Sh

Pseu

REVB, REVH, REVW

Reverse bytes / halfwords / words within elements (predicated)

Reverse the order of 8-bit bytes. 16-bit halfwords or 32-bit words within each active element of the source vector, and place the results in the corresponding elements of the destination vector. Inactive elements in the destination vector register remain unmodified.

It has encodings from 3 classes: Byte, Halfword and Word

Byte

```
31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
0 0 0 0 0 1 0 1 size 1 0 0 1 0 0 1 0 0 Pg
                                                         Zn
```

```
REVB \langle Zd \rangle. \langle T \rangle, \langle Pq \rangle /M, \langle Zn \rangle. \langle T \rangle
```

```
if ! <a href="HaveSVE">HaveSME</a>() then UNDEFINED;
if size == '00' then UNDEFINED;
constant integer esize = 8 << UInt(size);</pre>
integer q = UInt(Pq);
integer n = UInt(Zn);
integer d = UInt(Zd);
constant integer swsize = 8;
```

Halfword

```
31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
0 0 0 0 0 1 0 1 size 1 0 0 1 0 1 1 0 0 Pg
                                                         Zn
```

```
REVH \langle Zd \rangle. \langle T \rangle, \langle Pg \rangle /M, \langle Zn \rangle. \langle T \rangle
```

```
if ! <a href="HaveSVE">HaveSME</a>() then UNDEFINED;
if size IN {'0x'} then UNDEFINED;
constant integer esize = 8 << UInt(size);</pre>
integer q = UInt(Pq);
integer n = UInt(Zn);
integer d = UInt(Zd);
constant integer swsize = 16;
```

Word

```
31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
| 0 0 0 0 0 1 0 1 | size | 1 0 0 1 | 1 | 0 | 1 0 0 | Pg
                                                               Zn
                                                                            Zd
```

```
REVW \langle Zd \rangle.D, \langle Pg \rangle /M, \langle Zn \rangle.D
```

```
if !HaveSVE() && !HaveSME() then UNDEFINED;
if size != '11' then UNDEFINED;
constant integer esize = 8 << UInt(size);</pre>
integer g = UInt(Pg);
```

```
integer n = <u>UInt</u>(Zn);
integer d = <u>UInt</u>(Zd);
constant integer swsize = 32;
```

Assembler Symbols

<Zd>

Is the name of the destination scalable vector register, encoded in the "Zd" field.

<T>

For the byte variant: is the size specifier, encoded in "size":

size	<t></t>
0.0	RESERVED
01	Н
10	S
11	D

For the halfword variant: is the size specifier, encoded in "size<0>":

size<0>	<t></t>
0	S
1	D

<Pg>

Is the name of the governing scalable predicate register P0-P7, encoded in the "Pg" field.

<Zn>

Is the name of the source scalable vector register, encoded in the "Zn" field.

Operation

```
CheckSVEEnabled();
constant integer VL = CurrentVL;
constant integer PL = VL DIV 8;
constant integer elements = VL DIV esize;
bits(PL) mask = P[g, PL];
bits(VL) operand = if AnyActiveElement(mask, esize) then Z[n, VL] else
bits(VL) result = Z[d, VL];

for e = 0 to elements-1
   if ActivePredicateElement(mask, e, esize) then
        bits(esize) element = Elem[operand, e, esize];
        Elem[result, e, esize] = Reverse(element, swsize);

Z[d, VL] = result;
```

Operational information

If FEAT_SVE2 is implemented or FEAT_SME is implemented, then if PSTATE.DIT is 1:

- The execution time of this instruction is independent of:
 - The values of the data supplied in any of its operand registers when its governing predicate register contains the same value for each execution.
 - The values of the NZCV flags.
- The response of this instruction to asynchronous exceptions does not vary based on:
 - The values of the data supplied in any of its operand registers when its governing predicate register contains the same value for each execution.
 - The values of the NZCV flags.

This instruction might be immediately preceded in program order by a MOVPRFX instruction. The MOVPRFX instruction must conform to all of the following requirements, otherwise the behavior of the MOVPRFX and this instruction is unpredictable:

- The MOVPRFX instruction must be unpredicated, or be predicated using the same governing predicate register and source element size as this instruction.
- The MOVPRFX instruction must specify the same destination register as this instruction.
- The destination register must not refer to architectural register state referenced by any other source operand register of this instruction.

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