SVE Instructions SME Instructions

UZP (four registers)

Concatenate elements from four vectors

Concatenate every fourth element from each of the four source vectors and place them in the corresponding elements of the four destination vectors. This instruction is unpredicated.

It has encodings from 2 classes: 8-bit to 64-bit elements and 128-bit element

8-bit to 64-bit elements (FEAT_SME2)

```
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 0 0 0 0 0 0 1 size 1 1 0 1 1 0 1 1 1 0 0 0 Zn 0 Zd 1 0
```

```
UZP { <Zd1>.<T>-<Zd4>.<T> }, { <Zn1>.<T>-<Zn4>.<T> }

if !HaveSME2() then UNDEFINED;
constant integer esize = 8 << UInt(size);
integer n = UInt(Zn:'00');
integer d = UInt(Zd:'00');</pre>
```

128-bit element (FEAT_SME2)

```
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 0 0 0 0 0 0 1 0 0 1 1 0 1 1 1 1 1 1 0 0 0 Zn 0 0 Zd 1 0
```

```
UZP { <Zd1>.Q-<Zd4>.Q }, { <Zn1>.Q-<Zn4>.Q }

if !HaveSME2() then UNDEFINED;
constant integer esize = 128;
integer n = UInt(Zn:'00');
integer d = UInt(Zd:'00');
```

Assembler Symbols

<Zd1>

Is the name of the first destination scalable vector register of a multi-vector sequence, encoded as "Zd" times 4.

<T>

Is the size specifier, encoded in "size":

size	<t></t>
0.0	В
01	Н
10	S
11	D

```
\begin{tabular}{ll} <Zd4> & Is the name of the fourth destination scalable vector register of a multi-vector sequence, encoded as "Zd" times 4 plus 3. \\ \\ <Zn1> & Is the name of the first scalable vector register of a multi-vector sequence, encoded as "Zn" times 4. \\ \\ <Zn4> & Is the name of the fourth scalable vector register of a multi-vector sequence, encoded as "Zn" times 4 plus 3. \\ \\ \end{tabular}
```

Operation

```
CheckStreamingSVEEnabled();
constant integer VL = CurrentVL;
if VL < esize * 4 then UNDEFINED;
constant integer quads = VL DIV (esize * 4);
bits(VL) result0;
bits(VL) result1;
bits(VL) result2;
bits(VL) result3;
for r = 0 to 3
    bits(VL) operand = \mathbb{Z}[n+r, VL];
     integer base = r * quads;
     for q = 0 to quads-1
         Elem[result0, base+q, esize] = Elem[operand, 4*q+0, esize];
         Elem[result1, base+q, esize] = Elem[operand, 4*q+1, esize];
         Elem[result2, base+q, esize] = Elem[operand, 4*q+2, esize];
         Elem[result3, base+q, esize] = Elem[operand, 4*q+3, esize];
\underline{\mathbf{Z}}[d+0, VL] = result0;
\underline{Z}[d+1, VL] = result1;

\underline{Z}[d+2, VL] = result2;
\mathbb{Z}[d+3, VL] = result3;
```

Operational information

If PSTATE.DIT is 1:

- The execution time of this instruction is independent of:
 - The values of the data supplied in any of its registers.
 - The values of the NZCV flags.
- The response of this instruction to asynchronous exceptions does not vary based on:
 - The values of the data supplied in any of its registers.
 - The values of the NZCV flags.

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