg,zmmrm512,imm8	AVX512BW
VPCMPUD	kreg mask,xmmreg,xmmrm128	b32,imm8 AVX512VL
VPCMPUD	kreg mask,ymmreg,ymmrm256	b32,imm8 AVX512VL
VPCMPUD	kreg mask,zmmreg,zmmrm512	b32,imm8 AVX512
VPCMPUQ	kreg mask,xmmreg,xmmrm128	b64,imm8 AVX512VL
VPCMPUQ	kreg mask,ymmreg,ymmrm256	b64,imm8 AVX512VL
VPCMPUQ	kreg mask,zmmreg,zmmrm512	b64,imm8 AVX512
VPCMPUW	kreg mask,xmmreg,xmmrm128,imm8	AVX512VL/BW
VPCMPUW	kreg mask,ymmreg,ymmrm256,imm8	AVX512VL/BW

VPCMPUW	kreg mask, zmmreg, zmmrm512, imm8	AVX512BW
VPCMPW	kreg mask, xmmreg, xmmrm128, imm8	AVX512VL/BW
VPCMPW	kreg mask, ymmreg, ymmrm256, imm8	AVX512VL/BW
VPCMPW	kreg mask, zmmreg, zmmrm512, imm8	AVX512BW
VPCOMPRESSD	mem128 mask, xmmreg	AVX512VL
VPCOMPRESSD	mem256 mask, ymmreg	AVX512VL
VPCOMPRESSD	mem512 mask, zmmreg	AVX512
VPCOMPRESSD	xmmreg mask z, xmmreg	AVX512VL
VPCOMPRESSD	ymmreg mask z, ymmreg	AVX512VL
VPCOMPRESSD	zmmreg mask z, zmmreg	AVX512
VPCOMPRESSQ	mem128 mask, xmmreg	AVX512VL
VPCOMPRESSQ	mem256 mask, ymmreg	AVX512VL
VPCOMPRESSQ	mem512 mask, zmmreg	AVX512
VPCOMPRESSQ	xmmreg mask z, xmmreg	AVX512VL
VPCOMPRESSQ	ymmreg mask z, ymmreg	AVX512VL
VPCOMPRESSQ	zmmreg mask z, zmmreg	AVX512
VPCONFLICTD	xmmreg mask z, xmmrm128 b32	AVX512CD/VL
VPCONFLICTD	ymmreg mask z, ymmrm256 b32	AVX512CD/VL
VPCONFLICTD	zmmreg mask z, zmmrm512 b32	AVX512CD
VPCONFLICTQ	xmmreg mask z, xmmrm128 b64	AVX512CD/VL
VPCONFLICTQ	ymmreg mask z, ymmrm256 b64	AVX512CD/VL
VPCONFLICTQ	zmmreg mask z, zmmrm512 b64	AVX512CD
VPERMB	xmmreg mask z, xmmreg*, xmmrm128	AVX512VL/VBMI
VPERMB	ymmreg mask z, ymmreg*, ymmrm256	AVX512VL/VBMI
VPERMB	zmmreg mask z, zmmreg*, zmmrm512	AVX512VBMI
VPERMD	ymmreg mask z, ymmreg*, ymmrm256 b32	AVX512VL
VPERMD	zmmreg mask z, zmmreg*, zmmrm512 b32	AVX512
VPERMI2B	xmmreg mask z, xmmreg, xmmrm128	AVX512VL/VBMI
VPERMI2B	ymmreg mask z, ymmreg, ymmrm256	AVX512VL/VBMI
VPERMI2B	zmmreg mask z, zmmreg, zmmrm512	AVX512VBMI
VPERMI2D	xmmreg mask z, xmmreg, xmmrm128 b32	AVX512VL
VPERMI2D	ymmreg mask z, ymmreg, ymmrm256 b32	AVX512VL
VPERMI2D	zmmreg mask z, zmmreg, zmmrm512 b32	AVX512
VPERMI2PD	xmmreg mask z, xmmreg, xmmrm128 b64	AVX512VL
VPERMI2PD	ymmreg mask z, ymmreg, ymmrm256 b64	AVX512VL
VPERMI2PD	zmmreg mask z, zmmreg, zmmrm512 b64	AVX512
VPERMI2PS	xmmreg mask z, xmmreg, xmmrm128 b32	AVX512VL
VPERMI2PS	ymmreg mask z, ymmreg, ymmrm256 b32	AVX512VL
VPERMI2PS	zmmreg mask z, zmmreg, zmmrm512 b32	AVX512
VPERMI2Q	xmmreg mask z, xmmreg, xmmrm128 b64	AVX512VL
VPERMI2Q	ymmreg mask z, ymmreg, ymmrm256 b64	AVX512VL
VPERMI2Q	zmmreg mask z, zmmreg, zmmrm512 b64	AVX512
VPERMI2W	xmmreg mask z, xmmreg, xmmrm128	AVX512VL/BW
VPERMI2W	ymmreg mask z, ymmreg, ymmrm256	AVX512VL/BW
VPERMI2W	zmmreg mask z, zmmreg, zmmrm512	AVX512BW
VPERMILPD	xmmreg mask z, xmmrm128 b64, imm8	AVX512VL
VPERMILPD	ymmreg mask z, ymmrm256 b64, imm8	AVX512VL
VPERMILPD	zmmreg mask z, zmmrm512 b64, imm8	AVX512
VPERMILPD	xmmreg mask z, xmmreg*, xmmrm128 b64	AVX512VL
VPERMILPD	ymmreg mask z, ymmreg*, ymmrm256 b64	AVX512VL
VPERMILPD	zmmreg mask z, zmmreg*, zmmrm512 b64	AVX512
VPERMILPS	xmmreg mask z, xmmrm128 b32, imm8	AVX512VL
VPERMILPS	ymmreg mask z, ymmrm256 b32, imm8	AVX512VL
VPERMILPS	zmmreg mask z, zmmrm512 b32, imm8	AVX512
VPERMILPS	xmmreg mask z, xmmreg*, xmmrm128 b32	AVX512VL
VPERMILPS	ymmreg mask z, ymmreg*, ymmrm256 b32	AVX512VL
VPERMILPS	zmmreg mask z, zmmreg*, zmmrm512 b32	AVX512
VPERMPD	ymmreg mask z, ymmrm256 b64, imm8	AVX512VL
VPERMPD	zmmreg mask z, zmmrm512 b64, imm8	AVX512
VPERMPD	ymmreg mask z, ymmreg*, ymmrm256 b64	AVX512VL
VPERMPD	zmmreg mask z, zmmreg*, zmmrm512 b64	AVX512
VPERMPS	ymmreg mask z, ymmreg*, ymmrm256 b32	AVX512VL
VPERMPS	zmmreg mask z, zmmreg*, zmmrm512 b32	AVX512
VPERMQ	ymmreg mask z, ymmrm256 b64, imm8	AVX512VL
VPERMQ	zmmreg mask z, zmmrm512 b64, imm8	AVX512
VPERMQ	ymmreg mask z, ymmreg*, ymmrm256 b64	AVX512VL
VPERMQ	zmmreg mask z, zmmreg*, zmmrm512 b64	AVX512

VPERMT2B	xmmreg	mask	z, xmmreg, xmrm128	AVX512VL/VBMI
VPERMT2B	ymmreg	mask	z, ymmreg, ymmrm256	AVX512VL/VBMI
VPERMT2B	zmmreg	mask	z, zmmreg, zmrm512	AVX512VBMI
VPERMT2D	xmmreg	mask	z, xmmreg, xmrm128 b32	AVX512VL
VPERMT2D	ymmreg	mask	z, ymmreg, ymmrm256 b32	AVX512VL
VPERMT2D	zmmreg	mask	z, zmmreg, zmrm512 b32	AVX512
VPERMT2PD	xmmreg	mask	z, xmmreg, xmrm128 b64	AVX512VL
VPERMT2PD	ymmreg	mask	z, ymmreg, ymmrm256 b64	AVX512VL
VPERMT2PD	zmmreg	mask	z, zmmreg, zmrm512 b64	AVX512
VPERMT2PS	xmmreg	mask	z, xmmreg, xmrm128 b32	AVX512VL
VPERMT2PS	ymmreg	mask	z, ymmreg, ymmrm256 b32	AVX512VL
VPERMT2PS	zmmreg	mask	z, zmmreg, zmrm512 b32	AVX512
VPERMT2Q	xmmreg	mask	z, xmmreg, xmrm128 b64	AVX512VL
VPERMT2Q	ymmreg	mask	z, ymmreg, ymmrm256 b64	AVX512VL
VPERMT2Q	zmmreg	mask	z, zmmreg, zmrm512 b64	AVX512
VPERMT2W	xmmreg	mask	z, xmmreg, xmrm128	AVX512VL/BW
VPERMT2W	ymmreg	mask	z, ymmreg, ymmrm256	AVX512VL/BW
VPERMT2W	zmmreg	mask	z, zmmreg, zmrm512	AVX512BW
VPERMW	xmmreg	mask	z, xmmreg*, xmrm128	AVX512VL/BW
VPERMW	ymmreg	mask	z, ymmreg*, ymmrm256	AVX512VL/BW
VPERMW	zmmreg	mask	z, zmmreg*, zmrm512	AVX512BW
VPEXPANDD	xmmreg	mask	z, mem128	AVX512VL
VPEXPANDD	ymmreg	mask	z, mem256	AVX512VL
VPEXPANDD	zmmreg	mask	z, mem512	AVX512
VPEXPANDD	xmmreg	mask	z, xmmreg	AVX512VL
VPEXPANDD	ymmreg	mask	z, ymmreg	AVX512VL
VPEXPANDD	zmmreg	mask	z, zmmreg	AVX512
VPEXPANDQ	xmmreg	mask	z, mem128	AVX512VL
VPEXPANDQ	ymmreg	mask	z, mem256	AVX512VL
VPEXPANDQ	zmmreg	mask	z, mem512	AVX512
VPEXPANDQ	xmmreg	mask	z, xmmreg	AVX512VL
VPEXPANDQ	ymmreg	mask	z, ymmreg	AVX512VL
VPEXPANDQ	zmmreg	mask	z, zmmreg	AVX512
VPEXTRB	reg8, xmmreg,	imm8		AVX512BW
VPEXTRB	reg16, xmmreg,	imm8		AVX512BW
VPEXTRB	reg32, xmmreg,	imm8		AVX512BW
VPEXTRB	reg64, xmmreg,	imm8		AVX512BW
VPEXTRB	mem8, xmmreg,	imm8		AVX512BW
VPEXTRD	rm32, xmmreg,	imm8		AVX512DQ
VPEXTRQ	rm64, xmmreg,	imm8		AVX512DQ
VPEXTRW	reg16, xmmreg,	imm8		AVX512BW
VPEXTRW	reg32, xmmreg,	imm8		AVX512BW
VPEXTRW	reg64, xmmreg,	imm8		AVX512BW
VPEXTRW	mem16, xmmreg,	imm8		AVX512BW
VPEXTRW	reg16, xmmreg,	imm8		AVX512BW
VPEXTRW	reg32, xmmreg,	imm8		AVX512BW
VPEXTRW	reg64, xmmreg,	imm8		AVX512BW
VPGATHERDD	xmmreg	mask,	xmem32	AVX512VL
VPGATHERDD	ymmreg	mask,	ymem32	AVX512VL
VPGATHERDD	zmmreg	mask,	zmem32	AVX512
VPGATHERDQ	xmmreg	mask,	xmem64	AVX512VL
VPGATHERDQ	ymmreg	mask,	xmem64	AVX512VL
VPGATHERDQ	zmmreg	mask,	ymem64	AVX512
VPGATHERDQ	xmmreg	mask,	xmem32	AVX512VL
VPGATHERQD	xmmreg	mask,	ymem32	AVX512VL
VPGATHERQD	ymmreg	mask,	zmem32	AVX512
VPGATHERQD	xmmreg	mask,	xmem64	AVX512VL
VPGATHERQQ	ymmreg	mask,	ymem64	AVX512VL
VPGATHERQQ	zmmreg	mask,	zmem64	AVX512
VPINSRB	xmmreg, xmmreg*,	reg32, imm8		AVX512BW
VPINSRB	xmmreg, xmmreg*,	mem8, imm8		AVX512BW
VPINSRD	xmmreg, xmmreg*,	rm32, imm8		AVX512DQ
VPINSRQ	xmmreg, xmmreg*,	rm64, imm8		AVX512DQ
VPINSRW	xmmreg, xmmreg*,	reg32, imm8		AVX512BW
VPINSRW	xmmreg, xmmreg*,	mem16, imm8		AVX512BW
VPLZCNTD	xmmreg	mask	z, xmrm128 b32	AVX512CD/VL
VPLZCNTD	ymmreg	mask	z, ymmrm256 b32	AVX512CD/VL

VPLZCNTD	zmmreg	mask	z, zmmrm512	b32	AVX512CD
VPLZCNTQ	xmmreg	mask	z, xmmrm128	b64	AVX512CD/VL
VPLZCNTQ	ymmreg	mask	z, ymmrm256	b64	AVX512CD/VL
VPLZCNTQ	zmmreg	mask	z, zmmrm512	b64	AVX512CD
VPMADD52HUQ	xmmreg	mask	z, xmmreg, xmmrm128	b64	AVX512VL/IFMA
VPMADD52HUQ	ymmreg	mask	z, ymmreg, ymmrm256	b64	AVX512VL/IFMA
VPMADD52HUQ	zmmreg	mask	z, zmmreg, zmmrm512	b64	AVX512IFMA
VPMADD52LUQ	xmmreg	mask	z, xmmreg, xmmrm128	b64	AVX512VL/IFMA
VPMADD52LUQ	ymmreg	mask	z, ymmreg, ymmrm256	b64	AVX512VL/IFMA
VPMADD52LUQ	zmmreg	mask	z, zmmreg, zmmrm512	b64	AVX512IFMA
VPMADDUBSW	xmmreg	mask	z, xmmreg*, xmmrm128		AVX512VL/BW
VPMADDUBSW	ymmreg	mask	z, ymmreg*, ymmrm256		AVX512VL/BW
VPMADDUBSW	zmmreg	mask	z, zmmreg*, zmmrm512		AVX512BW
VPMADDWD	xmmreg	mask	z, xmmreg*, xmmrm128		AVX512VL/BW
VPMADDWD	ymmreg	mask	z, ymmreg*, ymmrm256		AVX512VL/BW
VPMADDWD	zmmreg	mask	z, zmmreg*, zmmrm512		AVX512BW
VPMAXSB	xmmreg	mask	z, xmmreg*, xmmrm128		AVX512VL/BW
VPMAXSB	ymmreg	mask	z, ymmreg*, ymmrm256		AVX512VL/BW
VPMAXSB	zmmreg	mask	z, zmmreg*, zmmrm512		AVX512BW
VPMAXSD	xmmreg	mask	z, xmmreg*, xmmrm128	b32	AVX512VL
VPMAXSD	ymmreg	mask	z, ymmreg*, ymmrm256	b32	AVX512VL
VPMAXSD	zmmreg	mask	z, zmmreg*, zmmrm512	b32	AVX512
VPMAXSQ	xmmreg	mask	z, xmmreg*, xmmrm128	b64	AVX512VL
VPMAXSQ	ymmreg	mask	z, ymmreg*, ymmrm256	b64	AVX512VL
VPMAXSQ	zmmreg	mask	z, zmmreg*, zmmrm512	b64	AVX512
VPMAXSW	xmmreg	mask	z, xmmreg*, xmmrm128		AVX512VL/BW
VPMAXSW	ymmreg	mask	z, ymmreg*, ymmrm256		AVX512VL/BW
VPMAXSW	zmmreg	mask	z, zmmreg*, zmmrm512		AVX512BW
VPMAXUB	xmmreg	mask	z, xmmreg*, xmmrm128		AVX512VL/BW
VPMAXUB	ymmreg	mask	z, ymmreg*, ymmrm256		AVX512VL/BW
VPMAXUB	zmmreg	mask	z, zmmreg*, zmmrm512		AVX512BW
VPMAXUD	xmmreg	mask	z, xmmreg*, xmmrm128	b32	AVX512VL
VPMAXUD	ymmreg	mask	z, ymmreg*, ymmrm256	b32	AVX512VL
VPMAXUD	zmmreg	mask	z, zmmreg*, zmmrm512	b32	AVX512
VPMAXUQ	xmmreg	mask	z, xmmreg*, xmmrm128	b64	AVX512VL
VPMAXUQ	ymmreg	mask	z, ymmreg*, ymmrm256	b64	AVX512VL
VPMAXUQ	zmmreg	mask	z, zmmreg*, zmmrm512	b64	AVX512
VPMAXUW	xmmreg	mask	z, xmmreg*, xmmrm128		AVX512VL/BW
VPMAXUW	ymmreg	mask	z, ymmreg*, ymmrm256		AVX512VL/BW
VPMAXUW	zmmreg	mask	z, zmmreg*, zmmrm512		AVX512BW
VPMINSB	xmmreg	mask	z, xmmreg*, xmmrm128		AVX512VL/BW
VPMINSB	ymmreg	mask	z, ymmreg*, ymmrm256		AVX512VL/BW
VPMINSB	zmmreg	mask	z, zmmreg*, zmmrm512		AVX512BW
VPMINSD	xmmreg	mask	z, xmmreg*, xmmrm128	b32	AVX512VL
VPMINSD	ymmreg	mask	z, ymmreg*, ymmrm256	b32	AVX512VL
VPMINSD	zmmreg	mask	z, zmmreg*, zmmrm512	b32	AVX512
VPMINSQ	xmmreg	mask	z, xmmreg*, xmmrm128	b64	AVX512VL
VPMINSQ	ymmreg	mask	z, ymmreg*, ymmrm256	b64	AVX512VL
VPMINSQ	zmmreg	mask	z, zmmreg*, zmmrm512	b64	AVX512
VPMINSW	xmmreg	mask	z, xmmreg*, xmmrm128		AVX512VL/BW
VPMINSW	ymmreg	mask	z, ymmreg*, ymmrm256		AVX512VL/BW
VPMINSW	zmmreg	mask	z, zmmreg*, zmmrm512		AVX512BW
VPMINUB	xmmreg	mask	z, xmmreg*, xmmrm128		AVX512VL/BW
VPMINUB	ymmreg	mask	z, ymmreg*, ymmrm256		AVX512VL/BW
VPMINUB	zmmreg	mask	z, zmmreg*, zmmrm512		AVX512BW
VPMINUD	xmmreg	mask	z, xmmreg*, xmmrm128	b32	AVX512VL
VPMINUD	ymmreg	mask	z, ymmreg*, ymmrm256	b32	AVX512VL
VPMINUD	zmmreg	mask	z, zmmreg*, zmmrm512	b32	AVX512
VPMINUQ	xmmreg	mask	z, xmmreg*, xmmrm128	b64	AVX512VL
VPMINUQ	ymmreg	mask	z, ymmreg*, ymmrm256	b64	AVX512VL
VPMINUQ	zmmreg	mask	z, zmmreg*, zmmrm512	b64	AVX512
VPMINUW	xmmreg	mask	z, xmmreg*, xmmrm128		AVX512VL/BW
VPMINUW	ymmreg	mask	z, ymmreg*, ymmrm256		AVX512VL/BW
VPMINUW	zmmreg	mask	z, zmmreg*, zmmrm512		AVX512BW
VPMOVB2M	kreg, xmmreg				AVX512VL/BW
VPMOVB2M	kreg, ymmreg				AVX512VL/BW
VPMOVB2M	kreg, zmmreg				AVX512BW

