STNT1B (scalar plus scalar, consecutive registers)

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

Contiguous store non-temporal of bytes from elements of two or four consecutive 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: <u>Two registers</u> and <u>Four registers</u>

Two registers (FEAT_SVE2p1)

```
3130292827262524232221201918171615 14 13 121110 9 8 7 6 5 4 3 2 1 0

1 0 1 0 0 0 0 0 1 Rm 0 0 0 PNg Rn Zt 1

msz<1>msz<0> N
```

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

```
if !HaveSME2() && !HaveSVE2p1() then UNDEFINED;
integer n = UInt(Rn);
integer m = UInt(Rm);
integer g = UInt('1':PNg);
constant integer nreg = 2;
integer t = UInt(Zt:'0');
constant integer esize = 8;
```

Four registers (FEAT_SVE2p1)

```
3130292827262524232221201918171615 14 13 121110 9 8 7 6 5 4 3 2 1 0

1 0 1 0 0 0 0 0 1 Rm 1 0 PNg Rn Zt 0 1

msz<1>msz<0> N
```

```
STNT1B { \langle Zt1 \rangle .B - \langle Zt4 \rangle .B }, \langle PNg \rangle, [\langle Xn | SP \rangle, \langle Xm \rangle]
```

```
if ! HaveSME2() && ! HaveSVE2p1() then UNDEFINED;
integer n = UInt(Rn);
integer m = UInt(Rm);
integer g = UInt('1':PNg);
constant integer nreg = 4;
integer t = UInt(Zt:'00');
constant integer esize = 8;
```

Assembler Symbols

<Zt1> For the two registers variant: is the name of the first scalable vector register to be transferred, encoded as "Zt" times 2.

For the four registers variant: is the name of the first scalable vector register to be transferred, encoded as "Zt" times 4.

<Zt4> Is the name of the fourth scalable vector register to be transferred, encoded as "Zt" times 4 plus 3.

<Zt2> Is the name of the second scalable vector register to be transferred, encoded as "Zt" times 2 plus 1.

<PNg> Is the name of the governing scalable predicate register PN8-PN15, with predicate-as-counter encoding, encoded in the "PNg" 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

```
if <a href="HaveSVE2p1">HaveSVE2p1</a>() then <a href="CheckSVEEnabled">CheckSVEEnabled</a>(); else <a href="CheckStreamingSVEEnabled">CheckStreamingSVEEnabled</a>()
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 ! 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];
     offset = X[m, 64];
for r = 0 to nreg-1
     src = \underline{Z}[t+r, VL];
     for e = 0 to elements-1
           if <a href="https://example.com/ActivePredicateElement">ActivePredicateElement</a> (mask, r * elements + e, esize) then
                bits (64) addr = base + (\underline{\text{UInt}}(\text{offset}) + \text{r * elements + e}) * \text{n}
```

Mem[addr, mbytes, accdesc] = Elem[src, e, esize];

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.

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

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