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Base Instructions

SIMD&FP **Instructions**

SVE Instructions

LDLARB

Load LOAcquire Register Byte loads a byte from memory, zero-extends it and writes it to a register. The instruction also has memory ordering semantics as described in Load LOAcquire, Store LORelease. For information about memory accesses, see Load/Store addressing modes.

Note

For this instruction, if the destination is WZR/XZR, it is impossible for software to observe the presence of the acquire semantic other than its effect on the arrival at endpoints.

No offset (FEAT LOR)

```
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
size
                           Rs
                                  00
                                         Rt2
```

```
LDLARB <Wt>, [<Xn | SP>{, #0}]
```

```
integer n = UInt(Rn);
integer t = UInt(Rt);
boolean tagchecked = n != 31;
```

Assembler Symbols

<Wt> Is the 32-bit name of the general-purpose register to be

transferred, encoded in the "Rt" field.

<Xn|SP> Is the 64-bit name of the general-purpose base register or

stack pointer, encoded in the "Rn" field.

Operation

```
bits(64) address;
bits(8) data;
AccessDescriptor accdesc;
accdesc = CreateAccDescLOR(MemOp_LOAD, tagchecked);
if n == 31 then
    CheckSPAlignment();
    address = SP[];
else
    address = X[n, 64];
data = Mem[address, 1, accdesc];
X[t, 32] = ZeroExtend(data, 32);
```

Operational information

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

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