VPMOVD2M	kreg, xmmreg	AVX512VL/DQ
VPMOVD2M	kreg, ymmreg	AVX512VL/DQ
VPMOVD2M	kreg, zmmreg	AVX512DQ
VPMOVDDB	xmmreg mask z, xmmreg	AVX512VL
VPMOVDDB	xmmreg mask z, ymmreg	AVX512VL
VPMOVDDB	xmmreg mask z, zmmreg	AVX512
VPMOVDDB	mem32 mask, xmmreg	AVX512VL
VPMOVDDB	mem64 mask, ymmreg	AVX512VL
VPMOVDDB	mem128 mask, zmmreg	AVX512
VPMOVDW	xmmreg mask z, xmmreg	AVX512VL
VPMOVDW	xmmreg mask z, ymmreg	AVX512VL
VPMOVDW	ymmreg mask z, zmmreg	AVX512
VPMOVDW	mem64 mask, xmmreg	AVX512VL
VPMOVDW	mem128 mask, ymmreg	AVX512VL
VPMOVDW	mem256 mask, zmmreg	AVX512
VPMOVM2B	xmmreg, kreg	AVX512VL/BW
VPMOVM2B	ymmreg, kreg	AVX512VL/BW
VPMOVM2B	zmmreg, kreg	AVX512BW
VPMOVM2D	xmmreg, kreg	AVX512VL/DQ
VPMOVM2D	ymmreg, kreg	AVX512VL/DQ
VPMOVM2D	zmmreg, kreg	AVX512DQ
VPMOVM2Q	xmmreg, kreg	AVX512VL/DQ
VPMOVM2Q	ymmreg, kreg	AVX512VL/DQ
VPMOVM2Q	zmmreg, kreg	AVX512DQ
VPMOVM2W	xmmreg, kreg	AVX512VL/BW
VPMOVM2W	ymmreg, kreg	AVX512VL/BW
VPMOVM2W	zmmreg, kreg	AVX512BW
VPMOVQ2M	kreg, xmmreg	AVX512VL/DQ
VPMOVQ2M	kreg, ymmreg	AVX512VL/DQ
VPMOVQ2M	kreg, zmmreg	AVX512DQ
VPMOVQB	xmmreg mask z, xmmreg	AVX512VL
VPMOVQB	xmmreg mask z, ymmreg	AVX512VL
VPMOVQB	xmmreg mask z, zmmreg	AVX512
VPMOVQB	mem16 mask, xmmreg	AVX512VL
VPMOVQB	mem32 mask, ymmreg	AVX512VL
VPMOVQB	mem64 mask, zmmreg	AVX512
VPMOVQD	xmmreg mask z, xmmreg	AVX512VL
VPMOVQD	xmmreg mask z, ymmreg	AVX512VL
VPMOVQD	ymmreg mask z, zmmreg	AVX512
VPMOVQD	mem64 mask, xmmreg	AVX512VL
VPMOVQD	mem128 mask, ymmreg	AVX512VL
VPMOVQD	mem256 mask, zmmreg	AVX512
VPMOVQW	xmmreg mask z, xmmreg	AVX512VL
VPMOVQW	xmmreg mask z, ymmreg	AVX512VL
VPMOVQW	xmmreg mask z, zmmreg	AVX512
VPMOVQW	mem32 mask, xmmreg	AVX512VL
VPMOVQW	mem64 mask, ymmreg	AVX512VL
VPMOVQW	mem128 mask, zmmreg	AVX512
VPMOVSDB	xmmreg mask z, xmmreg	AVX512VL
VPMOVSDB	xmmreg mask z, ymmreg	AVX512VL
VPMOVSDB	xmmreg mask z, zmmreg	AVX512
VPMOVSDB	mem32 mask, xmmreg	AVX512VL
VPMOVSDB	mem64 mask, ymmreg	AVX512VL
VPMOVSDB	mem128 mask, zmmreg	AVX512
VPMOVSDW	xmmreg mask z, xmmreg	AVX512VL
VPMOVSDW	xmmreg mask z, ymmreg	AVX512VL
VPMOVSDW	ymmreg mask z, zmmreg	AVX512
VPMOVSDW	mem64 mask, xmmreg	AVX512VL
VPMOVSDW	mem128 mask, ymmreg	AVX512VL
VPMOVSDW	mem256 mask, zmmreg	AVX512
VPMOVSQB	xmmreg mask z, xmmreg	AVX512VL
VPMOVSQB	xmmreg mask z, ymmreg	AVX512VL
VPMOVSQB	xmmreg mask z, zmmreg	AVX512
VPMOVSQB	mem16 mask, xmmreg	AVX512VL
VPMOVSQB	mem32 mask, ymmreg	AVX512VL
VPMOVSQB	mem64 mask, zmmreg	AVX512
VPMOVSQD	xmmreg mask z, xmmreg	AVX512VL

VPMOVSQD	xmmreg   mask   z, ymmreg	AVX512VL
VPMOVSQD	ymmreg   mask   z, zmmreg	AVX512
VPMOVSQD	mem64   mask, xmmreg	AVX512VL
VPMOVSQD	mem128   mask, ymmreg	AVX512VL
VPMOVSQD	mem256   mask, zmmreg	AVX512
VPMOVSQW	xmmreg   mask   z, xmmreg	AVX512VL
VPMOVSQW	xmmreg   mask   z, ymmreg	AVX512VL
VPMOVSQW	xmmreg   mask   z, zmmreg	AVX512
VPMOVSQW	mem32   mask, xmmreg	AVX512VL
VPMOVSQW	mem64   mask, ymmreg	AVX512VL
VPMOVSQW	mem128   mask, zmmreg	AVX512
VPMOVSQB	xmmreg   mask   z, xmmreg	AVX512VL / BW
VPMOVSQB	xmmreg   mask   z, ymmreg	AVX512VL / BW
VPMOVSQB	ymmreg   mask   z, zmmreg	AVX512BW
VPMOVSQB	mem64   mask, xmmreg	AVX512VL / BW
VPMOVSQB	mem128   mask, ymmreg	AVX512VL / BW
VPMOVSQB	mem256   mask, zmmreg	AVX512BW
VPMOVSXBD	xmmreg   mask   z, xmmrm32	AVX512VL
VPMOVSXBD	ymmreg   mask   z, xmmrm64	AVX512VL
VPMOVSXBD	zmmreg   mask   z, xmmrm128	AVX512
VPMOVSXBQ	xmmreg   mask   z, xmmrm16	AVX512VL
VPMOVSXBQ	ymmreg   mask   z, xmmrm32	AVX512VL
VPMOVSXBQ	zmmreg   mask   z, xmmrm64	AVX512
VPMOVSXBW	xmmreg   mask   z, xmmrm64	AVX512VL / BW
VPMOVSXBW	ymmreg   mask   z, xmmrm128	AVX512VL / BW
VPMOVSXBW	zmmreg   mask   z, ymmrm256	AVX512BW
VPMOVSXDQ	xmmreg   mask   z, xmmrm64	AVX512VL
VPMOVSXDQ	ymmreg   mask   z, xmmrm128	AVX512VL
VPMOVSXDQ	zmmreg   mask   z, ymmrm256	AVX512
VPMOVSXWD	xmmreg   mask   z, xmmrm64	AVX512VL
VPMOVSXWD	ymmreg   mask   z, xmmrm128	AVX512VL
VPMOVSXWD	zmmreg   mask   z, ymmrm256	AVX512
VPMOVSXWQ	xmmreg   mask   z, xmmrm32	AVX512VL
VPMOVSXWQ	ymmreg   mask   z, xmmrm64	AVX512VL
VPMOVSXWQ	zmmreg   mask   z, xmmrm128	AVX512
VPMOVUSDB	xmmreg   mask   z, xmmreg	AVX512VL
VPMOVUSDB	xmmreg   mask   z, ymmreg	AVX512VL
VPMOVUSDB	xmmreg   mask   z, zmmreg	AVX512
VPMOVUSDB	mem32   mask, xmmreg	AVX512VL
VPMOVUSDB	mem64   mask, ymmreg	AVX512VL
VPMOVUSDB	mem128   mask, zmmreg	AVX512
VPMOVUSDW	xmmreg   mask   z, xmmreg	AVX512VL
VPMOVUSDW	xmmreg   mask   z, ymmreg	AVX512VL
VPMOVUSDW	ymmreg   mask   z, zmmreg	AVX512
VPMOVUSDW	mem64   mask, xmmreg	AVX512VL
VPMOVUSDW	mem128   mask, ymmreg	AVX512VL
VPMOVUSDW	mem256   mask, zmmreg	AVX512
VPMOVUSQB	xmmreg   mask   z, xmmreg	AVX512VL
VPMOVUSQB	xmmreg   mask   z, ymmreg	AVX512VL
VPMOVUSQB	xmmreg   mask   z, zmmreg	AVX512
VPMOVUSQB	mem16   mask, xmmreg	AVX512VL
VPMOVUSQB	mem32   mask, ymmreg	AVX512VL
VPMOVUSQB	mem64   mask, zmmreg	AVX512
VPMOVUSQD	xmmreg   mask   z, xmmreg	AVX512VL
VPMOVUSQD	xmmreg   mask   z, ymmreg	AVX512VL
VPMOVUSQD	ymmreg   mask   z, zmmreg	AVX512
VPMOVUSQD	mem64   mask, xmmreg	AVX512VL
VPMOVUSQD	mem128   mask, ymmreg	AVX512VL
VPMOVUSQD	mem256   mask, zmmreg	AVX512
VPMOVUSQW	xmmreg   mask   z, xmmreg	AVX512VL
VPMOVUSQW	xmmreg   mask   z, ymmreg	AVX512VL
VPMOVUSQW	xmmreg   mask   z, zmmreg	AVX512
VPMOVUSQW	mem32   mask, xmmreg	AVX512VL
VPMOVUSQW	mem64   mask, ymmreg	AVX512VL
VPMOVUSQW	mem128   mask, zmmreg	AVX512
VPMOVUSWB	xmmreg   mask   z, xmmreg	AVX512VL / BW
VPMOVUSWB	xmmreg   mask   z, ymmreg	AVX512VL / BW

VPMOVUSWB	ymmreg	mask	z, zmmreg	AVX512BW
VPMOVUSWB	mem64	mask, xmmreg		AVX512VL/BW
VPMOVUSWB	mem128	mask, ymmreg		AVX512VL/BW
VPMOVUSWB	mem256	mask, zmmreg		AVX512BW
VPMOVW2M	kreg, xmmreg			AVX512VL/BW
VPMOVW2M	kreg, ymmreg			AVX512VL/BW
VPMOVW2M	kreg, zmmreg			AVX512BW
VPMOVWB	xmmreg	mask	z, xmmreg	AVX512VL/BW
VPMOVWB	xmmreg	mask	z, ymmreg	AVX512VL/BW
VPMOVWB	ymmreg	mask	z, zmmreg	AVX512BW
VPMOVWB	mem64	mask, xmmreg		AVX512VL/BW
VPMOVWB	mem128	mask, ymmreg		AVX512VL/BW
VPMOVWB	mem256	mask, zmmreg		AVX512BW
VPMOVZXB	xmmreg	mask	z, xmmrm32	AVX512VL
VPMOVZXB	ymmreg	mask	z, xmmrm64	AVX512VL
VPMOVZXB	zmmreg	mask	z, xmmrm128	AVX512
VPMOVZXBQ	xmmreg	mask	z, xmmrm16	AVX512VL
VPMOVZXBQ	ymmreg	mask	z, xmmrm32	AVX512VL
VPMOVZXBQ	zmmreg	mask	z, xmmrm64	AVX512
VPMOVZXBW	xmmreg	mask	z, xmmrm64	AVX512VL/BW
VPMOVZXBW	ymmreg	mask	z, xmmrm128	AVX512VL/BW
VPMOVZXBW	zmmreg	mask	z, ymmrm256	AVX512BW
VPMOVZXDQ	xmmreg	mask	z, xmmrm64	AVX512VL
VPMOVZXDQ	ymmreg	mask	z, xmmrm128	AVX512VL
VPMOVZXDQ	zmmreg	mask	z, ymmrm256	AVX512
VPMOVZXWD	xmmreg	mask	z, xmmrm64	AVX512VL
VPMOVZXWD	ymmreg	mask	z, xmmrm128	AVX512VL
VPMOVZXWD	zmmreg	mask	z, ymmrm256	AVX512
VPMOVZXWQ	xmmreg	mask	z, xmmrm32	AVX512VL
VPMOVZXWQ	ymmreg	mask	z, xmmrm64	AVX512VL
VPMOVZXWQ	zmmreg	mask	z, xmmrm128	AVX512
VPMULDQ	xmmreg	mask	z, xmmreg*, xmmrm128	b64 AVX512VL
VPMULDQ	ymmreg	mask	z, ymmreg*, ymmrm256	b64 AVX512VL
VPMULDQ	zmmreg	mask	z, zmmreg*, zmmrm512	b64 AVX512
VPMULHRSW	xmmreg	mask	z, xmmreg*, xmmrm128	AVX512VL/BW
VPMULHRSW	ymmreg	mask	z, ymmreg*, ymmrm256	AVX512VL/BW
VPMULHRSW	zmmreg	mask	z, zmmreg*, zmmrm512	AVX512BW
VPMULHUW	xmmreg	mask	z, xmmreg*, xmmrm128	AVX512VL/BW
VPMULHUW	ymmreg	mask	z, ymmreg*, ymmrm256	AVX512VL/BW
VPMULHUW	zmmreg	mask	z, zmmreg*, zmmrm512	AVX512BW
VPMULHW	xmmreg	mask	z, xmmreg*, xmmrm128	AVX512VL/BW
VPMULHW	ymmreg	mask	z, ymmreg*, ymmrm256	AVX512VL/BW
VPMULHW	zmmreg	mask	z, zmmreg*, zmmrm512	AVX512BW
VPMULLD	xmmreg	mask	z, xmmreg*, xmmrm128	b32 AVX512VL
VPMULLD	ymmreg	mask	z, ymmreg*, ymmrm256	b32 AVX512VL
VPMULLD	zmmreg	mask	z, zmmreg*, zmmrm512	b32 AVX512
VPMULLQ	xmmreg	mask	z, xmmreg*, xmmrm128	b64 AVX512VL/DQ
VPMULLQ	ymmreg	mask	z, ymmreg*, ymmrm256	b64 AVX512VL/DQ
VPMULLQ	zmmreg	mask	z, zmmreg*, zmmrm512	b64 AVX512DQ
VPMULLW	xmmreg	mask	z, xmmreg*, xmmrm128	AVX512VL/BW
VPMULLW	ymmreg	mask	z, ymmreg*, ymmrm256	AVX512VL/BW
VPMULLW	zmmreg	mask	z, zmmreg*, zmmrm512	AVX512BW
VPMULTISHIFTQB	xmmreg	mask	z, xmmreg*, xmmrm128	b64 AVX512VL/VBMI
VPMULTISHIFTQB	ymmreg	mask	z, ymmreg*, ymmrm256	b64 AVX512VL/VBMI
VPMULTISHIFTQB	zmmreg	mask	z, zmmreg*, zmmrm512	b64 AVX512VBMI
VPMULUDQ	xmmreg	mask	z, xmmreg*, xmmrm128	b64 AVX512VL
VPMULUDQ	ymmreg	mask	z, ymmreg*, ymmrm256	b64 AVX512VL
VPMULUDQ	zmmreg	mask	z, zmmreg*, zmmrm512	b64 AVX512
VPORD	xmmreg	mask	z, xmmreg*, xmmrm128	b32 AVX512VL
VPORD	ymmreg	mask	z, ymmreg*, ymmrm256	b32 AVX512VL
VPORD	zmmreg	mask	z, zmmreg*, zmmrm512	b32 AVX512
VPORQ	xmmreg	mask	z, xmmreg*, xmmrm128	b64 AVX512VL
VPORQ	ymmreg	mask	z, ymmreg*, ymmrm256	b64 AVX512VL
VPORQ	zmmreg	mask	z, zmmreg*, zmmrm512	b64 AVX512
VPROLD	xmmreg	mask	z, xmmrm128	b32*, imm8 AVX512VL
VPROLD	ymmreg	mask	z, ymmrm256	b32*, imm8 AVX512VL
VPROLD	zmmreg	mask	z, zmmrm512	b32*, imm8 AVX512

