SIMD&FP **Instructions**

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SRSHL

Base

Instructions

Signed Rounding Shift Left (register). This instruction takes each signed integer value in the vector of the first source SIMD&FP register, shifts it by a value from the least significant byte of the corresponding element of the second source SIMD&FP register, places the results in a vector, and writes the vector to the destination SIMD&FP register.

If the shift value is positive, the operation is a left shift. If the shift value is negative, it is a rounding right shift. For a truncating shift, see *SSHL*.

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: Scalar and Vector

Scalar

```
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|0|1 1 1 1 0|size|1| Rm
                                     0 1 0 1 0 1
                                                        Rn
                                                                    Rd
                                             R S
```

SRSHL <V><d>, <V><n>, <V><m>

```
integer d = UInt(Rd);
integer n = UInt(Rn);
integer m = UInt(Rm);
constant integer esize = 8 << UInt(size);</pre>
constant integer datasize = esize;
integer elements = 1;
boolean unsigned = (U == '1');
boolean rounding = (R == '1');
boolean saturating = (S == '1');
if S == '0' && size != '11' then UNDEFINED;
```

Vector

```
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 Q 0 0 1 1 1 0 size 1
                              Rm
                                     0 1 0 1 0 1
                                                                    Rd
                                                        Rn
     U
                                             RS
```

SRSHL <Vd>.<T>, <Vn>.<T>, <Vm>.<T>

```
integer d = UInt(Rd);
integer n = UInt(Rn);
integer m = UInt(Rm);
if size:Q == '110' then UNDEFINED;
constant integer esize = 8 << UInt(size);</pre>
constant integer datasize = 64 << <u>UInt</u>(Q);
integer elements = datasize DIV esize;
boolean unsigned = (U == '1');
boolean rounding = (R == '1');
boolean saturating = (S == '1');
```

Assembler Symbols

<V>

Is a width specifier, encoded in "size":

size	<v></v>	
0x	RESERVED	
10	RESERVED	
11	D	

<d> Is the number of the SIMD&FP destination register, in the

"Rd" field.

<n> Is the number of the first SIMD&FP source register,

encoded in the "Rn" field.

<m> Is the number of the second SIMD&FP source register,

encoded in the "Rm" field.

<Vd> Is the name of the SIMD&FP destination register, encoded

in the "Rd" field.

<T> Is an arrangement specifier, encoded in "size:Q":

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

<Vn> Is the name of the first SIMD&FP source register, encoded in the "Rn" field.

<Vm> Is the name of the second SIMD&FP source register, encoded in the "Rm" field.

Operation

```
CheckFPAdvSIMDEnabled64();
bits(datasize) operand1 = V[n, datasize];
bits(datasize) operand2 = V[m, datasize];
bits(datasize) result;

boolean sat;

for e = 0 to elements-1
   integer element = Int(Elem[operand1, e, esize], unsigned);
   integer shift = SInt(Elem[operand2, e, esize]<7:0>);
   if shift >= 0 then // left shift
```

```
element = element << shift;
else // right shift
    shift = -shift;
    element = RShr(element, shift, rounding);

if saturating then
    (Elem[result, e, esize], sat) = SatQ(element, esize, unsigned);
    if sat then FPSR.QC = '1';
else
    Elem[result, e, esize] = element<esize-1:0>;

V[d, datasize] = result;
```

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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