


```
integer n = UInt(Zn:'00');
integer m = UInt(Zm:'00');
integer offset = UInt(off2:'0');
constant integer nreg = 4;
```

Assembler Symbols

<Wv>	Is the 32-bit name of the vector select register W8-W11, encoded in the "Rv" field.
<offs1>	Is the vector select offset, pointing to first of two consecutive vectors, encoded as "off2" field times 2.
<offs2>	Is the vector select offset, pointing to last of two consecutive vectors, encoded as "off2" field times 2 plus 1.
<Zn1>	For the two ZA double-vectors variant: is the name of the first scalable vector register of a multi-vector sequence, encoded as "Zn" times 2. For the four ZA double-vectors 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 multi-vector sequence, encoded as "Zn" times 4 plus 3.
<Zn2>	Is the name of the second scalable vector register of a multi-vector sequence, encoded as "Zn" times 2 plus 1.
<Zm1>	For the two ZA double-vectors variant: is the name of the first scalable vector register of a multi-vector sequence, encoded as "Zm" times 2. For the four ZA double-vectors variant: is the name of the first scalable vector register of a multi-vector sequence, encoded as "Zm" times 4.
<Zm4>	Is the name of the fourth scalable vector register of a multi-vector sequence, encoded as "Zm" times 4 plus 3.
<Zm2>	Is the name of the second scalable vector register of a multi-vector sequence, encoded as "Zm" times 2 plus 1.

Operation

```
CheckStreamingSVEAndZAAEnabled();
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];
integer vec = (UInt(vbase) + offset) MOD vstride;
bits(VL) result;
vec = vec - (vec MOD 2);

for r = 0 to nreg-1
```

```

bits(VL) operand1 = Z[n+r, VL];
bits(VL) operand2 = Z[m+r, VL];
for i = 0 to 1
    bits(VL) operand3 = ZAvector[vec + i, VL];
    for e = 0 to elements-1
        integer element1 = UInt(Elem[operand1, 2 * e + i, esize DIV
        integer element2 = UInt(Elem[operand2, 2 * e + i, esize DIV
        bits(esize) product = (element1 * element2)<esize-1:0>;
        Elem[result, e, esize] = Elem[operand3, e, esize] - product
    ZAvector[vec + i, VL] = result;
vec = vec + vstride;

```

Operational information

If PSTATE.DIT is 1:

- The execution time of this instruction is independent of:
 - The values of the data supplied in any of its registers.
 - The values of the NZCV flags.
- The response of this instruction to asynchronous exceptions does not vary based on:
 - The values of the data supplied in any of its registers.
 - The values of the NZCV flags.

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Internal version only: isa v33.64, AdvSIMD v29.12, pseudocode
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