VPROLQ	xmmreg	mask	z, xmmrm128	b64*, imm8	AVX512VL
VPROLQ	ymmreg	mask	z, ymmrm256	b64*, imm8	AVX512VL
VPROLQ	zmmreg	mask	z, zmmrm512	b64*, imm8	AVX512
VPROLVD	xmmreg	mask	z, xmmreg*, xmmrm128	b32	AVX512VL
VPROLVD	ymmreg	mask	z, ymmreg*, ymmrm256	b32	AVX512VL
VPROLVD	zmmreg	mask	z, zmmreg*, zmmrm512	b32	AVX512
VPROLVQ	xmmreg	mask	z, xmmreg*, xmmrm128	b64	AVX512VL
VPROLVQ	ymmreg	mask	z, ymmreg*, ymmrm256	b64	AVX512VL
VPROLVQ	zmmreg	mask	z, zmmreg*, zmmrm512	b64	AVX512
VPRORD	xmmreg	mask	z, xmmrm128	b32*, imm8	AVX512VL
VPRORD	ymmreg	mask	z, ymmrm256	b32*, imm8	AVX512VL
VPRORD	zmmreg	mask	z, zmmrm512	b32*, imm8	AVX512
VPRORQ	xmmreg	mask	z, xmmrm128	b64*, imm8	AVX512VL
VPRORQ	ymmreg	mask	z, ymmrm256	b64*, imm8	AVX512VL
VPRORQ	zmmreg	mask	z, zmmrm512	b64*, imm8	AVX512
VPRORVD	xmmreg	mask	z, xmmreg*, xmmrm128	b32	AVX512VL
VPRORVD	ymmreg	mask	z, ymmreg*, ymmrm256	b32	AVX512VL
VPRORVD	zmmreg	mask	z, zmmreg*, zmmrm512	b32	AVX512
VPRORVQ	xmmreg	mask	z, xmmreg*, xmmrm128	b64	AVX512VL
VPRORVQ	ymmreg	mask	z, ymmreg*, ymmrm256	b64	AVX512VL
VPRORVQ	zmmreg	mask	z, zmmreg*, zmmrm512	b64	AVX512
VPSADBW	xmmreg, xmmreg*		xmmrm128		AVX512VL/BW
VPSADBW	ymmreg, ymmreg*		ymmrm256		AVX512VL/BW
VPSADBW	zmmreg, zmmreg*		zmmrm512		AVX512BW
VPSCATTERDD	xmem32	mask, xmmreg			AVX512VL
VPSCATTERDD	ymem32	mask, ymmreg			AVX512VL
VPSCATTERDD	zmem32	mask, zmmreg			AVX512
VPSCATTERDQ	xmem64	mask, xmmreg			AVX512VL
VPSCATTERDQ	xmem64	mask, ymmreg			AVX512VL
VPSCATTERDQ	ymem64	mask, zmmreg			AVX512
VPSCATTERQD	xmem32	mask, xmmreg			AVX512VL
VPSCATTERQD	ymem32	mask, xmmreg			AVX512VL
VPSCATTERQD	zmem32	mask, ymmreg			AVX512
VPSCATTERQQ	xmem64	mask, xmmreg			AVX512VL
VPSCATTERQQ	ymem64	mask, ymmreg			AVX512VL
VPSCATTERQQ	zmem64	mask, zmmreg			AVX512
VPSHUFB	xmmreg	mask	z, xmmreg*, xmmrm128		AVX512VL/BW
VPSHUFB	ymmreg	mask	z, ymmreg*, ymmrm256		AVX512VL/BW
VPSHUFB	zmmreg	mask	z, zmmreg*, zmmrm512		AVX512BW
VPSHUFD	xmmreg	mask	z, xmmrm128	b32, imm8	AVX512VL
VPSHUFD	ymmreg	mask	z, ymmrm256	b32, imm8	AVX512VL
VPSHUFD	zmmreg	mask	z, zmmrm512	b32, imm8	AVX512
VPSHUFHW	xmmreg	mask	z, xmmrm128, imm8		AVX512VL/BW
VPSHUFHW	ymmreg	mask	z, ymmrm256, imm8		AVX512VL/BW
VPSHUFHW	zmmreg	mask	z, zmmrm512, imm8		AVX512BW
VPSHUFLW	xmmreg	mask	z, xmmrm128, imm8		AVX512VL/BW
VPSHUFLW	ymmreg	mask	z, ymmrm256, imm8		AVX512VL/BW
VPSHUFLW	zmmreg	mask	z, zmmrm512, imm8		AVX512BW
VPSSLD	xmmreg	mask	z, xmmreg*, xmmrm128		AVX512VL
VPSSLD	ymmreg	mask	z, ymmreg*, xmmrm128		AVX512VL
VPSSLD	zmmreg	mask	z, zmmreg*, xmmrm128		AVX512
VPSSLD	xmmreg	mask	z, xmmrm128	b32*, imm8	AVX512VL
VPSSLD	ymmreg	mask	z, ymmrm256	b32*, imm8	AVX512VL
VPSSLD	zmmreg	mask	z, zmmrm512	b32*, imm8	AVX512
VPSSLDQ	xmmreg, xmmrm128*		imm8		AVX512VL/BW
VPSSLDQ	ymmreg, ymmrm256*		imm8		AVX512VL/BW
VPSSLDQ	zmmreg, zmmrm512*		imm8		AVX512BW
VPSSLQ	xmmreg	mask	z, xmmreg*, xmmrm128		AVX512VL
VPSSLQ	ymmreg	mask	z, ymmreg*, xmmrm128		AVX512VL
VPSSLQ	zmmreg	mask	z, zmmreg*, xmmrm128		AVX512
VPSSLQ	xmmreg	mask	z, xmmrm128	b64*, imm8	AVX512VL
VPSSLQ	ymmreg	mask	z, ymmrm256	b64*, imm8	AVX512VL
VPSSLQ	zmmreg	mask	z, zmmrm512	b64*, imm8	AVX512
VPSSLVD	xmmreg	mask	z, xmmreg*, xmmrm128	b32	AVX512VL
VPSSLVD	ymmreg	mask	z, ymmreg*, ymmrm256	b32	AVX512VL
VPSSLVD	zmmreg	mask	z, zmmreg*, zmmrm512	b32	AVX512
VPSSLVQ	xmmreg	mask	z, xmmreg*, xmmrm128	b64	AVX512VL

VPSLLVQ	ymmreg	mask	z, ymmreg*, ymmrm256	b64 AVX512VL
VPSLLVQ	zmmreg	mask	z, zmmreg*, zmmrm512	b64 AVX512
VPSLLVW	xmmreg	mask	z, xmmreg*, xmmrm128	AVX512VL/BW
VPSLLVW	ymmreg	mask	z, ymmreg*, ymmrm256	AVX512VL/BW
VPSLLVW	zmmreg	mask	z, zmmreg*, zmmrm512	AVX512BW
VPSLLW	xmmreg	mask	z, xmmreg*, xmmrm128	AVX512VL/BW
VPSLLW	ymmreg	mask	z, ymmreg*, xmmrm128	AVX512VL/BW
VPSLLW	zmmreg	mask	z, zmmreg*, xmmrm128	AVX512BW
VPSLLW	xmmreg	mask	z, xmmrm128*, imm8	AVX512VL/BW
VPSLLW	ymmreg	mask	z, ymmrm256*, imm8	AVX512VL/BW
VPSLLW	zmmreg	mask	z, zmmrm512*, imm8	AVX512BW
VPSRAD	xmmreg	mask	z, xmmreg*, xmmrm128	AVX512VL
VPSRAD	ymmreg	mask	z, ymmreg*, xmmrm128	AVX512VL
VPSRAD	zmmreg	mask	z, zmmreg*, xmmrm128	AVX512
VPSRAD	xmmreg	mask	z, xmmrm128  b32*, imm8	AVX512VL
VPSRAD	ymmreg	mask	z, ymmrm256  b32*, imm8	AVX512VL
VPSRAD	zmmreg	mask	z, zmmrm512  b32*, imm8	AVX512
VPSRAQ	xmmreg	mask	z, xmmreg*, xmmrm128	AVX512VL
VPSRAQ	ymmreg	mask	z, ymmreg*, xmmrm128	AVX512VL
VPSRAQ	zmmreg	mask	z, zmmreg*, xmmrm128	AVX512
VPSRAQ	xmmreg	mask	z, xmmrm128  b64*, imm8	AVX512VL
VPSRAQ	ymmreg	mask	z, ymmrm256  b64*, imm8	AVX512VL
VPSRAQ	zmmreg	mask	z, zmmrm512  b64*, imm8	AVX512
VPSRAVD	xmmreg	mask	z, xmmreg*, xmmrm128  b32	AVX512VL
VPSRAVD	ymmreg	mask	z, ymmreg*, ymmrm256  b32	AVX512VL
VPSRAVD	zmmreg	mask	z, zmmreg*, zmmrm512  b32	AVX512
VPSRAVQ	xmmreg	mask	z, xmmreg*, xmmrm128  b64	AVX512VL
VPSRAVQ	ymmreg	mask	z, ymmreg*, ymmrm256  b64	AVX512VL
VPSRAVQ	zmmreg	mask	z, zmmreg*, zmmrm512  b64	AVX512
VPSRAVW	xmmreg	mask	z, xmmreg*, xmmrm128	AVX512VL/BW
VPSRAVW	ymmreg	mask	z, ymmreg*, ymmrm256	AVX512VL/BW
VPSRAVW	zmmreg	mask	z, zmmreg*, zmmrm512	AVX512BW
VPSRAW	xmmreg	mask	z, xmmreg*, xmmrm128	AVX512VL/BW
VPSRAW	ymmreg	mask	z, ymmreg*, xmmrm128	AVX512VL/BW
VPSRAW	zmmreg	mask	z, zmmreg*, xmmrm128	AVX512BW
VPSRAW	xmmreg	mask	z, xmmrm128*, imm8	AVX512VL/BW
VPSRAW	ymmreg	mask	z, ymmrm256*, imm8	AVX512VL/BW
VPSRAW	zmmreg	mask	z, zmmrm512*, imm8	AVX512BW
VPSRLD	xmmreg	mask	z, xmmreg*, xmmrm128	AVX512VL
VPSRLD	ymmreg	mask	z, ymmreg*, xmmrm128	AVX512VL
VPSRLD	zmmreg	mask	z, zmmreg*, xmmrm128	AVX512
VPSRLD	xmmreg	mask	z, xmmrm128  b32*, imm8	AVX512VL
VPSRLD	ymmreg	mask	z, ymmrm256  b32*, imm8	AVX512VL
VPSRLD	zmmreg	mask	z, zmmrm512  b32*, imm8	AVX512
VPSRLDQ	xmmreg, xmmrm128*	, imm8		AVX512VL/BW
VPSRLDQ	ymmreg, ymmrm256*	, imm8		AVX512VL/BW
VPSRLDQ	zmmreg, zmmrm512*	, imm8		AVX512BW
VPSRLQ	xmmreg	mask	z, xmmreg*, xmmrm128	AVX512VL
VPSRLQ	ymmreg	mask	z, ymmreg*, xmmrm128	AVX512VL
VPSRLQ	zmmreg	mask	z, zmmreg*, xmmrm128	AVX512
VPSRLQ	xmmreg	mask	z, xmmrm128  b64*, imm8	AVX512VL
VPSRLQ	ymmreg	mask	z, ymmrm256  b64*, imm8	AVX512VL
VPSRLQ	zmmreg	mask	z, zmmrm512  b64*, imm8	AVX512
VPSRLVD	xmmreg	mask	z, xmmreg*, xmmrm128  b32	AVX512VL
VPSRLVD	ymmreg	mask	z, ymmreg*, ymmrm256  b32	AVX512VL
VPSRLVD	zmmreg	mask	z, zmmreg*, zmmrm512  b32	AVX512
VPSRLVQ	xmmreg	mask	z, xmmreg*, xmmrm128  b64	AVX512VL
VPSRLVQ	ymmreg	mask	z, ymmreg*, ymmrm256  b64	AVX512VL
VPSRLVQ	zmmreg	mask	z, zmmreg*, zmmrm512  b64	AVX512
VPSRLVW	xmmreg	mask	z, xmmreg*, xmmrm128	AVX512VL/BW
VPSRLVW	ymmreg	mask	z, ymmreg*, ymmrm256	AVX512VL/BW
VPSRLVW	zmmreg	mask	z, zmmreg*, zmmrm512	AVX512BW
VPSRLW	xmmreg	mask	z, xmmreg*, xmmrm128	AVX512VL/BW
VPSRLW	ymmreg	mask	z, ymmreg*, xmmrm128	AVX512VL/BW
VPSRLW	zmmreg	mask	z, zmmreg*, xmmrm128	AVX512BW
VPSRLW	xmmreg	mask	z, xmmrm128*, imm8	AVX512VL/BW
VPSRLW	ymmreg	mask	z, ymmrm256*, imm8	AVX512VL/BW

VPSRLW	zmmreg mask z, zmmrm512*, imm8	AVX512BW
VPSUBB	xmmreg mask z, xmmreg*, xmmrm128	AVX512VL/BW
VPSUBB	ymmreg mask z, ymmreg*, ymmrm256	AVX512VL/BW
VPSUBB	zmmreg mask z, zmmreg*, zmmrm512	AVX512BW
VPSUBD	xmmreg mask z, xmmreg*, xmmrm128	b32 AVX512VL
VPSUBD	ymmreg mask z, ymmreg*, ymmrm256	b32 AVX512VL
VPSUBD	zmmreg mask z, zmmreg*, zmmrm512	b32 AVX512
VPSUBQ	xmmreg mask z, xmmreg*, xmmrm128	b64 AVX512VL
VPSUBQ	ymmreg mask z, ymmreg*, ymmrm256	b64 AVX512VL
VPSUBQ	zmmreg mask z, zmmreg*, zmmrm512	b64 AVX512
VPSUBSB	xmmreg mask z, xmmreg*, xmmrm128	AVX512VL/BW
VPSUBSB	ymmreg mask z, ymmreg*, ymmrm256	AVX512VL/BW
VPSUBSB	zmmreg mask z, zmmreg*, zmmrm512	AVX512BW
VPSUBSW	xmmreg mask z, xmmreg*, xmmrm128	AVX512VL/BW
VPSUBSW	ymmreg mask z, ymmreg*, ymmrm256	AVX512VL/BW
VPSUBSW	zmmreg mask z, zmmreg*, zmmrm512	AVX512BW
VPSUBUSB	xmmreg mask z, xmmreg*, xmmrm128	AVX512VL/BW
VPSUBUSB	ymmreg mask z, ymmreg*, ymmrm256	AVX512VL/BW
VPSUBUSB	zmmreg mask z, zmmreg*, zmmrm512	AVX512BW
VPSUBUSW	xmmreg mask z, xmmreg*, xmmrm128	AVX512VL/BW
VPSUBUSW	ymmreg mask z, ymmreg*, ymmrm256	AVX512VL/BW
VPSUBUSW	zmmreg mask z, zmmreg*, zmmrm512	AVX512BW
VPSUBW	xmmreg mask z, xmmreg*, xmmrm128	AVX512VL/BW
VPSUBW	ymmreg mask z, ymmreg*, ymmrm256	AVX512VL/BW
VPSUBW	zmmreg mask z, zmmreg*, zmmrm512	AVX512BW
VPTERNLOGD	xmmreg mask z, xmmreg, xmmrm128	b32, imm8 AVX512VL
VPTERNLOGD	ymmreg mask z, ymmreg, ymmrm256	b32, imm8 AVX512VL
VPTERNLOGD	zmmreg mask z, zmmreg, zmmrm512	b32, imm8 AVX512
VPTERNLOGQ	xmmreg mask z, xmmreg, xmmrm128	b64, imm8 AVX512VL
VPTERNLOGQ	ymmreg mask z, ymmreg, ymmrm256	b64, imm8 AVX512VL
VPTERNLOGQ	zmmreg mask z, zmmreg, zmmrm512	b64, imm8 AVX512
VPTESTMB	kreg mask, xmmreg, xmmrm128	AVX512VL/BW
VPTESTMB	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPTESTMB	kreg mask, zmmreg, zmmrm512	AVX512BW
VPTESTMD	kreg mask, xmmreg, xmmrm128	b32 AVX512VL
VPTESTMD	kreg mask, ymmreg, ymmrm256	b32 AVX512VL
VPTESTMD	kreg mask, zmmreg, zmmrm512	b32 AVX512
VPTESTMQ	kreg mask, xmmreg, xmmrm128	b64 AVX512VL
VPTESTMQ	kreg mask, ymmreg, ymmrm256	b64 AVX512VL
VPTESTMQ	kreg mask, zmmreg, zmmrm512	b64 AVX512
VPTESTMW	kreg mask, xmmreg, xmmrm128	AVX512VL/BW
VPTESTMW	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPTESTMW	kreg mask, zmmreg, zmmrm512	AVX512BW
VPTESTNMB	kreg mask, xmmreg, xmmrm128	AVX512VL/BW
VPTESTNMB	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPTESTNMB	kreg mask, zmmreg, zmmrm512	AVX512BW
VPTESTNMD	kreg mask, xmmreg, xmmrm128	b32 AVX512VL
VPTESTNMD	kreg mask, ymmreg, ymmrm256	b32 AVX512VL
VPTESTNMD	kreg mask, zmmreg, zmmrm512	b32 AVX512
VPTESTNMQ	kreg mask, xmmreg, xmmrm128	b64 AVX512VL
VPTESTNMQ	kreg mask, ymmreg, ymmrm256	b64 AVX512VL
VPTESTNMQ	kreg mask, zmmreg, zmmrm512	b64 AVX512
VPTESTNMW	kreg mask, xmmreg, xmmrm128	AVX512VL/BW
VPTESTNMW	kreg mask, ymmreg, ymmrm256	AVX512VL/BW
VPTESTNMW	kreg mask, zmmreg, zmmrm512	AVX512BW
VPUNPCKHBW	xmmreg mask z, xmmreg*, xmmrm128	AVX512VL/BW
VPUNPCKHBW	ymmreg mask z, ymmreg*, ymmrm256	AVX512VL/BW
VPUNPCKHBW	zmmreg mask z, zmmreg*, zmmrm512	AVX512BW
VPUNPCKHDQ	xmmreg mask z, xmmreg*, xmmrm128	b32 AVX512VL
VPUNPCKHDQ	ymmreg mask z, ymmreg*, ymmrm256	b32 AVX512VL
VPUNPCKHDQ	zmmreg mask z, zmmreg*, zmmrm512	b32 AVX512
VPUNPCKHQDQ	xmmreg mask z, xmmreg*, xmmrm128	b64 AVX512VL
VPUNPCKHQDQ	ymmreg mask z, ymmreg*, ymmrm256	b64 AVX512VL
VPUNPCKHQDQ	zmmreg mask z, zmmreg*, zmmrm512	b64 AVX512
VPUNPCKHWD	xmmreg mask z, xmmreg*, xmmrm128	AVX512VL/BW
VPUNPCKHWD	ymmreg mask z, ymmreg*, ymmrm256	AVX512VL/BW
VPUNPCKHWD	zmmreg mask z, zmmreg*, zmmrm512	AVX512BW

