	<u>Sh</u>
[<u>Pseu</u>

LD2R

Load single 2-element structure and Replicate to all lanes of two registers. This instruction loads a 2-element structure from memory and replicates the structure to all the lanes of the two SIMD&FP registers.

Depending on the settings in the *CPACR_EL1*, *CPTR_EL2*, and *CPTR_EL3* registers, and the current Security state and Exception level, an attempt to execute the instruction might be trapped.

It has encodings from 2 classes: No offset and Post-index

No offset

```
LD2R { <Vt>.<T>, <Vt2>.<T> }, [<Xn | SP>]
```

```
integer t = UInt(Rt);
integer n = UInt(Rn);
integer m = integer UNKNOWN;
boolean wback = FALSE;
boolean nontemporal = FALSE;
boolean tagchecked = wback |  n != 31;
```

Post-index

Immediate offset (Rm == 11111)

```
LD2R { <Vt>.<T>, <Vt2>.<T> }, [<Xn | SP>], <imm>
```

Register offset (Rm != 11111)

```
LD2R { <Vt>.<T>, <Vt2>.<T> }, [<Xn | SP>], <Xm>
integer t = UInt(Rt);
integer n = UInt(Rn);
integer m = UInt(Rm);
boolean wback = TRUE;
boolean nontemporal = FALSE;
boolean tagchecked = wback | | n != 31;
```

Assembler Symbols

<Vt>

Is the name of the first or only SIMD&FP register to be transferred, encoded in the "Rt" field.

<T>

Is an arrangement specifier, encoded in "size:Q":

size	Q	<t></t>
0.0	0	8B
00	1	16B
01	0	4 H
01	1	8H
10	0	2S
10	1	4S
11	0	1D
11	1	2D

<Vt2>

Is the name of the second SIMD&FP register to be transferred, encoded as "Rt" plus 1 modulo 32.

<Xn|SP>

Is the 64-bit name of the general-purpose base register or stack pointer, encoded in the "Rn" field.

<imm>

Is the post-index immediate offset, encoded in "size":

size	<imm></imm>	
00	#2	
01	#4	
10	#8	
11	#16	

<Xm>

Is the 64-bit name of the general-purpose post-index register, excluding XZR, encoded in the "Rm" field.

Shared Decode

```
bits(2) scale = opcode<2:1>;
integer selem = <u>UInt</u>(opcode<0>:R) + 1;
boolean replicate = FALSE;
integer index;
case scale of
    when '11'
        // load and replicate
        if L == '0' \mid \mid S == '1' then UNDEFINED;
        scale = size;
        replicate = TRUE;
    when '00'
        index = UInt(Q:S:size); // B[0-15]
    when '01'
        if size<0> == '1' then UNDEFINED;
        index = UInt(Q:S:size<1>); // H[0-7]
    when '10'
```

Operation

```
CheckFPAdvSIMDEnabled64();
bits(64) address;
bits(64) offs;
bits(128) rval;
bits(esize) element;
constant integer ebytes = esize DIV 8;
AccessDescriptor accdesc = CreateAccDescASIMD (memop, nontemporal, tagch
if n == 31 then
    CheckSPAlignment();
    address = SP[];
else
    address = X[n, 64];
offs = Zeros(64);
if replicate then
    // load and replicate to all elements
    for s = 0 to selem-1
        element = Mem[address+offs, ebytes, accdesc];
        // replicate to fill 128- or 64-bit register
        V[t, datasize] = Replicate(element, datasize DIV esize);
        offs = offs + ebytes;
        t = (t + 1) MOD 32;
else
    // load/store one element per register
    for s = 0 to selem-1
        rval = \underline{V}[t, 128];
        if memop == MemOp LOAD then
            // insert into one lane of 128-bit register
            Elem[rval, index, esize] = Mem[address+offs, ebytes, accdesc
            V[t, 128] = rval;
        else // memop == MemOp_STORE
            // extract from one lane of 128-bit register
            Mem[address+offs, ebytes, accdesc] = Elem[rval, index, esize
        offs = offs + ebytes;
        t = (t + 1) MOD 32;
if wback then
    if m != 31 then
        offs = X[m, 64];
    if n == 31 then
        SP[] = address + offs;
```

```
else \underline{X}[n, 64] = address + offs;
```

Operational information

If PSTATE.DIT is 1, the timing of this instruction is insensitive to the value of the data being loaded or stored.

<u>Base</u>	SIMD&FP	<u>SVE</u>	<u>SME</u>	Index by
<u>Instructions</u>	<u>Instructions</u>	<u>Instructions</u>	<u>Instructions</u>	Encoding

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