SME

UADDWB

Base

Instructions

Unsigned add wide (bottom)

Add the even-numbered unsigned elements of the second source vector to the overlapping double-width elements of the first source vector and place the results in the corresponding double-width elements of the destination vector. This instruction is unpredicated.

| 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 1 | 0 | 0 | 0 | 1 | 0 | 1 | size | 0 | Zm | 0 | 1 | 0 | 0 | 1 | 0 | | | Zn | | | | | Zd | | |
| | | | | | | | | | | | | | 5 | П | T | | | | | | | | | | |

```
UADDWB \langle Zd \rangle . \langle T \rangle , \langle Zn \rangle . \langle T \rangle , \langle Zm \rangle . \langle Tb \rangle
```

```
if ! <a href="HaveSVE2">HaveSME</a>() then UNDEFINED;
if size == '00' then UNDEFINED;
constant integer esize = 8 << UInt(size);</pre>
integer n = UInt(Zn);
integer m = UInt(Zm);
integer d = UInt(Zd);
```

Assembler Symbols

<Zd>

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

<T>

Is the size specifier, encoded in "size":

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

<Zn>

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

<7.m>

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

<Tb>

Is the size specifier, encoded in "size":

| size | <tb></tb> | | | | | |
|------|-----------|--|--|--|--|--|
| 00 | RESERVED | | | | | |
| 01 | В | | | | | |
| 10 | Н | | | | | |
| 11 | S | | | | | |

Operation

```
CheckSVEEnabled();
constant integer VL = CurrentVL;
constant integer elements = VL DIV esize;
bits(VL) operand1 = Z[n, VL];
bits(VL) operand2 = Z[m, VL];
bits(VL) result;

for e = 0 to elements-1
   integer element1 = UInt(Elem[operand1, e, esize]);
   integer element2 = UInt(Elem[operand2, 2*e + 0, esize DIV 2]);
   Elem[result, e, esize] = (element1 + element2) < esize-1:0>;
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 registers.
 - 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 registers.
 - The values of the NZCV flags.

 $Internal\ version\ only: is a\ v33.64,\ AdvSIMD\ v29.12,\ pseudocode\ no_diffs_2023_09_RC2,\ sve\ v2023-06_rel\ ;\ Build\ timestamp:\ 2023-09-18T17:56$

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