

## STNT1D (scalar plus immediate, single register)

Contiguous store non-temporal doublewords from vector (immediate index)

Contiguous store non-temporal of doublewords from elements of a vector register to 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 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.

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	1	1	0	0	1	0	1	1	0	0	1	imm4			1	1	1	Pg			Rn			Zt							
msz<1>msz<0>																															

**STNT1D** { <Zt>.D }, <Pg>, [<Xn|SP>{, #<imm>, MUL VL}]

```
if !HaveSVE() && !HaveSME() then UNDEFINED;
integer t = UInt(Zt);
integer n = UInt(Rn);
integer g = UInt(Pg);
constant integer esize = 64;
integer offset = SInt(imm4);
```

### Assembler Symbols

- <Zt> 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

```
CheckSVEEnabled();
constant integer VL = CurrentVL;
constant integer PL = VL DIV 8;
constant integer elements = VL DIV esize;
bits(64) base;
constant integer mbytes = esize DIV 8;
bits(VL) src;
bits(PL) mask = P[g, PL];
boolean contiguous = TRUE;
```

```

boolean nontemporal = TRUE;
boolean tagchecked = n != 31;
AccessDescriptor accdesc = CreateAccDescSVE(MemOp_STORE, nontemporal, c

if !AnyActiveElement(mask, esize) then
    if n == 31 && ConstrainUnpredictableBool(Unpredictable_CHECKSPNONEA
        CheckSPAlignment();
else
    if n == 31 then CheckSPAlignment();
    base = if n == 31 then SP[] else X[n, 64];
    src = Z[t, VL];

for e = 0 to elements-1
    if ActivePredicateElement(mask, e, esize) then
        integer eoff = (offset * elements) + e;
        bits(64) addr = base + eoff * mbytes;
        Mem[addr, mbytes, accdesc] = Elem[src, e, esize];

```

## Operational information

If FEAT\_SVE2 is implemented or FEAT\_SME is implemented, then 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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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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