LASTB (SIMD&FP scalar)

Extract last element to SIMD&FP scalar register

If there is an active element then extract the last active element from the final source vector register. If there are no active elements, extract the highest-numbered element. Then place the extracted element in the destination SIMD&FP register.

| 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 |
|-------|----|----|----|----|----|----|-------|----|----|----|----|----|----|----|----|----|----------|---|---|----|---|---|---|---|----|---|---|
| 0 0 | 0 | 0 | 0 | 1 | 0 | 1 | size | 1 | 0 | 0 | 0 | 1 | 1 | 1 | 0 | 0 | Pg | | | Zn | | | | | Vd | | |
| | | | | | | | | | | | | | R | | | | | | | | | | | | | | |

```
LASTB <V><d>, <Pq>, <Zn>.<T>
```

```
if !HaveSVE() && !HaveSME() then UNDEFINED;
constant integer esize = 8 << UInt(size);
integer g = UInt(Pg);
integer n = UInt(Zn);
integer d = UInt(Vd);
boolean isBefore = TRUE;</pre>
```

Assembler Symbols

<V>

Is a width specifier, encoded in "size":

| <v></v> |
|---------|
| В |
| Н |
| S |
| D |
| |

<d>

Is the number [0-31] of the destination SIMD&FP register, encoded in the "Vd" field.

<Pq>

Is the name of the governing scalable predicate register P0-P7, encoded in the "Pg" field.

<7.n>

Is the name of the source scalable vector register, encoded in the "Zn" field.

<T>

Is the size specifier, encoded in "size":

| size | <t></t> |
|------|---------|
| 00 | В |
| 01 | Н |
| 10 | S |
| 11 | D |

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(VL) operand = Z[n, VL];
integer last = LastActiveElement(mask, esize);

if isBefore then
   if last < 0 then last = elements - 1;
else
   last = last + 1;
   if last >= elements then last = 0;
V[d, esize] = Elem[operand, last, esize];
```

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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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