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FMLA (multiple vectors)

Multi-vector floating-point fused multiply-add

Multiply the corresponding floating-point elements of the two or four first and second source vectors and destructively add without intermediate rounding to the corresponding elements of the ZA single-vector groups. The vector numbers forming the single-vector group within each half of or each guarter of the ZA array are selected by the sum of the vector select register and immediate offset, modulo half or quarter the number of ZA array vectors.

The vector group symbol, VGx2 or VGx4, indicates that the ZA operand consists of two or four ZA single-vector groups respectively. The vector group symbol is preferred for disassembly, but optional in assembler source code.

This instruction follows SME ZA-targeting floating-point behaviors.

This instruction is unpredicated.

ID AA64SMFR0 EL1.F64F64 indicates whether the double-precision variant is implemented, and ID AA64SMFR0 EL1.F16F16 indicates whether the half-precision variant is implemented.

It has encodings from 4 classes: Two ZA single-vectors, Two ZA singlevectors of half precision elements, Four ZA single-vectors and Four ZA single-vectors of half precision elements

Two ZA single-vectors (FEAT_SME2)

```
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
Zn
                                                       0 0 0 off3
```

```
FMLA ZA.\langle T \rangle [\langle WV \rangle, \langle offs \rangle \{, VGx2\}], \{ \langle Zn1 \rangle, \langle T \rangle -\langle Zn2 \rangle, \langle T \rangle \}, \{ \langle Zm1 \rangle, \langle T \rangle -\langle Zn2 \rangle, \langle T \rangle \}
```

```
if ! Have SME2 () then UNDEFINED;
if sz == '1' && ! Have SMEF 64F 64 () then UNDEFINED;
integer v = UInt('010':Rv);
constant integer esize = 32 << <u>UInt(sz);</u>
integer n = <u>UInt</u>(Zn:'0');
integer m = UInt(Zm:'0');
integer offset = <u>UInt</u>(off3);
boolean sub_op = FALSE;
constant integer nreg = 2;
```

Two ZA single-vectors of half precision elements (FEAT_SME_F16F16)

31 30 29 28 27 26 25 24 23 2	22 21 20 19 18 17 16 15 14 13 1	12 11 10 9 8 7 6 5 4 3 2 1 0
1 1 0 0 0 0 0 1 1 0	0 1 Zm 0 0 Rv	1 0 0 Zn 0 0 1 off3
9	SZ	S

```
FMLA ZA.H[<Wv>, <offs>{, VGx2}], { <Zn1>.H-<Zn2>.H }, { <Zm1>.H-<Zm2:
        if ! HaveSME2() | !IsFeatureImplemented(FEAT_SME_F16F16) then UNDEFINED
        integer v = UInt('010':Rv);
        constant integer esize = 16;
        integer n = UInt(Zn:'0');
        integer m = UInt(Zm:'0');
        integer offset = <u>UInt</u>(off3);
        boolean sub op = FALSE;
        constant integer nreg = 2;
Four ZA single-vectors
(FEAT_SME2)
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
FMLA ZA. <T>[<Wv>, <offs>{, VGx4}], { <Zn1>. <T>-<Zn4>. <T>}, { <Zm1>. <T>-<Zn4>. <T>}, { <Zm1>. <T>-<Zm4>. <T>}, { <Zm1>. <T>-<Zm4>. <T>-<Zm4>. <T>}, { <Zm1>. <T>-<Zm4>. <T>-<Zm4 . <T>
        if ! <a href="HaveSME2">HaveSME2</a>() then UNDEFINED;
        if sz == '1' && ! <a href="https://example.com/html/>
HaveSMEF64F64">HaveSMEF64F64</a> () then UNDEFINED;
        integer v = <u>UInt('010':Rv);</u>
        constant integer esize = 32 << UInt(sz);</pre>
        integer n = <u>UInt</u>(Zn:'00');
        integer m = UInt(Zm:'00');
        integer offset = UInt(off3);
        boolean sub_op = FALSE;
        constant integer nreg = 4;
Four ZA single-vectors of half precision elements
(FEAT_SME_F16F16)
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
|1 1|0 0 0 0 0 1 1|0|1| Zm |0 1 0| Rv |1 0 0|
                                                                                                                     Zn
                                                                                                                               0 0 0 1 off3
                                              SZ
                 FMLA ZA.H[<Wv>, <offs>{, VGx4}], { <Zn1>.H-<Zn4>.H }, { <Zm1>.H-<Zm4:
        if !<u>HaveSME2</u>() | !IsFeatureImplemented(FEAT_SME_F16F16) then UNDEFINED
        integer v = UInt('010':Rv);
        constant integer esize = 16;
        integer n = <u>UInt</u>(Zn:'00');
        integer m = <u>UInt</u>(Zm:'00');
        integer offset = UInt(off3);
        boolean sub_op = FALSE;
        constant integer nreg = 4;
```

Assembler Symbols

<T>

Is the size specifier, encoded in "sz":

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

<Wv>Is the 32-bit name of the vector select register W8-W11, encoded in the "Rv" field.

<offs> Is the vector select offset, in the range 0 to 7, encoded in the "off3" field.

<Zn1>For the two ZA single-vectors and two ZA single-vectors of half precision elements variant: is the name of the first scalable vector register of a multi-vector sequence, encoded as "Zn" times 2.

> For the four ZA single-vectors and four ZA single-vectors of half precision elements variant: is the name of the first scalable vector register of a multi-vector sequence, encoded as "Zn" times 4.

<Zn4>Is the name of the fourth scalable vector register of a multivector sequence, encoded as "Zn" times 4 plus 3.

Is the name of the second scalable vector register of a multi-vector sequence, encoded as "Zn" times 2 plus 1.

< 7.m1 >For the two ZA single-vectors and two ZA single-vectors of half precision elements variant: is the name of the first scalable vector register of a multi-vector sequence, encoded as "Zm" times 2.

> For the four ZA single-vectors and four ZA single-vectors of half precision elements variant: is the name of the first scalable vector register of a multi-vector sequence, encoded as "Zm" times 4.

< 7.m4 >Is the name of the fourth scalable vector register of a multivector sequence, encoded as "Zm" times 4 plus 3.

Is the name of the second scalable vector register of a multi-vector sequence, encoded as "Zm" times 2 plus 1.

Operation

```
CheckStreamingSVEAndZAEnabled();
constant integer VL = CurrentVL;
constant integer elements = VL DIV esize;
integer vectors = VL DIV 8;
integer vstride = vectors DIV nreg;
bits(32) vbase = X[v, 32];
```

<Zn2>

<Zm2>

```
integer vec = (UInt(vbase) + offset) MOD vstride;
bits(VL) result;

for r = 0 to nreg-1
    bits(VL) operand1 = Z[n+r, VL];
    bits(VL) operand2 = Z[m+r, VL];
    bits(VL) operand3 = ZAvector[vec, VL];
    for e = 0 to elements-1
        bits(esize) element1 = Elem[operand1, e, esize];
        bits(esize) element2 = Elem[operand2, e, esize];
        bits(esize) element3 = Elem[operand3, e, esize];
        if sub_op then element1 = FPNeg(element1);
        Elem[result, e, esize] = FPMulAdd_ZA(element3, element1, element2Avector[vec, VL] = result;
        vec = vec + vstride;
```

Internal version only: isa 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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