<u>Base</u>	SIMD&FP	<u>SVE</u>	<u>SME</u>	Index by
<u>Instructions</u>	<u>Instructions</u>	<u>Instructions</u>	<u>Instructions</u>	<b>Encoding</b>

Pseu

## **PRFH** (scalar plus scalar)

Contiguous prefetch halfwords (scalar index)

Contiguous prefetch of halfword elements from the memory address generated by a 64-bit scalar base and scalar index which is multiplied by 2 and added to the base address. After each element prefetch the index value is incremented, but the index register is not updated.

The predicate may be used to suppress prefetches from unwanted addresses.

31302928272625	24	23	2221	2019181716	15 14 13	121110	98765	4	3 2 1 0
1 0 0 0 0 1 0	0	1	0 0	Rm	1 1 0	Pg	Rn	0	prfop
	msz<1>	msz<0>		-	•				

```
if !HaveSVE() && !HaveSME() then UNDEFINED;
if Rm == '11111' then UNDEFINED;
constant integer esize = 16;
integer g = UInt(Pg);
integer n = UInt(Rn);
integer m = UInt(Rm);
integer level = UInt(prfop<2:1>);
boolean stream = (prfop<0> == '1');
pref_hint = if prfop<3> == '0' then Prefetch READ else Prefetch WRITE;
integer scale = 1;
```

## **Assembler Symbols**

<prfop>

Is the prefetch operation specifier, encoded in "prfop":

prfop	<pre><pre><pre><pre><pre><pre><pre><pre></pre></pre></pre></pre></pre></pre></pre></pre>		
0000	PLDL1KEEP		
0001	PLDL1STRM		
0010	PLDL2KEEP		
0011	PLDL2STRM		
0100	PLDL3KEEP		
0101	PLDL3STRM		
x11x	#uimm4		
1000	PSTL1KEEP		
1001	PSTL1STRM		
1010	PSTL2KEEP		
1011	PSTL2STRM		
1100	PSTL3KEEP		
1101	PSTL3STRM		

<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.
<Xm> Is the 64-bit name of the general-purpose offset register,

encoded in the "Rm" field.

## **Operation**

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

if AnyActiveElement (mask, esize) then
    base = if n == 31 then SP[] else X[n, 64];
    offset = X[m, 64];

for e = 0 to elements-1
    if ActivePredicateElement (mask, e, esize) then
        integer eoff = UInt(offset) + e;
        bits(64) addr = base + (eoff << scale);
        Hint_Prefetch(addr, pref_hint, level, stream);</pre>
```

BaseSIMD&FPSVESMEIndex byInstructionsInstructionsInstructionsInstructions

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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