VPUNCKLBW	xmmreg	mask	z, xmmreg*	xmmrm128	AVX512VL/BW
VPUNCKLBW	ymmreg	mask	z, ymmreg*	ymmrm256	AVX512VL/BW
VPUNCKLBW	zmmreg	mask	z, zmmreg*	zmmrm512	AVX512BW
VPUNCKLDQ	xmmreg	mask	z, xmmreg*	xmmrm128	b32 AVX512VL
VPUNCKLDQ	ymmreg	mask	z, ymmreg*	ymmrm256	b32 AVX512VL
VPUNCKLDQ	zmmreg	mask	z, zmmreg*	zmmrm512	b32 AVX512
VPUNCKLQDQ	xmmreg	mask	z, xmmreg*	xmmrm128	b64 AVX512VL
VPUNCKLQDQ	ymmreg	mask	z, ymmreg*	ymmrm256	b64 AVX512VL
VPUNCKLQDQ	zmmreg	mask	z, zmmreg*	zmmrm512	b64 AVX512
VPUNCKLWD	xmmreg	mask	z, xmmreg*	xmmrm128	AVX512VL/BW
VPUNCKLWD	ymmreg	mask	z, ymmreg*	ymmrm256	AVX512VL/BW
VPUNCKLWD	zmmreg	mask	z, zmmreg*	zmmrm512	AVX512BW
VPXORD	xmmreg	mask	z, xmmreg*	xmmrm128	b32 AVX512VL
VPXORD	ymmreg	mask	z, ymmreg*	ymmrm256	b32 AVX512VL
VPXORD	zmmreg	mask	z, zmmreg*	zmmrm512	b32 AVX512
VPXORQ	xmmreg	mask	z, xmmreg*	xmmrm128	b64 AVX512VL
VPXORQ	ymmreg	mask	z, ymmreg*	ymmrm256	b64 AVX512VL
VPXORQ	zmmreg	mask	z, zmmreg*	zmmrm512	b64 AVX512
VRANGEPD	xmmreg	mask	z, xmmreg*	xmmrm128	b64, imm8 AVX512VL/DQ
VRANGEPD	ymmreg	mask	z, ymmreg*	ymmrm256	b64, imm8 AVX512VL/DQ
VRANGEPD	zmmreg	mask	z, zmmreg*	zmmrm512	b64 sae, imm8 AVX512DQ
VRANGEPS	xmmreg	mask	z, xmmreg*	xmmrm128	b32, imm8 AVX512VL/DQ
VRANGEPS	ymmreg	mask	z, ymmreg*	ymmrm256	b32, imm8 AVX512VL/DQ
VRANGEPS	zmmreg	mask	z, zmmreg*	zmmrm512	b32 sae, imm8 AVX512DQ
VRANGESD	xmmreg	mask	z, xmmreg*	xmmrm64	sae, imm8 AVX512DQ
VRANGESD	xmmreg	mask	z, xmmreg*	xmmrm32	sae, imm8 AVX512DQ
VRCP14PD	xmmreg	mask	z, xmmrm128	b64	AVX512VL
VRCP14PD	ymmreg	mask	z, ymmrm256	b64	AVX512VL
VRCP14PD	zmmreg	mask	z, zmmrm512	b64	AVX512
VRCP14PS	xmmreg	mask	z, xmmrm128	b32	AVX512VL
VRCP14PS	ymmreg	mask	z, ymmrm256	b32	AVX512VL
VRCP14PS	zmmreg	mask	z, zmmrm512	b32	AVX512
VRCP14SD	xmmreg	mask	z, xmmreg*	xmmrm64	AVX512
VRCP14SS	xmmreg	mask	z, xmmreg*	xmmrm32	AVX512
VRCP28PD	zmmreg	mask	z, zmmrm512	b64 sae	AVX512ER
VRCP28PS	zmmreg	mask	z, zmmrm512	b32 sae	AVX512ER
VRCP28SD	xmmreg	mask	z, xmmreg*	xmmrm64	sae AVX512ER
VRCP28SS	xmmreg	mask	z, xmmreg*	xmmrm32	sae AVX512ER
VREDUCEPD	xmmreg	mask	z, xmmrm128	b64, imm8	AVX512VL/DQ
VREDUCEPD	ymmreg	mask	z, ymmrm256	b64, imm8	AVX512VL/DQ
VREDUCEPD	zmmreg	mask	z, zmmrm512	b64 sae, imm8	AVX512DQ
VREDUCEPS	xmmreg	mask	z, xmmrm128	b32, imm8	AVX512VL/DQ
VREDUCEPS	ymmreg	mask	z, ymmrm256	b32, imm8	AVX512VL/DQ
VREDUCEPS	zmmreg	mask	z, zmmrm512	b32 sae, imm8	AVX512DQ
VREDUCESD	xmmreg	mask	z, xmmreg*	xmmrm64	sae, imm8 AVX512DQ
VREDUCESD	xmmreg	mask	z, xmmreg*	xmmrm32	sae, imm8 AVX512DQ
VRNDSCALEPD	xmmreg	mask	z, xmmrm128	b64, imm8	AVX512VL
VRNDSCALEPD	ymmreg	mask	z, ymmrm256	b64, imm8	AVX512VL
VRNDSCALEPD	zmmreg	mask	z, zmmrm512	b64 sae, imm8	AVX512
VRNDSCALEPH	xmmreg	mask	z, xmmrm128	b16, imm8	AVX512VL/FP16
VRNDSCALEPH	ymmreg	mask	z, ymmrm256	b16, imm8	AVX512VL/FP16
VRNDSCALEPH	zmmreg	mask	z, zmmrm512	b16 sae, imm8	AVX512FP16
VRNDSCALEPS	xmmreg	mask	z, xmmrm128	b32, imm8	AVX512VL
VRNDSCALEPS	ymmreg	mask	z, ymmrm256	b32, imm8	AVX512VL
VRNDSCALEPS	zmmreg	mask	z, zmmrm512	b32 sae, imm8	AVX512
VRNDSCALESD	xmmreg	mask	z, xmmreg*	xmmrm64	sae, imm8 AVX512
VRNDSCALESH	xmmreg	mask	z, xmmreg*	xmmrm16	sae, imm8 AVX512FP16
VRNDSCALESS	xmmreg	mask	z, xmmreg*	xmmrm32	sae, imm8 AVX512
VRSQRT14PD	xmmreg	mask	z, xmmrm128	b64	AVX512VL
VRSQRT14PD	ymmreg	mask	z, ymmrm256	b64	AVX512VL
VRSQRT14PD	zmmreg	mask	z, zmmrm512	b64	AVX512
VRSQRT14PS	xmmreg	mask	z, xmmrm128	b32	AVX512VL
VRSQRT14PS	ymmreg	mask	z, ymmrm256	b32	AVX512VL
VRSQRT14PS	zmmreg	mask	z, zmmrm512	b32	AVX512
VRSQRT14SD	xmmreg	mask	z, xmmreg*	xmmrm64	AVX512
VRSQRT14SS	xmmreg	mask	z, xmmreg*	xmmrm32	AVX512
VRSQRT28PD	zmmreg	mask	z, zmmrm512	b64 sae	AVX512ER

VRSQRT28PS	zmmreg	mask	z, zmmrm512 b32 sae	AVX512ER
VRSQRT28SD	xmmreg	mask	z, xmmreg*, xmmrm64 sae	AVX512ER
VRSQRT28SS	xmmreg	mask	z, xmmreg*, xmmrm32 sae	AVX512ER
VSCALEFPD	xmmreg	mask	z, xmmreg*, xmmrm128 b64	AVX512VL
VSCALEFPD	ymmreg	mask	z, ymmreg*, ymmrm256 b64	AVX512VL
VSCALEFPD	zmmreg	mask	z, zmmreg*, zmmrm512 b64 er	AVX512
VSCALEFPD	xmmreg	mask	z, xmmreg*, xmmrm128 b32	AVX512VL
VSCALEFPD	ymmreg	mask	z, ymmreg*, ymmrm256 b32	AVX512VL
VSCALEFPD	zmmreg	mask	z, zmmreg*, zmmrm512 b32 er	AVX512
VSCALEFSD	xmmreg	mask	z, xmmreg*, xmmrm64 er	AVX512
VSCALEFSS	xmmreg	mask	z, xmmreg*, xmmrm32 er	AVX512
VSCATTERDPD	xmem64	mask, xmmreg		AVX512VL
VSCATTERDPD	xmem64	mask, ymmreg		AVX512VL
VSCATTERDPD	ymem64	mask, zmmreg		AVX512
VSCATTERDPS	xmem32	mask, xmmreg		AVX512VL
VSCATTERDPS	ymem32	mask, ymmreg		AVX512VL
VSCATTERDPS	zmem32	mask, zmmreg		AVX512
VSCATTERPF0DPD	ymem64	mask		AVX512PF
VSCATTERPF0DPS	zmem32	mask		AVX512PF
VSCATTERPF0QPD	zmem64	mask		AVX512PF
VSCATTERPF0QPS	zmem32	mask		AVX512PF
VSCATTERPF1DPD	ymem64	mask		AVX512PF
VSCATTERPF1DPS	zmem32	mask		AVX512PF
VSCATTERPF1QPD	zmem64	mask		AVX512PF
VSCATTERPF1QPS	zmem32	mask		AVX512PF
VSCATTERQPD	xmem64	mask, xmmreg		AVX512VL
VSCATTERQPD	ymem64	mask, ymmreg		AVX512VL
VSCATTERQPD	zmem64	mask, zmmreg		AVX512
VSCATTERQPS	xmem32	mask, xmmreg		AVX512VL
VSCATTERQPS	ymem32	mask, xmmreg		AVX512VL
VSCATTERQPS	zmem32	mask, ymmreg		AVX512
VSHUFF32X4	ymmreg	mask	z, ymmreg*, ymmrm256 b32, imm8	AVX512VL
VSHUFF32X4	zmmreg	mask	z, zmmreg*, zmmrm512 b32, imm8	AVX512
VSHUFF64X2	ymmreg	mask	z, ymmreg*, ymmrm256 b64, imm8	AVX512VL
VSHUFF64X2	zmmreg	mask	z, zmmreg*, zmmrm512 b64, imm8	AVX512
VSHUFI32X4	ymmreg	mask	z, ymmreg*, ymmrm256 b32, imm8	AVX512VL
VSHUFI32X4	zmmreg	mask	z, zmmreg*, zmmrm512 b32, imm8	AVX512
VSHUFI64X2	ymmreg	mask	z, ymmreg*, ymmrm256 b64, imm8	AVX512VL
VSHUFI64X2	zmmreg	mask	z, zmmreg*, zmmrm512 b64, imm8	AVX512
VSHUFPD	xmmreg	mask	z, xmmreg*, xmmrm128 b64, imm8	AVX512VL
VSHUFPD	ymmreg	mask	z, ymmreg*, ymmrm256 b64, imm8	AVX512VL
VSHUFPD	zmmreg	mask	z, zmmreg*, zmmrm512 b64, imm8	AVX512
VSHUFPS	xmmreg	mask	z, xmmreg*, xmmrm128 b32, imm8	AVX512VL
VSHUFPS	ymmreg	mask	z, ymmreg*, ymmrm256 b32, imm8	AVX512VL
VSHUFPS	zmmreg	mask	z, zmmreg*, zmmrm512 b32, imm8	AVX512
VSQRTPD	xmmreg	mask	z, xmmrm128 b64	AVX512VL
VSQRTPD	ymmreg	mask	z, ymmrm256 b64	AVX512VL
VSQRTPD	zmmreg	mask	z, zmmrm512 b64 er	AVX512
VSQRTPS	xmmreg	mask	z, xmmrm128 b32	AVX512VL
VSQRTPS	ymmreg	mask	z, ymmrm256 b32	AVX512VL
VSQRTPS	zmmreg	mask	z, zmmrm512 b32 er	AVX512
VSQRTSD	xmmreg	mask	z, xmmreg*, xmmrm64 er	AVX512
VSQRTSS	xmmreg	mask	z, xmmreg*, xmmrm32 er	AVX512
VSUBPD	xmmreg	mask	z, xmmreg*, xmmrm128 b64	AVX512VL
VSUBPD	ymmreg	mask	z, ymmreg*, ymmrm256 b64	AVX512VL
VSUBPD	zmmreg	mask	z, zmmreg*, zmmrm512 b64 er	AVX512
VSUBPS	xmmreg	mask	z, xmmreg*, xmmrm128 b32	AVX512VL
VSUBPS	ymmreg	mask	z, ymmreg*, ymmrm256 b32	AVX512VL
VSUBPS	zmmreg	mask	z, zmmreg*, zmmrm512 b32 er	AVX512
VSUBSD	xmmreg	mask	z, xmmreg*, xmmrm64 er	AVX512
VSUBSS	xmmreg	mask	z, xmmreg*, xmmrm32 er	AVX512
VUCOMISD	xmmreg, xmmrm64 sae			AVX512, FL
VUCOMISS	xmmreg, xmmrm32 sae			AVX512, FL
VUNPCKHPD	xmmreg	mask	z, xmmreg*, xmmrm128 b64	AVX512VL
VUNPCKHPD	ymmreg	mask	z, ymmreg*, ymmrm256 b64	AVX512VL
VUNPCKHPD	zmmreg	mask	z, zmmreg*, zmmrm512 b64	AVX512
VUNPCKHPS	xmmreg	mask	z, xmmreg*, xmmrm128 b32	AVX512VL

VUNPCKHPS	ymmreg mask z,yymmreg*,ymmrm256 b32	AVX512VL
VUNPCKHPS	zmmreg mask z,zmmreg*,zmmrm512 b32	AVX512
VUNPCKLPD	xmmreg mask z,xmmreg*,xmmrm128 b64	AVX512VL
VUNPCKLPD	ymmreg mask z,yymmreg*,ymmrm256 b64	AVX512VL
VUNPCKLPD	zmmreg mask z,zmmreg*,zmmrm512 b64	AVX512
VUNPCKLPS	xmmreg mask z,xmmreg*,xmmrm128 b32	AVX512VL
VUNPCKLPS	ymmreg mask z,yymmreg*,ymmrm256 b32	AVX512VL
VUNPCKLPS	zmmreg mask z,zmmreg*,zmmrm512 b32	AVX512
VXORPD	xmmreg mask z,xmmreg*,xmmrm128 b64	AVX512VL/DQ
VXORPD	ymmreg mask z,yymmreg*,ymmrm256 b64	AVX512VL/DQ
VXORPD	zmmreg mask z,zmmreg*,zmmrm512 b64	AVX512DQ
VXORPS	xmmreg mask z,xmmreg*,xmmrm128 b32	AVX512VL/DQ
VXORPS	ymmreg mask z,yymmreg*,ymmrm256 b32	AVX512VL/DQ
VXORPS	zmmreg mask z,zmmreg*,zmmrm512 b32	AVX512DQ

