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Instr

# STNT1B (scalar plus scalar, strided registers)

Contiguous store non-temporal of bytes from multiple strided vectors (scalar index)

Contiguous store non-temporal of bytes from elements of two or four strided vector registers to the memory address generated by a 64-bit scalar base and scalar index which is added to the base address. After each element access the index value is incremented, but the index register is not updated. Inactive elements are not written to memory.

A non-temporal store is a hint to the system that this data is unlikely to be referenced again soon.

It has encodings from 2 classes: Two registers and Four registers

### Two registers (FEAT SME2)

```
3130292827262524232221201918171615
                                14
                                       13
                                           1211109876543210
10100001001
                                 0
                                       0
                                                   Rn
                      Rm
                            0
                                            PNg
                                                        |T|1|
                              msz<1>msz<0>
```

```
STNT1B { <Zt1>.B, <Zt2>.B }, <PNq>, [<Xn | SP>, <Xm>]
```

```
if ! Have SME2 () then UNDEFINED;
integer n = UInt(Rn);
integer m = UInt(Rm);
integer g = <u>UInt('1':PNg);</u>
constant integer nreg = 2;
integer tstride = 8;
integer t = <u>UInt</u>(T:'0':Zt);
constant integer esize = 8;
```

## Four registers (FEAT SME2)

```
3130292827262524232221201918171615
                                          1211109876543210
                                14
                                      13
                                                       T 1 0 Zt
10100001001
                      Rm
                                           PNg
                                                  Rn
                                0
                                       0
                             msz<1>msz<0>
```

```
STNT1B { <Zt1>.B, <Zt2>.B, <Zt3>.B, <Zt4>.B }, <PNg>, [<Xn | SP>, <Xm;
```

```
if ! <a href="HaveSME2">HaveSME2</a> () then UNDEFINED;
integer n = UInt(Rn);
integer m = UInt(Rm);
integer g = <u>UInt('1':PNg);</u>
constant integer nreg = 4;
integer tstride = 4;
integer t = UInt(T:'00':Zt);
constant integer esize = 8;
```

Assembler Symbols				
<zt1></zt1>	For the two registers variant: is the name of the first scalable vector register Z0-Z7 or Z16-Z23 to be transferred, encoded as "T:'0':Zt".			
	For the four registers variant: is the name of the first scalable vector register Z0-Z3 or Z16-Z19 to be transferred, encoded as "T:'00':Zt".			
<zt2></zt2>	For the two registers variant: is the name of the second scalable vector register Z8-Z15 or Z24-Z31 to be transferred, encoded as "T:'1':Zt".			
	For the four registers variant: is the name of the second scalable vector register Z4-Z7 or Z20-Z23 to be transferred, encoded as "T:'01':Zt".			
<zt3></zt3>	Is the name of the third scalable vector register Z8-Z11 or Z24-Z27 to be transferred, encoded as "T:'10':Zt".			
<zt4></zt4>	Is the name of the fourth scalable vector register Z12-Z15 or Z28-Z31 to be transferred, encoded as "T:'11':Zt".			
<png></png>	Is the name of the governing scalable predicate register PN8-PN15, with predicate-as-counter encoding, encoded in the "PNg" field.			
<xn sp></xn sp>	Is the 64-bit name of the general-purpose base register or stack pointer, encoded in the "Rn" field.			
<xm></xm>	Is the 64-bit name of the general-purpose offset register, encoded in the "Rm" field.			

# **Operation**

```
CheckStreamingSVEEnabled();
constant integer VL = CurrentVL;
constant integer PL = VL DIV 8;
constant integer elements = VL DIV esize;
constant integer mbytes = esize DIV 8;
bits(64) offset;
bits(64) base;
bits(VL) src;
bits(PL) pred = P[g, PL];
bits(PL * nreg) mask = CounterToPredicate(pred<15:0>, PL * nreg);
boolean contiguous = TRUE;
boolean nontemporal = TRUE;
boolean tagchecked = TRUE;
<u>AccessDescriptor</u> accdesc = <u>CreateAccDescSVE</u> (<u>MemOp_STORE</u>, nontemporal, o
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];
```

```
offset = X[m, 64];
for r = 0 to nreg-1
    src = Z[t, VL];
    for e = 0 to elements-1
        if ActivePredicateElement(mask, r * elements + e, esize) then
            bits(64) addr = base + (UInt(offset) + r * elements + e) * n
            Mem[addr, mbytes, accdesc] = Elem[src, e, esize];
    t = t + tstride;
```

### **Operational information**

If PSTATE.DIT is 1, the timing of this instruction is insensitive to the value of the data being loaded or stored when its governing predicate register contains the same value for each execution.

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