x by	<u>Sh</u>
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## STSETH, STSETLH

Atomic bit set on halfword in memory, without return, atomically loads a 16-bit halfword from memory, performs a bitwise OR with the value held in a register on it, and stores the result back to memory.

- STSETH does not have release semantics.
- STSETLH stores to memory with release semantics, as described in *Load-Acquire*, *Store-Release*.

For information about memory accesses, see *Load/Store addressing modes*.

This is an alias of <u>LDSETH, LDSETAH, LDSETAH, LDSETLH</u>. This means:

- The encodings in this description are named to match the encodings of LDSETH, LDSETAH, LDSETALH, LDSETLH.
- The description of <u>LDSETH</u>, <u>LDSETAH</u>, <u>LDSETALH</u>, <u>LDSETLH</u> gives the operational pseudocode, any constrained unpredictable behavior, and any operational information for this instruction.

# Integer (FEAT\_LSE)

31 30 29	28 27	26 25	5 24	23	22	21	20 19 1	18 1	7 16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
0 1 1	1 1	0 0	0	0	R	1	F	Rs		0	0	1	1	0	0			Rn			1	1	1	1	1
size		Α					(	opo	:										Rt						

# No memory ordering (R == 0)

```
STSETH <Ws>, [<Xn | SP>]

is equivalent to

LDSETH <Ws>, WZR, [<Xn | SP>]

and is always the preferred disassembly.
```

#### Release (R == 1)

```
STSETLH <Ws>, [<Xn | SP>]

is equivalent to

LDSETLH <Ws>, WZR, [<Xn | SP>]

and is always the preferred disassembly.
```

## **Assembler Symbols**

<Ws> Is the 32-bit name of the general-purpose register holding

the data value to be operated on with the contents of the

memory location, encoded in the "Rs" field.

<Xn|SP> Is the 64-bit name of the general-purpose base register or

stack pointer, encoded in the "Rn" field.

## **Operation**

The description of <u>LDSETH</u>, <u>LDSETAH</u>, <u>LDSETALH</u>, <u>LDSETLH</u> gives the operational pseudocode for this instruction.

## **Operational information**

If PSTATE.DIT is 1, the timing of this instruction is insensitive to the value of the data being loaded or stored.

BaseSIMD&FPSVESMEIndex byInstructionsInstructionsInstructionsInstructionsEncoding

Internal version only: is a 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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