<u>oy</u>	<u>Sh</u>
ng	<u>Pseuc</u>

LDNF1H

Contiguous load non-fault unsigned halfwords to vector (immediate index)

Contiguous load with non-faulting behavior of unsigned halfwords to elements of a vector register from the memory address generated by a 64-bit scalar base and immediate index in the range -8 to 7 which is multiplied by the vector's in-memory size, irrespective of predication, and added to the base address. Inactive elements will not cause a read from Device memory or signal a fault, and are set to zero in the destination vector.

This instruction is illegal when executed in Streaming SVE mode, unless FEAT SME FA64 is implemented and enabled.

It has encodings from 3 classes: $\underline{\text{16-bit element}}$, $\underline{\text{32-bit element}}$ and $\underline{\text{64-bit}}$ element

16-bit element

```
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 0 0 1 0 0 1 0 1 1 imm4 1 0 1 Pg Rn Zt dtype<6type<0>
```

```
LDNF1H { <Zt>.H }, <Pg>/Z, [<Xn | SP>{, #<imm>, MUL VL}]
```

```
if !HaveSVE() then UNDEFINED;
integer t = UInt(Zt);
integer n = UInt(Rn);
integer g = UInt(Pg);
constant integer esize = 16;
constant integer msize = 16;
boolean unsigned = TRUE;
integer offset = SInt(imm4);
```

32-bit element

```
31302928272625242322 21 2019181716151413121110 9 8 7 6 5 4 3 2 1 0

1 0 1 0 0 1 0 0 1 1 0 0 1 imm4 1 0 1 Pg Rn Zt

dtype<0>
```

```
LDNF1H { <Zt>.S }, <Pg>/Z, [<Xn | SP>{, #<imm>, MUL VL}]
```

```
if !HaveSVE() then UNDEFINED;
integer t = UInt(Zt);
integer n = UInt(Rn);
integer g = UInt(Pg);
constant integer esize = 32;
constant integer msize = 16;
boolean unsigned = TRUE;
integer offset = SInt(imm4);
```

64-bit element

```
31 30 29 28 27 26 25 24 23 22
                             2019181716151413121110 9 8 7 6 5 4 3 2 1 0
                       21
1 0 1 0 0 1 0 0 1 1 1
                             1 imm4 1 0 1 Pg
                                                       Rn
                                                                 Zt
```

dtype<&type<0>

```
LDNF1H { <Zt>.D }, <Pg>/Z, [<Xn | SP>{, #<imm>, MUL VL}]
```

```
if ! HaveSVE() then UNDEFINED;
integer t = UInt(Zt);
integer n = UInt(Rn);
integer g = UInt(Pg);
constant integer esize = 64;
constant integer msize = 16;
boolean unsigned = TRUE;
integer offset = SInt(imm4);
```

Assembler Symbols

<7.t>Is the name of the scalable vector register to be

transferred, encoded in the "Zt" field.

<Pg>Is the name of the governing scalable predicate register P0-

P7, encoded in the "Pg" field.

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

stack pointer, encoded in the "Rn" field.

<imm> Is the optional signed immediate vector offset, in the range

-8 to 7, defaulting to 0, encoded in the "imm4" field.

Operation

```
CheckNonStreamingSVEEnabled();
constant integer VL = CurrentVL;
constant integer PL = VL DIV 8;
constant integer elements = VL DIV esize;
bits(64) base;
bits(PL) mask = P[g, PL];
bits(VL) result;
bits(VL) orig = \underline{Z}[t, VL];
bits(msize) data;
constant integer mbytes = msize DIV 8;
boolean fault = FALSE;
boolean faulted = FALSE;
boolean unknown = FALSE;
boolean contiguous = TRUE;
boolean tagchecked = n != 31;
<u>AccessDescriptor</u> accdesc = <u>CreateAccDescSVENF</u>(contiguous, tagchecked);
if !<u>AnyActiveElement</u>(mask, esize) then
    if n == 31 && ConstrainUnpredictableBool (Unpredictable CHECKSPNONEA
         CheckSPAlignment();
else
    if n == 31 then <a href="CheckSPAlignment">CheckSPAlignment</a>();
    base = if n == 31 then SP[] else X[n, 64];
```

```
for e = 0 to elements-1
    if ActivePredicateElement (mask, e, esize) then
        integer eoff = (offset * elements) + e;
        bits(64) addr = base + eoff * mbytes;
        // MemNF[] will return fault=TRUE if access is not performed for
        (data, fault) = MemNF[addr, mbytes, accdesc];
        (data, fault) = (\underline{Zeros}(msize), FALSE);
    // FFR elements set to FALSE following a supressed access/fault
    faulted = faulted | fault;
    if faulted then
        ElemFFR[e, esize] = '0';
    // Value becomes CONSTRAINED UNPREDICTABLE after an FFR element is
    unknown = unknown | <u>ElemFFR</u>[e, esize] == '0';
    if unknown then
        if !fault && ConstrainUnpredictableBool(Unpredictable_SVELDNFDF
            Elem[result, e, esize] = Extend(data, esize, unsigned);
        elsif ConstrainUnpredictableBool(Unpredictable_SVELDNFZERO) the
            Elem[result, e, esize] = Zeros(esize);
        else // merge
            Elem[result, e, esize] = Elem[orig, e, esize];
    else
        Elem[result, e, esize] = Extend(data, esize, unsigned);
Z[t, VL] = 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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SIMD&FP

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Base Instructions

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