

Packed Arithmetic Intrinsics

Intrinsic Operation

mm_add_ss	ADDSS (a0, b0)
mm_add_ps	ADDPS (a0, b0)
mm_sub_ss	SUBSS (a0, b0)
mm_sub_ps	SUBPS (a0, b0)
mm_mul_ss	MULSS (a0, b0)
mm_mul_ps	MULPS (a0, b0)
mm_div_ss	DIVSS (a0, b0)
mm_div_ps	DIVPS (a0, b0)
mm_sqrt_ss	SQRTSS (a0)
mm_sqrt_ps	SQRTPS (a0)
mm_rcp_ss	RCPSS (a0)
mm_rcp_ps	RCPPS (a0)
mm_rsqrt_ss	RCSRTPSS (a0)
mm_rsqrt_ps	RCSRTPPS (a0)
mm_min_ss	MINSS (a0, b0)
mm_min_ps	MINPS (a0, b0)
mm_max_ss	MAXSS (a0, b0)
mm_max_ps	MAXPS (a0, b0)

Logical Intrinsics

Intrinsic Operation corresponding instruction

mm_and_ps	Bitwise AND PS
mm_andnot_ps	Logical AND NOT PS
mm_or_ps	Bitwise OR PS
mm_xor_ps	Bitwise Exclusive OR PS

Compare Intrinsics

Intrinsic Operation corresponding instruction

mm_cmpeq_ss	Equal CMPEQSS
mm_cmpeq_ps	Equal CMPEQPS
mm_cmlt_ss	Less than CMLTSS
mm_cmlt_ps	Less than CMLTPS
mm_cmple_ss	Less than or equal CMLPESS
mm_cmple_ps	Less than or equal CMLPEPS
mm_cmpgt_ss	Greater than CMPGTSS
mm_cmpgt_ps	Greater than CMPGTPS
mm_cmpge_ss	Greater than or equal CMPGESS
mm_cmpge_ps	Greater than or equal CMPGEPS
mm_cmpneq_ss	Not equal CMPNEQSS

Miscellaneous Intrinsics

Intrinsic	Operation	Corresponding instruction
_mm_shuffle_ps	Shuffle	PSHUFB
_mm_shuffle_pi6	Shuffle	PSHUFW
_mm_unpackhi_ps	Unpack	UNPCKHPS
_mm_unpacklo_ps	Unpack	UNPCKLPS
_mm_loadh_pi	Loads	MOVHPS reg, mem
_mm_storeh_pi	Stores	MOVHPS mem, reg
_mm_movehl_ps	Moves	MOVHLPS
_mm_movelh_ps	Moves	MOVLPIS
_mm_loadl_pi	Loads	MOVLPS reg, mem
_mm_storel_pi	Stores	MOVLPS mem, reg
_mm_movemask_ps	Creates	MOVMSKPS
_mm_getcsr	Returns	STMXCSR contents
_mm_setcsr	Sets	DMXCSR register

Memory and Initialization Load Operations

Intrinsic	Operation	Corresponding instruction
_mm_load_ss	Loads	MOVSS value and clears the three high values
_mm_load1_ps	Loads	MOVSS in shuffle for words
_mm_load_ps	Loads	MOVAPS, address aligned
_mm_loadu_ps	Loads	MOVUPS, address unaligned
_mm_loadr_ps	Loads	MOVAPS, in shuffle order

Memory and Initialization Set Operations

Intrinsic	Operation	Corresponding instruction
_mm_set_ss	Sets	COMPSSET and clears the three high values
_mm_set1_ps	Sets	COMPSSET with the same value
_mm_set_ps	Sets	COMPSSET, address aligned
_mm_setr_ps	Sets	COMPSSET in reverse order
_mm_setzero_ps	Clears	COMPSSET

Memory and Initialization Store Operations

Intrinsic	Operation	Corresponding instruction
_mm_store_ss	Stores	MOVSS value

_mm_store1_ps	Stores the <code>__m128</code> value, shuffling all four words
_mm_store_ps	Stores <code>__m128</code> , address aligned
_mm_storeu_ps	Stores <code>__m128</code> , address unaligned
_mm_storer_ps	Stores <code>__m128</code> , in reverse order
_mm_move_ss	Sets the <code>MOVSS</code> word, and passes in three high values

Integer Intrinsic

Intrinsic Operator corresponding instruction

_mm_extract_pi16	Extracts <code>__m128i</code> four words
_mm_insert_pi16	Inserts <code>__m128i</code>
_mm_max_pi16	Computes <code>__m128i</code> maximum
_mm_max_pu8	Computes <code>__m128ub</code> maximum, unsigned
_mm_min_pi16	Computes <code>__m128i</code> minimum
_mm_min_pu8	Computes <code>__m128ub</code> minimum, unsigned
_mm_movemask_pi8	Creates <code>__m128i</code> mask
_mm_mulhi_pu16	Multiplies <code>__m128ub</code> high bits
_mm_shuffle_pi16	Returns <code>__m128i</code> permutation of four words
_mm_maskmove_si64	Computes <code>__m128i</code> store
_mm_avg_pu8	Computes <code>__m128ub</code> average
_mm_avg_pu16	Computes <code>__m128ub</code> average
_mm_sad_pu8	Computes <code>__m128ub</code> absolute differences

Cache support

```
void _mm_prefetch(char * p , int i ); PREFETCH
```

Loads one cache line of data from address `p` to a location closer to the processor. The value `i` specifies the type of prefetch operation: the constants `_MM_HINT_T0`, `_MM_HINT_T1`, `_MM_HINT_T2`, and `_MM_HINT_NTA`, corresponding to the type of prefetch instruction, should be used.

```
void _mm_stream_pi(__m64 * p , __m64 a ); MOVNTQ
```

Stores the data in `a` to the address `p` without polluting the caches. This intrinsic requires you to empty the multimedia state for the MMX register. See [Understanding the EMMS Instruction](#) section.

```
void _mm_stream_ps(float * p , __m128 a ); MOVNTPS
```

Stores the data in `a` to the address `p` without polluting the caches. The address must be 16-byte

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aligned.

```
void _mm_sfence(void); SFENCE
```

Guarantees that every preceding store is globally visible before any subsequent store.