### F.1.85 Intel memory protection keys for userspace (PKU aka PKEYs)

RDPKRU	LONG, PROT, PKU, X86_64
WRPKRU	LONG, PROT, PKU, X86_64

### F.1.86 Read Processor ID

### F.1.87 Processor trace write

PTWRITE	rm32	PTWRITE
PTWRITE	rm64	AR0, SX, LONG, PROT, PTWRITE, X86_64

### F.1.88 Instructions from the Intel Instruction Set Extensions,

### F.1.89 doc 319433-034 May 2018

CLDEMOTE	mem	CLDEMOTE
MOVDIRI	mem32, reg32	MOVDIRI
MOVDIRI	mem64, reg64	LONG, PROT, MOVDIRI, X86_64
MOVDIRI	mem32, reg32	LONG, PROT, APX, MOVDIRI, X86_64
MOVDIRI	mem64, reg64	LONG, PROT, APX, MOVDIRI, X86_64
MOVDIR64B	reg16, mem512	NOLONG, MOVDIR64B
MOVDIR64B	reg32, mem512	MOVDIR64B
MOVDIR64B	reg64, mem512	LONG, PROT, MOVDIR64B, X86_64
MOVDIR64B	reg64, mem512	LONG, PROT, APX, MOVDIR64B, X86_64
PCONFIG		FL, PCONFIG

### F.1.90 doc 319433-058 June 2025

PBNDKB		PBNDKB
PREFETCHRST2	mem8	MOVRS

### F.1.91 Galois field operations (GFNI)

GF2P8AFFINEINVQB	xmmreg, xmmrm128, imm8	SSE, GFNI
VGF2P8AFFINEINVQB	xmmreg, xmmreg*, xmmrm128, imm8	AVX, GFNI
VGF2P8AFFINEINVQB	yymmreg, yymmreg*, yymmrm256, imm8	AVX, GFNI
VGF2P8AFFINEINVQB	xmmreg mask z, xmmreg*, xmmrm128 b64, imm8	AVX512VL, GFNI
VGF2P8AFFINEINVQB	yymmreg mask z, yymmreg*, yymmrm256 b64, imm8	AVX512VL, GFNI
VGF2P8AFFINEINVQB	zmmreg mask z, zmmreg*, zmmrm512 b64, imm8	AVX512, GFNI
GF2P8AFFINEQB	xmmreg, xmmrm128, imm8	SSE, GFNI
VGF2P8AFFINEQB	xmmreg, xmmreg*, xmmrm128, imm8	AVX, GFNI
VGF2P8AFFINEQB	yymmreg, yymmreg*, yymmrm256, imm8	AVX, GFNI
VGF2P8AFFINEQB	xmmreg mask z, xmmreg*, xmmrm128 b64, imm8	AVX512VL, GFNI
VGF2P8AFFINEQB	yymmreg mask z, yymmreg*, yymmrm256 b64, imm8	AVX512VL, GFNI
VGF2P8AFFINEQB	zmmreg mask z, zmmreg*, zmmrm512 b64, imm8	AVX512, GFNI
GF2P8MULB	xmmreg, xmmrm128	SSE, GFNI
VGF2P8MULB	xmmreg, xmmreg*, xmmrm128	AVX, GFNI
VGF2P8MULB	yymmreg, yymmreg*, yymmrm256	AVX, GFNI
VGF2P8MULB	xmmreg mask z, xmmreg*, xmmrm128	AVX512VL, GFNI
VGF2P8MULB	yymmreg mask z, yymmreg*, yymmrm256	AVX512VL, GFNI
VGF2P8MULB	zmmreg mask z, zmmreg*, zmmrm512	AVX512, GFNI

## F.1.92 AVX512 Vector Bit Manipulation Instructions 2

VPCOMPRESSB	mem128	mask, xmmreg	AVX512VL/VBMI2
VPCOMPRESSB	mem256	mask, ymmreg	AVX512VL/VBMI2
VPCOMPRESSB	mem512	mask, zmmreg	AVX512VBMI2
VPCOMPRESSB	xmmreg	mask z, xmmreg	AVX512VL/VBMI2
VPCOMPRESSB	ymmreg	mask z, ymmreg	AVX512VL/VBMI2
VPCOMPRESSB	zmmreg	mask z, zmmreg	AVX512VBMI2
VPCOMPRESSW	mem128	mask, xmmreg	AVX512VL/VBMI2
VPCOMPRESSW	mem256	mask, ymmreg	AVX512VL/VBMI2
VPCOMPRESSW	mem512	mask, zmmreg	AVX512VBMI2
VPCOMPRESSW	xmmreg	mask z, xmmreg	AVX512VL/VBMI2
VPCOMPRESSW	ymmreg	mask z, ymmreg	AVX512VL/VBMI2
VPCOMPRESSW	zmmreg	mask z, zmmreg	AVX512VBMI2
VPEXPANDB	xmmreg	mask z, xmmrm128	AVX512VL/VBMI2
VPEXPANDB	ymmreg	mask z, ymmrm256	AVX512VL/VBMI2
VPEXPANDB	zmmreg	mask z, zmmrm512	AVX512VBMI2
VPEXPANDW	xmmreg	mask z, xmmrm128	AVX512VL/VBMI2
VPEXPANDW	ymmreg	mask z, ymmrm256	AVX512VL/VBMI2
VPEXPANDW	zmmreg	mask z, zmmrm512	AVX512VBMI2
VPSHLDW	xmmreg	mask z, xmmreg*, xmmrm128, imm8	AVX512VL/VBMI2
VPSHLDW	ymmreg	mask z, ymmreg*, ymmrm256, imm8	AVX512VL/VBMI2
VPSHLDW	zmmreg	mask z, zmmreg*, zmmrm512, imm8	AVX512VBMI2
VPSHLDD	xmmreg	mask z, xmmreg*, xmmrm128 b32, imm8	AVX512VL/VBMI2
VPSHLDD	ymmreg	mask z, ymmreg*, ymmrm256 b32, imm8	AVX512VL/VBMI2
VPSHLDD	zmmreg	mask z, zmmreg*, zmmrm512 b32, imm8	AVX512VBMI2
VPSHLDQ	xmmreg	mask z, xmmreg*, xmmrm128 b64, imm8	AVX512VL/VBMI2
VPSHLDQ	ymmreg	mask z, ymmreg*, ymmrm256 b64, imm8	AVX512VL/VBMI2
VPSHLDQ	zmmreg	mask z, zmmreg*, zmmrm512 b64, imm8	AVX512VBMI2
VPSHLDVW	xmmreg	mask z, xmmreg*, xmmrm128	AVX512VL/VBMI2
VPSHLDVW	ymmreg	mask z, ymmreg*, ymmrm256	AVX512VL/VBMI2
VPSHLDVW	zmmreg	mask z, zmmreg*, zmmrm512	AVX512VBMI2
VPSHLDVD	xmmreg	mask z, xmmreg*, xmmrm128 b32	AVX512VL/VBMI2
VPSHLDVD	ymmreg	mask z, ymmreg*, ymmrm256 b32	AVX512VL/VBMI2
VPSHLDVD	zmmreg	mask z, zmmreg*, zmmrm512 b32	AVX512VBMI2
VPSHLDVQ	xmmreg	mask z, xmmreg*, xmmrm128 b64	AVX512VL/VBMI2
VPSHLDVQ	ymmreg	mask z, ymmreg*, ymmrm256 b64	AVX512VL/VBMI2
VPSHLDVQ	zmmreg	mask z, zmmreg*, zmmrm512 b64	AVX512VBMI2
VPSHRDW	xmmreg	mask z, xmmreg*, xmmrm128, imm8	AVX512VL/VBMI2
VPSHRDW	ymmreg	mask z, ymmreg*, ymmrm256, imm8	AVX512VL/VBMI2
VPSHRDW	zmmreg	mask z, zmmreg*, zmmrm512, imm8	AVX512VBMI2
VPSHRDD	xmmreg	mask z, xmmreg*, xmmrm128 b32, imm8	AVX512VL/VBMI2
VPSHRDD	ymmreg	mask z, ymmreg*, ymmrm256 b32, imm8	AVX512VL/VBMI2
VPSHRDD	zmmreg	mask z, zmmreg*, zmmrm512 b32, imm8	AVX512VBMI2
VPSHRDQ	xmmreg	mask z, xmmreg*, xmmrm128 b64, imm8	AVX512VL/VBMI2
VPSHRDQ	ymmreg	mask z, ymmreg*, ymmrm256 b64, imm8	AVX512VL/VBMI2
VPSHRDQ	zmmreg	mask z, zmmreg*, zmmrm512 b64, imm8	AVX512VBMI2
VPSHRDVW	xmmreg	mask z, xmmreg*, xmmrm128	AVX512VL/VBMI2
VPSHRDVW	ymmreg	mask z, ymmreg*, ymmrm256	AVX512VL/VBMI2
VPSHRDVW	zmmreg	mask z, zmmreg*, zmmrm512	AVX512VBMI2
VPSHRDVD	xmmreg	mask z, xmmreg*, xmmrm128 b32	AVX512VL/VBMI2
VPSHRDVD	ymmreg	mask z, ymmreg*, ymmrm256 b32	AVX512VL/VBMI2
VPSHRDVD	zmmreg	mask z, zmmreg*, zmmrm512 b32	AVX512VBMI2
VPSHRDVQ	xmmreg	mask z, xmmreg*, xmmrm128 b64	AVX512VL/VBMI2
VPSHRDVQ	ymmreg	mask z, ymmreg*, ymmrm256 b64	AVX512VL/VBMI2
VPSHRDVQ	zmmreg	mask z, zmmreg*, zmmrm512 b64	AVX512VBMI2

## F.1.93 AVX512 VNNI

VDPBUSD	xmmreg	mask z, xmmreg*, xmmrm128 b32	AVX512VL/VNNI
VDPBUSD	ymmreg	mask z, ymmreg*, ymmrm256 b32	AVX512VL/VNNI
VDPBUSD	zmmreg	mask z, zmmreg*, zmmrm512 b32	AVX512VNNI
VDPBUSDS	xmmreg	mask z, xmmreg*, xmmrm128 b32	AVX512VL/VNNI
VDPBUSDS	ymmreg	mask z, ymmreg*, ymmrm256 b32	AVX512VL/VNNI
VDPBUSDS	zmmreg	mask z, zmmreg*, zmmrm512 b32	AVX512VNNI
VDPWSSD	xmmreg	mask z, xmmreg*, xmmrm128 b32	AVX512VL/VNNI
VDPWSSD	ymmreg	mask z, ymmreg*, ymmrm256 b32	AVX512VL/VNNI

VDPWSSD	zmmreg mask z, zmmreg*, zmmrm512 b32	AVX512VNNI
VDPWSSDS	xmmreg mask z, xmmreg*, xmmrm128 b32	AVX512VL/VNNI
VDPWSSDS	ymmreg mask z, ymmreg*, ymmrm256 b32	AVX512VL/VNNI
VDPWSSDS	zmmreg mask z, zmmreg*, zmmrm512 b32	AVX512VNNI

### F.1.94 AVX512 Bit Algorithms

VPOPCNTB	xmmreg mask z, xmmrm128	AVX512VL/BITLGM
VPOPCNTB	ymmreg mask z, ymmrm256	AVX512VL/BITLGM
VPOPCNTB	zmmreg mask z, zmmrm512	AVX512BITLGM
VPOPCNTW	xmmreg mask z, xmmrm128	AVX512VL/BITLGM
VPOPCNTW	ymmreg mask z, ymmrm256	AVX512VL/BITLGM
VPOPCNTW	zmmreg mask z, zmmrm512	AVX512BITLGM
VPOPCNTD	xmmreg mask z, xmmrm128	AVX512VL/VPOPCNTDQ
VPOPCNTD	ymmreg mask z, ymmrm256	AVX512VL/VPOPCNTDQ
VPOPCNTD	zmmreg mask z, zmmrm512	AVX512VPOPCNTDQ
VPOPCNTQ	xmmreg mask z, xmmrm128	AVX512VL/VPOPCNTDQ
VPOPCNTQ	ymmreg mask z, ymmrm256	AVX512VL/VPOPCNTDQ
VPOPCNTQ	zmmreg mask z, zmmrm512	AVX512VPOPCNTDQ
VPSHUFBITQMB	kreg mask, xmmreg, xmmrm128	AVX512VL/BITLGM
VPSHUFBITQMB	kreg mask, ymmreg, ymmrm256	AVX512VL/BITLGM
VPSHUFBITQMB	kreg mask, zmmreg, zmmrm512	AVX512BITLGM

### F.1.95 AVX512 4-iteration Multiply-Add

V4FMADDPS	zmmreg mask z, zmmreg rs4, mem	AVX5124FMAPS, AR0-2, SO
V4FMADDPS	zmmreg mask z, zmmreg rs4, mem	AVX5124FMAPS, AR0-2, SO
V4FMADDSS	xmmreg mask z, xmmreg rs4, mem	AVX5124FMAPS, AR0-2, SO
V4FMADDSS	xmmreg mask z, xmmreg rs4, mem	AVX5124FMAPS, AR0-2, SO

### F.1.96 AVX512 4-iteration Dot Product

VP4DPWSSD	zmmreg mask z, zmmreg rs4, mem	AVX5124VNNIWM, AR0-2, SO
VP4DPWSSD	zmmreg mask z, zmmreg rs4, mem	AVX5124VNNIWM, AR0-2, SO

### F.1.97 Intel Software Guard Extensions (SGX)

ENCLS	SGX
ENCLU	SGX
ENCLV	SGX

### F.1.98 Intel Control-Flow Enforcement Technology (CET)

CLRSSBSY	mem64	FL, CET
ENDBR32		CET
ENDBR64		CET
INCSSPD	reg32	CET
INCSSPQ	reg64	LONG, PROT, CET, X86_64
RDSSPD	reg32	CET
RDSSPQ	reg64	LONG, PROT, CET, X86_64
RSTORSSP	mem64	CET
SAVEPREVSSP		CET
SETSSBSY		CET
WRUSSD	mem32, reg32	CET
WRUSSD	mem32, reg32	LONG, PROT, CET, APX, X86_64
WRUSSQ	mem64, reg64	LONG, PROT, CET, X86_64
WRUSSQ	mem64, reg64	LONG, PROT, CET, APX, X86_64
WRSSD	mem32, reg32	CET
WRSSD	mem32, reg32	LONG, PROT, CET, APX, X86_64
WRSSQ	mem64, reg64	LONG, PROT, CET, X86_64
WRSSQ	mem64, reg64	LONG, PROT, CET, APX, X86_64

### F.1.99 Instructions from ISE doc 319433-040, June 2020

ENQCMD	reg16, mem512	AR0-1, SZ, NOEX, NOAPX, NOLONG, FL, ENQCMD
ENQCMD	reg32, mem512	ND, AR0-1, SZ, NOEX, NOAPX, NOLONG, FL, ENQCMD
ENQCMD	reg32, mem512	AR0-1, SZ, FL, ENQCMD
ENQCMD	reg64, mem512	AR0-1, SZ, LONG, FL, PROT, ENQCMD, X86_64

ENQCMD	reg64, mem512	AR0-1, SZ, LONG, FL, PRIV, PROT, ENQCMD, APX, X86_64
ENQCMSD	reg16, mem512	AR0-1, SZ, NOREX, NOAPX, NOLONG, FL, PRIV, ENQCMD
ENQCMSD	reg32, mem512	ND, AR0-1, SZ, NOREX, NOAPX, NOLONG, FL, PRIV, ENQCMD
ENQCMSD	reg32, mem512	AR0-1, SZ, FL, PRIV, ENQCMD
ENQCMSD	reg64, mem512	AR0-1, SZ, LONG, FL, PRIV, PROT, ENQCMD, X86_64
ENQCMSD	reg64, mem512	AR0-1, SZ, LONG, FL, PRIV, PROT, ENQCMD, APX, X86_64
PCONFIG		FL, PRIV, PCONFIG
XRESLDRK		TSXLDTRK
XSUSLDRK		TSXLDTRK

### F.1.100 AVX512 Bfloat16 instructions

VCVTNE2PS2BF16	xmmreg mask z, xmmreg*, xmrm128 b32	AVX512VL/BF16
VCVTNE2PS2BF16	yymmreg mask z, yymmreg*, ymmrm256 b32	AVX512VL/BF16
VCVTNE2PS2BF16	zmmreg mask z, zmmreg*, zmrm512 b32	AVX512BF16
VCVTNEPS2BF16	xmmreg mask z, xmrm128 b32	AVX512VL/BF16
VCVTNEPS2BF16	xmmreg mask z, ymmrm256 b32	AVX512VL/BF16
VCVTNEPS2BF16	yymmreg mask z, zmrm512 b32	AVX512BF16
VDPBF16PS	xmmreg mask z, xmmreg*, xmrm128 b32	AVX512VL/BF16
VDPBF16PS	yymmreg mask z, yymmreg*, ymmrm256 b32	AVX512VL/BF16
VDPBF16PS	zmmreg mask z, zmmreg*, zmrm512 b32	AVX512BF16

### F.1.101 AVX512 mask intersect instructions

VP2INTERSECTD	kreg rs2, xmmreg, xmrm128 b32	AVX512VL/VP2INTERSECT
VP2INTERSECTD	kreg rs2, yymmreg, ymmrm256 b32	AVX512VL/VP2INTERSECT
VP2INTERSECTD	kreg rs2, zmmreg, zmrm512 b32	AVX512F/VP2INTERSECT
VP2INTERSECTQ	kreg rs2, xmmreg, xmrm128 b64	AVX512VL/VP2INTERSECT
VP2INTERSECTQ	kreg rs2, yymmreg, ymmrm256 b64	AVX512VL/VP2INTERSECT
VP2INTERSECTQ	kreg rs2, zmmreg, zmrm512 b64	AVX512F/VP2INTERSECT

