ARM64 Floating Point Arithmetic (scalar)

Single Operand

operand –> *operation* –> destination

FABS : absolute value
FNEG : negative value
FSQRT : square root

Two Operand

(operand1 *operation* operand2) –> destination

FADD : addition
FSUB : subtraction
FMUL : multiplication
FNMUL : negation of product
FDIV : division
FMAX : maximum
FMIN : minimum

Three Operand

((operand1 *operation1* operand2) *operation2* operand3)
–> destination

FMADD : (d1 x d2) + d3
FMSUB : –(d1 x d2) + d3
FNMADD : –(d1 x d2) – d3
FNMSUB : (d1 x d2) – d3