### F.1.102 Intel Advanced Matrix Extensions (AMX)

LDTILECFG	mem512	AR0, SZ, LONG, PROT, AMXTILE, X86_64
STTILECFG	mem512	AR0, SZ, LONG, PROT, AMXTILE, X86_64
TDPBF16PS	tmreg, tmreg, tmreg	LONG, PROT, AMXBF16, X86_64
TDPFP16PS	tmreg, tmreg, tmreg	LONG, PROT, AMXFP16, X86_64
TCMMIMFP16PS	tmreg, tmreg, tmreg	LONG, PROT, AMXCOMPLEX, X86_64
TCMMLFP16PS	tmreg, tmreg, tmreg	LONG, PROT, AMXCOMPLEX, X86_64
TDPBSSD	tmreg, tmreg, tmreg	LONG, PROT, AMXINT8, X86_64
TDPBSUD	tmreg, tmreg, tmreg	LONG, PROT, AMXINT8, X86_64
TDPBUSD	tmreg, tmreg, tmreg	LONG, PROT, AMXINT8, X86_64
TDPBUUD	tmreg, tmreg, tmreg	LONG, PROT, AMXINT8, X86_64
TILELOADD	tmreg, mem	AR1, ANYSIZE, SIB, LONG, MIB, PROT, AMXTILE, APX, X86_64
TILELOADDT1	tmreg, mem	AR1, ANYSIZE, SIB, LONG, MIB, PROT, AMXTILE, APX, X86_64
TILERELASE		LONG, PROT, AMXTILE, X86_64
TILESTORED	mem, tmreg	AR0, ANYSIZE, SIB, LONG, MIB, PROT, AMXTILE, APX, X86_64
TILEZERO	tmreg	LONG, PROT, AMXTILE, X86_64
TILELOADDRS	tmreg, mem	AR1, ANYSIZE, SIB, LONG, MIB, PROT, AMXTILE, AMXMOVRS, APX, X86_64
TILELOADDRST1	tmreg, mem	AR1, ANYSIZE, SIB, LONG, MIB, PROT, AMXTILE, AMXMOVRS, APX, X86_64
T2RPNTLVWZ0	tmreg, mem	SIB, AMXTRANSPOSE, OBSOLETE, NEVER
T2RPNTLVWZ0T1	tmreg, mem	SIB, AMXTRANSPOSE, OBSOLETE, NEVER
T2RPNTLVWZ1	tmreg, mem	SIB, AMXTRANSPOSE, OBSOLETE, NEVER
T2RPNTLVWZ1T1	tmreg, mem	SIB, AMXTRANSPOSE, OBSOLETE, NEVER
T2RPNTLVWZ0RS	tmreg, mem	SIB, AMXTRANSPOSE, OBSOLETE, NEVER
T2RPNTLVWZ0RST1	tmreg, mem	SIB, AMXTRANSPOSE, OBSOLETE, NEVER
T2RPNTLVWZ1RS	tmreg, mem	SIB, AMXTRANSPOSE, OBSOLETE, NEVER
T2RPNTLVWZ1RST1	tmreg, mem	SIB, AMXTRANSPOSE, OBSOLETE, NEVER
TCONJTCMMIMFP16PS	tmreg, tmreg, tmreg	AMXTRANSPOSE, OBSOLETE, NEVER
TCONJTFP16	tmreg, tmreg	AMXTRANSPOSE, OBSOLETE, NEVER
TCVTROWD2PS	zmmreg, tmreg, reg32	AMXAVX512
TCVTROWD2PS	zmmreg, tmreg, imm8	AMXAVX512
TCVTROWPS2BF16H	zmmreg, tmreg, reg32	AMXAVX512
TCVTROWPS2BF16H	zmmreg, tmreg, imm8	AMXAVX512
TCVTROWPS2BF16L	zmmreg, tmreg, reg32	AMXAVX512
TCVTROWPS2BF16L	zmmreg, tmreg, imm8	AMXAVX512
TCVTROWPS2PHH	zmmreg, tmreg, reg32	AMXAVX512
TCVTROWPS2PHH	zmmreg, tmreg, imm8	AMXAVX512

TCVTROWPS2PHL	zmmreg, tmmreg, reg32	AMXAVX512
TCVTROWPS2PHL	zmmreg, tmmreg, imm8	AMXAVX512
TDPBF8PS	tmmreg, tmmreg, tmmreg	AMXFP8
TDPBF8PS	tmmreg, tmmreg, tmmreg	AMXFP8
TDPBF8PS	tmmreg, tmmreg, tmmreg	AMXFP8
TDPBF8PS	tmmreg, tmmreg, tmmreg	AMXFP8
TILEMOVROW	zmmreg, tmmreg, imm8	AMXAVX512
TILEMOVROW	zmmreg, tmmreg, reg32	AMXAVX512
TMMULTF32PS	tmmreg, tmmreg, tmmreg	AMXTF32
TTCMMIMFP16PS	tmmreg, tmmreg, tmmreg	AMXTRANSPPOSE, OBSOLETE, NEVER
TTCMMRFP16PS	tmmreg, tmmreg, tmmreg	AMXTRANSPPOSE, OBSOLETE, NEVER
TTDPBF16PS	tmmreg, tmmreg, tmmreg	AMXTRANSPPOSE, OBSOLETE, NEVER
TTDFPF16PS	tmmreg, tmmreg, tmmreg	AMXTRANSPPOSE, OBSOLETE, NEVER
TMMULTF32PS	tmmreg, tmmreg, tmmreg	AMXTRANSPPOSE, OBSOLETE, NEVER
TTRANPOSED	tmmreg, tmmreg	AMXTRANSPPOSE, OBSOLETE, NEVER

### F.1.103 Intel AVX512-FP16 instructions

VADDPH	xmmreg mask z, xmmreg*, xmrm128 b16	AVX512VL/FP16
VADDPH	ymmreg mask z, ymmreg*, ymrm256 b16	AVX512VL/FP16
VADDPH	zmmreg mask z, zmmreg*, zmrm512 b16 er	AVX512FP16
VADDSH	xmmreg mask z, xmmreg*, xmrm16 er	AVX512FP16
VCMPPH	kreg mask, xmmreg*, xmrm128 b16, imm8	AVX512VL/FP16
VCMPPH	kreg mask, ymmreg*, ymrm256 b16, imm8	AVX512VL/FP16
VCMPPH	kreg mask, zmmreg*, zmrm512 b16 sae, imm8	AVX512FP16
VCMPSH	kreg mask, xmmreg*, xmrm16 sae, imm8	AVX512FP16
VCOMISH	xmmreg, xmrm16 sae	AVX512FP16, FL
VCVTDQ2PH	xmmreg mask z, xmrm128 b32	AVX512VL/FP16
VCVTDQ2PH	xmmreg mask z, ymrm256 b32	AVX512VL/FP16
VCVTDQ2PH	ymmreg mask z, zmrm512 b32 er	AVX512FP16
VCVTPD2PH	xmmreg mask z, xmrm128 b64	AVX512VL/FP16
VCVTPD2PH	xmmreg mask z, ymrm256 b64	AVX512VL/FP16
VCVTPD2PH	xmmreg mask z, zmrm512 b64 er	AVX512FP16
VCVTPH2DQ	xmmreg mask z, xmrm64 b16	AVX512VL/FP16
VCVTPH2DQ	ymmreg mask z, xmrm128 b16	AVX512VL/FP16
VCVTPH2DQ	zmmreg mask z, ymrm256 b16 er	AVX512FP16
VCVTPH2PD	xmmreg mask z, xmrm32 b16	AVX512VL/FP16
VCVTPH2PD	ymmreg mask z, xmrm64 b16	AVX512VL/FP16
VCVTPH2PD	zmmreg mask z, xmrm128 b16 sae	AVX512FP16
VCVTPH2PS	xmmreg mask z, xmrm64	AVX512VL
VCVTPH2PS	ymmreg mask z, xmrm128	AVX512VL
VCVTPH2PS	zmmreg mask z, ymrm256 sae	AVX512
VCVTPH2PSX	xmmreg mask z, xmrm64 b16	AVX512VL/FP16
VCVTPH2PSX	ymmreg mask z, xmrm128 b16	AVX512VL/FP16
VCVTPH2PSX	zmmreg mask z, ymrm256 b16 sae	AVX512FP16
VCVTPH2QQ	xmmreg mask z, xmrm32 b16	AVX512VL/FP16
VCVTPH2QQ	ymmreg mask z, xmrm64 b16	AVX512VL/FP16
VCVTPH2QQ	zmmreg mask z, xmrm128 b16 er	AVX512FP16
VCVTPH2UDQ	xmmreg mask z, xmrm64 b16	AVX512VL/FP16
VCVTPH2UDQ	ymmreg mask z, xmrm128 b16	AVX512VL/FP16
VCVTPH2UDQ	zmmreg mask z, ymrm256 b16 er	AVX512FP16
VCVTPH2UQQ	xmmreg mask z, xmrm32 b16	AVX512VL/FP16
VCVTPH2UQQ	ymmreg mask z, xmrm64 b16	AVX512VL/FP16
VCVTPH2UQQ	zmmreg mask z, xmrm128 b16 er	AVX512FP16
VCVTPH2UW	xmmreg mask z, xmrm128 b16	AVX512VL/FP16
VCVTPH2UW	ymmreg mask z, ymrm256 b16	AVX512VL/FP16
VCVTPH2UW	zmmreg mask z, zmrm512 b16 er	AVX512FP16
VCVTPH2W	xmmreg mask z, xmrm128 b16	AVX512VL/FP16
VCVTPH2W	ymmreg mask z, ymrm256 b16	AVX512VL/FP16
VCVTPH2W	zmmreg mask z, zmrm512 b16 er	AVX512FP16
VCVTPS2PH	xmmreg mask z, xmmreg, imm8	AVX512VL
VCVTPS2PH	mem64 mask, xmmreg, imm8	AVX512VL
VCVTPS2PH	xmmreg mask z, ymmreg, imm8	AVX512VL
VCVTPS2PH	mem128 mask, ymmreg, imm8	AVX512VL
VCVTPS2PH	ymmreg mask z, zmmreg sae, imm8	AVX512
VCVTPS2PH	mem256 mask, zmmreg sae, imm8	AVX512
VCVTPS2PHX	xmmreg mask z, xmrm128 b32	AVX512VL/FP16

VCVTPS2PHX	xmmreg mask z,ymmrm256 b32	AVX512VL/FP16
VCVTPS2PHX	ymmreg mask z,zmmrm512 b32 er	AVX512FP16
VCVTQ2PH	xmmreg mask z,xmmrm128 b64	AVX512VL/FP16
VCVTQ2PH	xmmreg mask z,ymmrm256 b64	AVX512VL/FP16
VCVTQ2PH	xmmreg mask z,zmmrm512 b64 er	AVX512VL/FP16
VCVTS2SH	xmmreg mask z,xmmreg*,xmmrm64 er	AVX512FP16
VCVTS2SD	xmmreg,xmmreg*,xmmrm16 sae	AVX512FP16
VCVTS2SI	reg32,xmmrm16 er	AVX512FP16
VCVTS2SI	reg64,xmmrm16 er	AVX512FP16
VCVTS2SS	xmmreg mask z,xmmreg*,xmmrm16 sae	AVX512FP16
VCVTS2USI	reg32,xmmrm16 er	AVX512FP16
VCVTS2USI	reg64,xmmrm16 er	AVX512FP16
VCVTSI2SH	xmmreg,xmmreg*,rm32 er	AVX512FP16
VCVTSI2SH	xmmreg,xmmreg*,rm64 er	AVX512FP16
VCVTSS2SH	xmmreg,xmmreg*,xmmrm32 er	AVX512FP16
VCVTPH2DQ	xmmreg mask z,xmmrm64 b16	AVX512VL/FP16
VCVTPH2DQ	ymmreg mask z,xmmrm128 b16	AVX512VL/FP16
VCVTPH2DQ	zmmreg mask z,ymmrm256 b16 sae	AVX512FP16
VCVTPH2DQ	xmmreg mask z,xmmrm32 b16	AVX512VL/FP16
VCVTPH2QQ	ymmreg mask z,xmmrm64 b16	AVX512VL/FP16
VCVTPH2QQ	zmmreg mask z,xmmrm128 b16 sae	AVX512FP16
VCVTPH2UDQ	xmmreg mask z,xmmrm64 b16	AVX512VL/FP16
VCVTPH2UDQ	ymmreg mask z,xmmrm128 b16	AVX512VL/FP16
VCVTPH2UDQ	zmmreg mask z,ymmrm256 b16 sae	AVX512FP16
VCVTPH2UQQ	xmmreg mask z,xmmrm32 b16	AVX512VL/FP16
VCVTPH2UQQ	ymmreg mask z,xmmrm64 b16	AVX512VL/FP16
VCVTPH2UQQ	zmmreg mask z,xmmrm128 b16 sae	AVX512FP16
VCVTPH2UW	xmmreg mask z,xmmrm128 b16	AVX512VL/FP16
VCVTPH2UW	ymmreg mask z,ymmrm256 b16	AVX512VL/FP16
VCVTPH2UW	zmmreg mask z,zmmrm512 b16 sae	AVX512FP16
VCVTPH2W	xmmreg mask z,xmmrm128 b16	AVX512VL/FP16
VCVTPH2W	ymmreg mask z,ymmrm256 b16	AVX512VL/FP16
VCVTPH2W	zmmreg mask z,zmmrm512 b16 sae	AVX512FP16
VCVTTSH2SI	reg32,xmmrm16 sae	AVX512FP16
VCVTTSH2SI	reg64,xmmrm16 sae	AVX512FP16
VCVTTSH2USI	reg32,xmmrm16 sae	AVX512FP16
VCVTTSH2USI	reg64,xmmrm16 sae	AVX512FP16
VCVTUDQ2PH	xmmreg mask z,xmmrm128 b32	AVX512VL/FP16
VCVTUDQ2PH	xmmreg mask z,ymmrm256 b32	AVX512VL/FP16
VCVTUDQ2PH	ymmreg mask z,zmmrm512 b32	AVX512FP16
VCVTUQQ2PH	xmmreg mask z,xmmrm128 b32	AVX512VL/FP16
VCVTUQQ2PH	xmmreg mask z,ymmrm256 b32	AVX512VL/FP16
VCVTUQQ2PH	xmmreg mask z,zmmrm512 b32	AVX512FP16
VCVTUSI2SH	xmmreg,xmmreg*,rm32 er	AVX512FP16
VCVTUSI2SH	xmmreg,xmmreg*,rm64 er	AVX512FP16
VCVTUW2PH	xmmreg mask z,xmmrm128 b16	AVX512VL/FP16
VCVTUW2PH	ymmreg mask z,ymmrm256 b16	AVX512VL/FP16
VCVTUW2PH	zmmreg mask z,zmmrm512 b16 er	AVX512FP16
VCVTW2PH	xmmreg mask z,xmmrm128 b16	AVX512VL/FP16
VCVTW2PH	ymmreg mask z,ymmrm256 b16	AVX512VL/FP16
VCVTW2PH	zmmreg mask z,zmmrm512 b16 er	AVX512FP16
VDIVPH	xmmreg mask z,xmmreg*,xmmrm128 b16	AVX512VL/FP16
VDIVPH	ymmreg mask z,ymmreg*,ymmrm256 b16	AVX512VL/FP16
VDIVPH	zmmreg mask z,zmmreg*,zmmrm512 b16 er	AVX512FP16
VDIVSH	xmmreg mask z,xmmreg*,xmmrm16 er	AVX512FP16
VFCMADDCPH	xmmreg mask z,xmmreg*,xmmrm128 b32	AVX512VL/FP16
VFCMADDCPH	ymmreg mask z,ymmreg*,ymmrm256 b32	AVX512VL/FP16
VFCMADDCPH	zmmreg mask z,zmmreg*,zmmrm512 b32 er	AVX512VL/FP16
VFMADDCPH	xmmreg mask z,xmmreg*,xmmrm128 b32	AVX512VL/FP16
VFMADDCPH	ymmreg mask z,ymmreg*,ymmrm256 b32	AVX512VL/FP16
VFMADDCPH	zmmreg mask z,zmmreg*,zmmrm512 b32 er	AVX512VL/FP16
VFCMADDCSH	xmmreg mask z,xmmreg*,xmmrm32 er	AVX512FP16
VFMADDCSH	xmmreg mask z,xmmreg*,xmmrm32 er	AVX512FP16
VFCMULCPH	xmmreg mask z,xmmreg*,xmmrm128 b32	AVX512VL/FP16
VFCMULCPH	ymmreg mask z,ymmreg*,ymmrm256 b32	AVX512VL/FP16
VFCMULCPH	zmmreg mask z,zmmreg*,zmmrm512 b32 er	AVX512FP16
VFMULCPH	xmmreg mask z,xmmreg*,xmmrm128 b32	AVX512VL/FP16



VFNMSUB132SH	xmmreg mask z,xmmreg*,xmmrm16 er AVX512FP16
VFNMSUB213SH	xmmreg mask z,xmmreg*,xmmrm16 er AVX512FP16
VFNMSUB231SH	xmmreg mask z,xmmreg*,xmmrm16 er AVX512FP16
VFPCLASSPH	kreg mask,xmmrm128 b16,imm8 AVX512VL/FP16
VFPCLASSPH	kreg mask,ymmrm256 b16,imm8 AVX512VL/FP16
VFPCLASSPH	kreg mask,zmmrm512 b16,imm8 AVX512FP16
VFPCLASSSH	kreg mask,xmmrm16,imm8 AVX512FP16
VGETEXPPH	xmmreg mask z,xmmrm128 b16 AVX512VL/FP16
VGETEXPPH	ymmreg mask z,ymmrm256 b16 AVX512VL/FP16
VGETEXPPH	zmmreg mask z,zmmrm512 b16 sae AVX512FP16
VGETEXPSH	xmmreg mask z,xmmreg,xmmrm16 sae AVX512FP16
VGETMANTPH	xmmreg mask z,xmmrm128 b16,imm8 AVX512VL/FP16
VGETMANTPH	ymmreg mask z,ymmrm256 b16,imm8 AVX512VL/FP16
VGETMANTPH	zmmreg mask z,zmmrm512 b16 sae,imm8 AVX512FP16
VGETMANTSH	xmmreg mask z,xmmreg,xmmrm16 sae,imm8 AVX512FP16
VMAXPH	xmmreg mask z,xmmreg*,xmmrm128 b16 AVX512VL/FP16
VMAXPH	ymmreg mask z,ymmreg*,ymmrm256 b16 AVX512VL/FP16
VMAXPH	zmmreg mask z,zmmreg*,zmmrm512 b16 sae AVX512FP16
VMAXSH	xmmreg mask z,xmmreg,xmmrm16 sae AVX512FP16
VMINPH	xmmreg mask z,xmmreg*,xmmrm128 b16 AVX512VL/FP16
VMINPH	ymmreg mask z,ymmreg*,ymmrm256 b16 AVX512VL/FP16
VMINPH	zmmreg mask z,zmmreg*,zmmrm512 b16 sae AVX512FP16
VMINSH	xmmreg mask z,xmmreg,xmmrm16 sae AVX512FP16
VMOVSH	xmmreg mask z,mem16 AVX512FP16
VMOVSH	mem16 mask,xmmreg AVX512FP16
VMOVSH	xmmreg mask z,xmmreg*,xmmreg AVX512FP16
VMOVSH	xmmreg mask z,xmmreg*,xmmreg AVX512FP16
VMOVW	xmmreg mask z,rm16 AVX512FP16
VMOVW	rm16,xmmreg AVX512FP16
VMULPH	xmmreg mask z,xmmreg*,xmmrm128 b16 AVX512VL/FP16
VMULPH	ymmreg mask z,ymmreg*,ymmrm256 b16 AVX512VL/FP16
VMULPH	zmmreg mask z,zmmreg*,zmmrm512 b16 AVX512FP16
VMULSH	xmmreg mask z,xmmreg*,xmmrm16 er AVX512FP16
VRCPPH	xmmreg mask z,xmmrm128 b16 AVX512VL/FP16
VRCPPH	ymmreg mask z,ymmrm256 b16 AVX512VL/FP16
VRCPPH	zmmreg mask z,zmmrm512 b16 AVX512FP16
VRCPSH	xmmreg mask z,xmmreg*,xmmrm16 sae AVX512FP16
VREDUCEPH	xmmreg mask z,xmmrm128 b16,imm8 AVX512VL/FP16
VREDUCEPH	ymmreg mask z,ymmrm256 b16,imm8 AVX512VL/FP16
VREDUCEPH	zmmreg mask z,zmmrm512 b16 sae,imm8 AVX512FP16
VREDUCESH	xmmreg mask z,xmmreg*,xmmrm16 sae,imm8 AVX512FP16
VENDSCALEPH	xmmreg mask z,xmmrm128 b16,imm8 AVX512VL/FP16
VENDSCALEPH	ymmreg mask z,ymmrm256 b16,imm8 AVX512VL/FP16
VENDSCALEPH	zmmreg mask z,zmmrm512 b16 sae,imm8 AVX512FP16
VENDSCALESH	xmmreg mask z,xmmreg*,xmmrm16 sae,imm8 AVX512FP16
VRSQRTPH	xmmreg mask z,xmmrm128 b16 AVX512VL/FP16
VRSQRTPH	ymmreg mask z,ymmrm256 b16 AVX512VL/FP16
VRSQRTPH	zmmreg mask z,zmmrm512 b16 sae AVX512FP16
VRSQRTSH	xmmreg mask z,xmmreg*,xmmrm16 sae AVX512FP16
VSCALEFPH	xmmreg mask z,xmmreg*,xmmrm128 b16 AVX512VL/FP16
VSCALEFPH	ymmreg mask z,ymmreg*,ymmrm256 b16 AVX512VL/FP16
VSCALEFPH	zmmreg mask z,zmmreg*,zmmrm512 b16 er AVX512FP16
VSCALEFSH	xmmreg mask z,xmmreg*,xmmrm16 er AVX512FP16
VSQRTPH	xmmreg mask z,xmmrm128 b16 AVX512VL/FP16
VSQRTPH	ymmreg mask z,ymmrm256 b16 AVX512VL/FP16
VSQRTPH	zmmreg mask z,zmmrm512 b16 er AVX512FP16
VSQRTSH	xmmreg mask z,xmmreg*,xmmrm16 er AVX512FP16
VSUBPH	xmmreg mask z,xmmreg*,xmmrm128 b16 AVX512VL/FP16
VSUBPH	ymmreg mask z,ymmreg*,ymmrm256 b16 AVX512VL/FP16
VSUBPH	zmmreg mask z,zmmreg*,zmmrm512 b16 er AVX512FP16
VSUBSH	xmmreg mask z,xmmreg*,xmmrm16 er AVX512FP16
VUCOMISH	xmmreg,xmmrm16 sae AVX512FP16,FL
VMINPH	xmmreg mask z,xmmreg*,xmmrm128 b16 AVX512VL/FP16
VMINPH	ymmreg mask z,ymmreg*,ymmrm256 b16 AVX512VL/FP16
VMINPH	zmmreg mask z,zmmreg*,zmmrm512 b16 sae AVX512FP16
VMINSH	xmmreg mask z,xmmreg*,xmmrm16 sae AVX512FP16
VMAXPH	xmmreg mask z,xmmreg*,xmmrm128 b16 AVX512VL/FP16



VFNMADD132BF16	xmmreg mask z,xmmreg,xmmrm128 b16	AVX10_2
VFNMADD132BF16	ymmreg mask z,yymmreg,ymmrm256 b16	AVX10_2
VFNMADD132BF16	zmmreg mask z,zmmreg,zmmrm512 b16	AVX10_2
VFNMADD213BF16	xmmreg mask z,xmmreg,xmmrm128 b16	AVX10_2
VFNMADD213BF16	yymmreg mask z,yymmreg,ymmrm256 b16	AVX10_2
VFNMADD213BF16	zmmreg mask z,zmmreg,zmmrm512 b16	AVX10_2
VFNMADD231BF16	xmmreg mask z,xmmreg,xmmrm128 b16	AVX10_2
VFNMADD231BF16	yymmreg mask z,yymmreg,ymmrm256 b16	AVX10_2
VFNMADD231BF16	zmmreg mask z,zmmreg,zmmrm512 b16	AVX10_2
VFNMSUB132BF16	xmmreg mask z,xmmreg,xmmrm128 b16	AVX10_2
VFNMSUB132BF16	yymmreg mask z,yymmreg,ymmrm256 b16	AVX10_2
VFNMSUB132BF16	zmmreg mask z,zmmreg,zmmrm512 b16	AVX10_2
VFNMSUB213BF16	xmmreg mask z,xmmreg,xmmrm128 b16	AVX10_2
VFNMSUB213BF16	yymmreg mask z,yymmreg,ymmrm256 b16	AVX10_2
VFNMSUB213BF16	zmmreg mask z,zmmreg,zmmrm512 b16	AVX10_2
VFNMSUB231BF16	xmmreg mask z,xmmreg,xmmrm128 b16	AVX10_2
VFNMSUB231BF16	yymmreg mask z,yymmreg,ymmrm256 b16	AVX10_2
VFNMSUB231BF16	zmmreg mask z,zmmreg,zmmrm512 b16	AVX10_2
VFPCLASSBF16	kreg mask,xmmrm128 b16,imm8	AVX10_2
VFPCLASSBF16	kreg mask,ymmrm256 b16,imm8	AVX10_2
VFPCLASSBF16	kreg mask,zmmrm512 b16,imm8	AVX10_2
VGETEXPPBF16	xmmreg mask z,xmmrm128 b16	AVX10_2
VGETEXPPBF16	yymmreg mask z,yymmreg,ymmrm256 b16	AVX10_2
VGETEXPPBF16	zmmreg mask z,zmmrm512 b16	AVX10_2
VGETMANTBF16	xmmreg mask z,xmmrm128 b16,imm8	AVX10_2
VGETMANTBF16	yymmreg mask z,yymmreg,ymmrm256 b16,imm8	AVX10_2
VGETMANTBF16	zmmreg mask z,zmmrm512 b16,imm8	AVX10_2
VMAXBF16	xmmreg mask z,xmmreg,xmmrm128 b16	AVX10_2
VMAXBF16	yymmreg mask z,yymmreg,ymmrm256 b16	AVX10_2
VMAXBF16	zmmreg mask z,zmmreg,zmmrm512 b16	AVX10_2
VMINBF16	xmmreg mask z,xmmreg,xmmrm128 b16	AVX10_2
VMINBF16	yymmreg mask z,yymmreg,ymmrm256 b16	AVX10_2
VMINBF16	zmmreg mask z,zmmreg,zmmrm512 b16	AVX10_2
VMULBF16	xmmreg mask z,xmmreg,xmmrm128 b16	AVX10_2
VMULBF16	yymmreg mask z,yymmreg,ymmrm256 b16	AVX10_2
VMULBF16	zmmreg mask z,zmmreg,zmmrm512 b16	AVX10_2
VRCPPBF16	xmmreg mask z,xmmrm128 b16	AVX10_2
VRCPPBF16	yymmreg mask z,yymmreg,ymmrm256 b16	AVX10_2
VRCPPBF16	zmmreg mask z,zmmrm512 b16	AVX10_2
VREDUCEBF16	xmmreg mask z,xmmrm128 b16,imm8	AVX10_2
VREDUCEBF16	yymmreg mask z,yymmreg,ymmrm256 b16,imm8	AVX10_2
VREDUCEBF16	zmmreg mask z,zmmrm512 b16,imm8	AVX10_2
VRNDSCALEBF16	xmmreg mask z,xmmrm128 b16,imm8	AVX10_2
VRNDSCALEBF16	yymmreg mask z,yymmreg,ymmrm256 b16,imm8	AVX10_2
VRNDSCALEBF16	zmmreg mask z,zmmrm512 b16,imm8	AVX10_2
VRSQRTBF16	xmmreg mask z,xmmrm128 b16	AVX10_2
VRSQRTBF16	yymmreg mask z,yymmreg,ymmrm256 b16	AVX10_2
VRSQRTBF16	zmmreg mask z,zmmrm512 b16	AVX10_2
VSCALEFBF16	xmmreg mask z,xmmreg,xmmrm128 b16	AVX10_2
VSCALEFBF16	yymmreg mask z,yymmreg,ymmrm256 b16	AVX10_2
VSCALEFBF16	zmmreg mask z,zmmreg,zmmrm512 b16	AVX10_2
VSQRTBF16	xmmreg mask z,xmmrm128 b16	AVX10_2
VSQRTBF16	yymmreg mask z,yymmreg,ymmrm256 b16	AVX10_2
VSQRTBF16	zmmreg mask z,zmmrm512 b16	AVX10_2
VSUBBF16	xmmreg mask z,xmmreg,xmmrm128 b16	AVX10_2
VSUBBF16	yymmreg mask z,yymmreg,ymmrm256 b16	AVX10_2
VSUBBF16	zmmreg mask z,zmmreg,zmmrm512 b16	AVX10_2

### F.1.109 AVX10.2 Compare scalar fp with enhanced eflags instructions

VCOMXSD	xmmreg,xmmrm64 sae	AVX10_2
VCOMXSH	xmmreg,xmmrm16 sae	AVX10_2
VCOMXSS	xmmreg,xmmrm32 sae	AVX10_2
VUCOMXSD	xmmreg,xmmrm64 sae	AVX10_2
VUCOMXSH	xmmreg,xmmrm16 sae	AVX10_2
VUCOMXSS	xmmreg,xmmrm32 sae	AVX10_2

## F.1.110 AVX10.2 Convert instructions

VCVT2PH2BF8	xmmreg	mask	z, xmmreg, xmmrm128	b16	AVX10_2
VCVT2PH2BF8	yymmreg	mask	z, yymmreg, ymmrm256	b16	AVX10_2
VCVT2PH2BF8	zmmreg	mask	z, zmmreg, zmmrm512	b16	AVX10_2
VCVT2PH2BF8S	xmmreg	mask	z, xmmreg, xmmrm128	b16	AVX10_2
VCVT2PH2BF8S	yymmreg	mask	z, yymmreg, ymmrm256	b16	AVX10_2
VCVT2PH2BF8S	zmmreg	mask	z, zmmreg, zmmrm512	b16	AVX10_2
VCVT2PH2HF8	xmmreg	mask	z, xmmreg, xmmrm128	b16	AVX10_2
VCVT2PH2HF8	yymmreg	mask	z, yymmreg, ymmrm256	b16	AVX10_2
VCVT2PH2HF8	zmmreg	mask	z, zmmreg, zmmrm512	b16	AVX10_2
VCVT2PH2HF8S	xmmreg	mask	z, xmmreg, xmmrm128	b16	AVX10_2
VCVT2PH2HF8S	yymmreg	mask	z, yymmreg, ymmrm256	b16	AVX10_2
VCVT2PH2HF8S	zmmreg	mask	z, zmmreg, zmmrm512	b16	AVX10_2
VCVTPH2BF8	xmmreg	mask	z, xmmrm128	b16	AVX10_2
VCVTPH2BF8	xmmreg	mask	z, ymmrm256	b16	AVX10_2
VCVTPH2BF8	yymmreg	mask	z, zmmrm512	b16	AVX10_2
VCVTPH2BF8S	xmmreg	mask	z, xmmrm128	b16	AVX10_2
VCVTPH2BF8S	xmmreg	mask	z, ymmrm256	b16	AVX10_2
VCVTPH2BF8S	yymmreg	mask	z, zmmrm512	b16	AVX10_2
VCVTPH2HF8	xmmreg	mask	z, xmmrm128	b16	AVX10_2
VCVTPH2HF8	xmmreg	mask	z, ymmrm256	b16	AVX10_2
VCVTPH2HF8	yymmreg	mask	z, zmmrm512	b16	AVX10_2
VCVTPH2HF8S	xmmreg	mask	z, xmmrm128	b16	AVX10_2
VCVTPH2HF8S	xmmreg	mask	z, ymmrm256	b16	AVX10_2
VCVTPH2HF8S	yymmreg	mask	z, zmmrm512	b16	AVX10_2
VCVT2PS2PHX	xmmreg	mask	z, xmmreg, xmmrm128	b32	AVX10_2
VCVT2PS2PHX	yymmreg	mask	z, yymmreg, ymmrm256	b32	AVX10_2
VCVT2PS2PHX	zmmreg	mask	z, zmmreg, zmmrm512	b32	AVX10_2
VCVTBIASPH2BF8	xmmreg	mask	z, xmmreg, xmmrm128	b16	AVX10_2
VCVTBIASPH2BF8	xmmreg	mask	z, ymmreg, ymmrm256	b16	AVX10_2
VCVTBIASPH2BF8	yymmreg	mask	z, zmmreg, zmmrm512	b16	AVX10_2
VCVTBIASPH2BF8S	xmmreg	mask	z, xmmreg, xmmrm128	b16	AVX10_2
VCVTBIASPH2BF8S	xmmreg	mask	z, ymmreg, ymmrm256	b16	AVX10_2
VCVTBIASPH2BF8S	yymmreg	mask	z, zmmreg, zmmrm512	b16	AVX10_2
VCVTBIASPH2HF8	xmmreg	mask	z, xmmreg, xmmrm128	b16	AVX10_2
VCVTBIASPH2HF8	xmmreg	mask	z, ymmreg, ymmrm256	b16	AVX10_2
VCVTBIASPH2HF8	yymmreg	mask	z, zmmreg, zmmrm512	b16	AVX10_2
VCVTBIASPH2HF8S	xmmreg	mask	z, xmmreg, xmmrm128	b16	AVX10_2
VCVTBIASPH2HF8S	xmmreg	mask	z, ymmreg, ymmrm256	b16	AVX10_2
VCVTBIASPH2HF8S	yymmreg	mask	z, zmmreg, zmmrm512	b16	AVX10_2
VCVTHF82PH	xmmreg	mask	z, xmmrm64	AVX10_2	
VCVTHF82PH	yymmreg	mask	z, xmmrm128	AVX10_2	
VCVTHF82PH	zmmreg	mask	z, ymmrm256	AVX10_2	

## F.1.111 AVX10.2 Integer and FP16 VNNI, media new instructions

VDPPHPS	xmmreg	mask	z, xmmreg, xmmrm128	b32	AVX10_2
VDPPHPS	yymmreg	mask	z, yymmreg, ymmrm256	b32	AVX10_2
VDPPHPS	zmmreg	mask	z, zmmreg, zmmrm512	b32	AVX10_2
VMPSADBW	xmmreg	mask	z, xmmreg, xmmrm128, imm8	AVX10_2	
VMPSADBW	yymmreg	mask	z, yymmreg, ymmrm256, imm8	AVX10_2	
VMPSADBW	zmmreg	mask	z, zmmreg, zmmrm512, imm8	AVX10_2	
VPDPBSSD	xmmreg	mask	z, xmmreg, xmmrm128	b32	AVX10_2, AVX10_VNNIINT
VPDPBSSD	yymmreg	mask	z, yymmreg, ymmrm256	b32	AVX10_2, AVX10_VNNIINT
VPDPBSSD	zmmreg	mask	z, zmmreg, zmmrm512	b32	AVX10_2, AVX10_VNNIINT
VPDPBSSDS	xmmreg	mask	z, xmmreg, xmmrm128	b32	AVX10_2, AVX10_VNNIINT
VPDPBSSDS	yymmreg	mask	z, yymmreg, ymmrm256	b32	AVX10_2, AVX10_VNNIINT
VPDPBSSDS	zmmreg	mask	z, zmmreg, zmmrm512	b32	AVX10_2, AVX10_VNNIINT
VPDPBSUD	xmmreg	mask	z, xmmreg, xmmrm128	b32	AVX10_2, AVX10_VNNIINT
VPDPBSUD	yymmreg	mask	z, yymmreg, ymmrm256	b32	AVX10_2, AVX10_VNNIINT
VPDPBSUD	zmmreg	mask	z, zmmreg, zmmrm512	b32	AVX10_2, AVX10_VNNIINT
VPDPBSUDS	xmmreg	mask	z, xmmreg, xmmrm128	b32	AVX10_2, AVX10_VNNIINT
VPDPBSUDS	yymmreg	mask	z, yymmreg, ymmrm256	b32	AVX10_2, AVX10_VNNIINT
VPDPBSUDS	zmmreg	mask	z, zmmreg, zmmrm512	b32	AVX10_2, AVX10_VNNIINT
VPDPBUUD	xmmreg	mask	z, xmmreg, xmmrm128	b32	AVX10_2, AVX10_VNNIINT
VPDPBUUD	yymmreg	mask	z, yymmreg, ymmrm256	b32	AVX10_2, AVX10_VNNIINT

VPDPBUUD	zmmreg	mask	z, zmmreg, zmmrm512	b32	AVX10_2, AVX10_VNNIINT
VPDPBUUDS	xmmreg	mask	z, xmmreg, xmmrm128	b32	AVX10_2, AVX10_VNNIINT
VPDPBUUDS	ymmreg	mask	z, ymmreg, ymmrm256	b32	AVX10_2, AVX10_VNNIINT
VPDPBUUDS	zmmreg	mask	z, zmmreg, zmmrm512	b32	AVX10_2, AVX10_VNNIINT
VPDPWSUD	xmmreg	mask	z, xmmreg, xmmrm128	b32	AVX10_2, AVX10_VNNIINT
VPDPWSUD	ymmreg	mask	z, ymmreg, ymmrm256	b32	AVX10_2, AVX10_VNNIINT
VPDPWSUD	zmmreg	mask	z, zmmreg, zmmrm512	b32	AVX10_2, AVX10_VNNIINT
VPDPWSUDS	xmmreg	mask	z, xmmreg, xmmrm128	b32	AVX10_2, AVX10_VNNIINT
VPDPWSUDS	ymmreg	mask	z, ymmreg, ymmrm256	b32	AVX10_2, AVX10_VNNIINT
VPDPWSUDS	zmmreg	mask	z, zmmreg, zmmrm512	b32	AVX10_2, AVX10_VNNIINT
VPDPWUSD	xmmreg	mask	z, xmmreg, xmmrm128	b32	AVX10_2, AVX10_VNNIINT
VPDPWUSD	ymmreg	mask	z, ymmreg, ymmrm256	b32	AVX10_2, AVX10_VNNIINT
VPDPWUSD	zmmreg	mask	z, zmmreg, zmmrm512	b32	AVX10_2, AVX10_VNNIINT
VPDPWUSDs	xmmreg	mask	z, xmmreg, xmmrm128	b32	AVX10_2, AVX10_VNNIINT
VPDPWUSDs	ymmreg	mask	z, ymmreg, ymmrm256	b32	AVX10_2, AVX10_VNNIINT
VPDPWUSDs	zmmreg	mask	z, zmmreg, zmmrm512	b32	AVX10_2, AVX10_VNNIINT
VPDPWUUD	xmmreg	mask	z, xmmreg, xmmrm128	b32	AVX10_2, AVX10_VNNIINT
VPDPWUUD	ymmreg	mask	z, ymmreg, ymmrm256	b32	AVX10_2, AVX10_VNNIINT
VPDPWUUD	zmmreg	mask	z, zmmreg, zmmrm512	b32	AVX10_2, AVX10_VNNIINT
VPDPWUUDS	xmmreg	mask	z, xmmreg, xmmrm128	b32	AVX10_2, AVX10_VNNIINT
VPDPWUUDS	ymmreg	mask	z, ymmreg, ymmrm256	b32	AVX10_2, AVX10_VNNIINT
VPDPWUUDS	zmmreg	mask	z, zmmreg, zmmrm512	b32	AVX10_2, AVX10_VNNIINT

### F.1.112 AVX10.2 MINMAX instructions

VMINMAXBF16	xmmreg	mask	z, xmmreg, xmmrm128	b16, imm8	AVX10_2
VMINMAXBF16	ymmreg	mask	z, ymmreg, ymmrm256	b16, imm8	AVX10_2
VMINMAXBF16	zmmreg	mask	z, zmmreg, zmmrm512	b16, imm8	AVX10_2
VMINMAXPD	xmmreg	mask	z, xmmreg, xmmrm128	b64, imm8	AVX10_2
VMINMAXPD	ymmreg	mask	z, ymmreg, ymmrm256	b64, imm8	AVX10_2
VMINMAXPD	zmmreg	mask	z, zmmreg, zmmrm512	b64, sae, imm8	AVX10_2
VMINMAXPH	xmmreg	mask	z, xmmreg, xmmrm128	b16, imm8	AVX10_2
VMINMAXPH	ymmreg	mask	z, ymmreg, ymmrm256	b16, imm8	AVX10_2
VMINMAXPH	zmmreg	mask	z, zmmreg, zmmrm512	b16, sae, imm8	AVX10_2
VMINMAXPS	xmmreg	mask	z, xmmreg, xmmrm128	b32, imm8	AVX10_2
VMINMAXPS	ymmreg	mask	z, ymmreg, ymmrm256	b32, imm8	AVX10_2
VMINMAXPS	zmmreg	mask	z, zmmreg, zmmrm512	b32, sae, imm8	AVX10_2
VMINMAXSD	xmmreg	mask	z, xmmreg, xmmrm64	sae, imm8	AVX10_2
VMINMAXSH	xmmreg	mask	z, xmmreg, xmmrm16	sae, imm8	AVX10_2
VMINMAXSS	xmmreg	mask	z, xmmreg, xmmrm32	sae, imm8	AVX10_2

### F.1.113 AVX10.2 Saturating convert instructions

VCVTBF162IBS	xmmreg	mask	z, xmmrm128	b16	AVX10_2
VCVTBF162IBS	ymmreg	mask	z, ymmrm256	b16	AVX10_2
VCVTBF162IBS	zmmreg	mask	z, zmmrm512	b16	AVX10_2
VCVTBF162IUBS	xmmreg	mask	z, xmmrm128	b16	AVX10_2
VCVTBF162IUBS	ymmreg	mask	z, ymmrm256	b16	AVX10_2
VCVTBF162IUBS	zmmreg	mask	z, zmmrm512	b16	AVX10_2
VCVTFBF162IBS	xmmreg	mask	z, xmmrm128	b16	AVX10_2
VCVTFBF162IBS	ymmreg	mask	z, ymmrm256	b16	AVX10_2
VCVTFBF162IBS	zmmreg	mask	z, zmmrm512	b16	AVX10_2
VCVTFBF162IUBS	xmmreg	mask	z, xmmrm128	b16	AVX10_2
VCVTFBF162IUBS	ymmreg	mask	z, ymmrm256	b16	AVX10_2
VCVTFBF162IUBS	zmmreg	mask	z, zmmrm512	b16	AVX10_2
VCVTFPD2DQS	xmmreg	mask	z, xmmrm128	b64	AVX10_2
VCVTFPD2DQS	xmmreg	mask	z, ymmrm256	b64	AVX10_2
VCVTFPD2DQS	ymmreg	mask	z, zmmrm512	b64, sae	AVX10_2
VCVTFPD2QQS	xmmreg	mask	z, xmmrm128	b64	AVX10_2
VCVTFPD2QQS	ymmreg	mask	z, ymmrm256	b64	AVX10_2
VCVTFPD2QQS	zmmreg	mask	z, zmmrm512	b64, sae	AVX10_2
VCVTFPD2UDQS	xmmreg	mask	z, xmmrm128	b64	AVX10_2
VCVTFPD2UDQS	xmmreg	mask	z, ymmrm256	b64	AVX10_2
VCVTFPD2UDQS	ymmreg	mask	z, zmmrm512	b64, sae	AVX10_2
VCVTFPD2UQQS	xmmreg	mask	z, xmmrm128	b64	AVX10_2
VCVTFPD2UQQS	ymmreg	mask	z, ymmrm256	b64	AVX10_2
VCVTFPD2UQQS	zmmreg	mask	z, zmmrm512	b64, sae	AVX10_2

VCVTPH2IBS	xmmreg mask z,xmmrm128 b16	AVX10_2
VCVTPH2IBS	ymmreg mask z,ymmrm256 b16	AVX10_2
VCVTPH2IBS	zmmreg mask z,zmmrm512 b16 er	AVX10_2
VCVTPH2IUBS	xmmreg mask z,xmmrm128 b16	AVX10_2
VCVTPH2IUBS	ymmreg mask z,ymmrm256 b16	AVX10_2
VCVTPH2IUBS	zmmreg mask z,zmmrm512 b16 er	AVX10_2
VCVTPH2IBS	xmmreg mask z,xmmrm128 b16	AVX10_2
VCVTPH2IBS	ymmreg mask z,ymmrm256 b16	AVX10_2
VCVTPH2IBS	zmmreg mask z,zmmrm512 b16 sae	AVX10_2
VCVTPH2IUBS	xmmreg mask z,xmmrm128 b16	AVX10_2
VCVTPH2IUBS	ymmreg mask z,ymmrm256 b16	AVX10_2
VCVTPH2IUBS	zmmreg mask z,zmmrm512 b16 sae	AVX10_2
VCVTPS2DQS	xmmreg mask z,xmmrm128 b32	AVX10_2
VCVTPS2DQS	ymmreg mask z,ymmrm256 b32	AVX10_2
VCVTPS2DQS	zmmreg mask z,zmmrm512 b32 sae	AVX10_2
VCVTPS2IBS	xmmreg mask z,xmmrm128 b32	AVX10_2
VCVTPS2IBS	ymmreg mask z,ymmrm256 b32	AVX10_2
VCVTPS2IBS	zmmreg mask z,zmmrm512 b32 er	AVX10_2
VCVTPS2IUBS	xmmreg mask z,xmmrm128 b32	AVX10_2
VCVTPS2IUBS	ymmreg mask z,ymmrm256 b32	AVX10_2
VCVTPS2IUBS	zmmreg mask z,zmmrm512 b32 er	AVX10_2
VCVTPS2IBS	xmmreg mask z,xmmrm128 b32	AVX10_2
VCVTPS2IBS	ymmreg mask z,ymmrm256 b32	AVX10_2
VCVTPS2IBS	zmmreg mask z,zmmrm512 b32 sae	AVX10_2
VCVTPS2IUBS	xmmreg mask z,xmmrm128 b32	AVX10_2
VCVTPS2IUBS	ymmreg mask z,ymmrm256 b32	AVX10_2
VCVTPS2IUBS	zmmreg mask z,zmmrm512 b32 sae	AVX10_2
VCVTPS2QQS	xmmreg mask z,xmmrm64 b32	AVX10_2
VCVTPS2QQS	ymmreg mask z,ymmrm256 b32	AVX10_2
VCVTPS2QQS	zmmreg mask z,zmmrm512 b32 sae	AVX10_2
VCVTPS2UDQS	xmmreg mask z,xmmrm128 b32	AVX10_2
VCVTPS2UDQS	ymmreg mask z,ymmrm256 b32	AVX10_2
VCVTPS2UDQS	zmmreg mask z,zmmrm512 b32 sae	AVX10_2
VCVTPS2UQQS	xmmreg mask z,xmmrm64 b32	AVX10_2
VCVTPS2UQQS	ymmreg mask z,ymmrm256 b32 sae	AVX10_2
VCVTPS2UQQS	zmmreg mask z,zmmrm512 b32 sae	AVX10_2
VCVTTSD2SIS	reg32,xmmrm64 sae	AVX10_2
VCVTTSD2SIS	reg64,xmmrm64 sae	LONG, PROT, AVX10_2, X86_64
VCVTTSD2USIS	reg32,xmmrm64 sae	AVX10_2
VCVTTSD2USIS	reg64,xmmrm64 sae	LONG, PROT, AVX10_2, X86_64
VCVTTSS2SIS	reg32,xmmrm32 sae	AVX10_2
VCVTTSS2SIS	reg64,xmmrm32 sae	LONG, PROT, AVX10_2, X86_64
VCVTTSS2USIS	reg32,xmmrm32 sae	AVX10_2
VCVTTSS2USIS	reg64,xmmrm32 sae	LONG, PROT, AVX10_2, X86_64

### F.1.114 AVX10.2 Zero-extending partial vector copy instructions

VMOVD	xmmreg,xmmrm32	AVX10_2
VMOVD	xmmrm32,xmmreg	AVX10_2
VMOVW	xmmreg,xmmrm16	AVX10_2
VMOVW	xmmrm16,xmmreg	AVX10_2

### F.1.115 AVX512BMM

VBMACOR16X16X16	ymmreg,yymmreg,ymmrm256	AVX512BMM
VBMACOR16X16X16	zmmreg,zmmreg,zmmrm512	AVX512BMM
VBMACXOR16X16X16	ymmreg,yymmreg,ymmrm256	AVX512BMM
VBMACXOR16X16X16	zmmreg,zmmreg,zmmrm512	AVX512BMM
VBITREV	xmmreg mask z,xmmrm128	AVX512BMM
VBITREV	ymmreg mask z,ymmrm256	AVX512BMM
VBITREV	zmmreg mask z,zmmrm512	AVX512BMM

### F.1.116 Systematic names for the hinting nop instructions

NOP	imm,reg16,rm16	SM1-2, UNDOC, P6
NOP	imm,reg32,rm32	SM1-2, UNDOC, P6
NOP	imm,reg64,rm64	SM1-2, LONG, PROT, UNDOC, X86_64
HINT_NOP	imm,reg16,rm16	ND, SM1-2, FL, UNDOC, P6

HINT_NOP	imm, reg32, rm32	ND, SM1-2, FL, UNDOC, P6
HINT_NOP	imm, reg64, rm64	ND, SM1-2, LONG, FL, PROT, UNDOC, X86_64
HINT_NOP0	rm16	ND, FL, UNDOC, P6
HINT_NOP0	rm32	ND, FL, UNDOC, P6
HINT_NOP0	rm64	ND, LONG, FL, PROT, UNDOC, X86_64
HINT_NOP1	rm16	ND, FL, UNDOC, P6
HINT_NOP1	rm32	ND, FL, UNDOC, P6
HINT_NOP1	rm64	ND, LONG, FL, PROT, UNDOC, X86_64
HINT_NOP2	rm16	ND, FL, UNDOC, P6
HINT_NOP2	rm32	ND, FL, UNDOC, P6
HINT_NOP2	rm64	ND, LONG, FL, PROT, UNDOC, X86_64
HINT_NOP3	rm16	ND, FL, UNDOC, P6
HINT_NOP3	rm32	ND, FL, UNDOC, P6
HINT_NOP3	rm64	ND, LONG, FL, PROT, UNDOC, X86_64
HINT_NOP4	rm16	ND, FL, UNDOC, P6
HINT_NOP4	rm32	ND, FL, UNDOC, P6
HINT_NOP4	rm64	ND, LONG, FL, PROT, UNDOC, X86_64
HINT_NOP5	rm16	ND, FL, UNDOC, P6
HINT_NOP5	rm32	ND, FL, UNDOC, P6
HINT_NOP5	rm64	ND, LONG, FL, PROT, UNDOC, X86_64
HINT_NOP6	rm16	ND, FL, UNDOC, P6
HINT_NOP6	rm32	ND, FL, UNDOC, P6
HINT_NOP6	rm64	ND, LONG, FL, PROT, UNDOC, X86_64
HINT_NOP7	rm16	ND, FL, UNDOC, P6
HINT_NOP7	rm32	ND, FL, UNDOC, P6
HINT_NOP7	rm64	ND, LONG, FL, PROT, UNDOC, X86_64
HINT_NOP8	rm16	ND, FL, UNDOC, P6
HINT_NOP8	rm32	ND, FL, UNDOC, P6
HINT_NOP8	rm64	ND, LONG, FL, PROT, UNDOC, X86_64
HINT_NOP9	rm16	ND, FL, UNDOC, P6
HINT_NOP9	rm32	ND, FL, UNDOC, P6
HINT_NOP9	rm64	ND, LONG, FL, PROT, UNDOC, X86_64
HINT_NOP10	rm16	ND, FL, UNDOC, P6
HINT_NOP10	rm32	ND, FL, UNDOC, P6
HINT_NOP10	rm64	ND, LONG, FL, PROT, UNDOC, X86_64
HINT_NOP11	rm16	ND, FL, UNDOC, P6
HINT_NOP11	rm32	ND, FL, UNDOC, P6
HINT_NOP11	rm64	ND, LONG, FL, PROT, UNDOC, X86_64
HINT_NOP12	rm16	ND, FL, UNDOC, P6
HINT_NOP12	rm32	ND, FL, UNDOC, P6
HINT_NOP12	rm64	ND, LONG, FL, PROT, UNDOC, X86_64
HINT_NOP13	rm16	ND, FL, UNDOC, P6
HINT_NOP13	rm32	ND, FL, UNDOC, P6
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