

CASB, CASAB, CASALB, CASLB

Compare and Swap byte in memory reads an 8-bit byte from memory, and compares it against the value held in a first register. If the comparison is equal, the value in a second register is written to memory. If the write is performed, the read and write occur atomically such that no other modification of the memory location can take place between the read and write.

- CASAB and CASALB load from memory with acquire semantics.
- CASLB and CASALB store to memory with release semantics.
- CASB has neither acquire nor release semantics.

For more information about memory ordering semantics, see [Load-Acquire, Store-Release](#).

For information about memory accesses, see [Load/Store addressing modes](#). The architecture permits that the data read clears any exclusive monitors associated with that location, even if the compare subsequently fails.

If the instruction generates a synchronous Data Abort, the register which is compared and loaded, that is <Ws>, is restored to the values held in the register before the instruction was executed.

No offset (FEAT_LSE)

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	1	0	0	0	1	L	1			Rs		o0	1	1	1	1	1				Rn					Rt		
size																															

CASAB (L == 1 && o0 == 0)

CASAB <Ws>, <Wt>, [<Xn|SP>{, #0}]

CASALB (L == 1 && o0 == 1)

CASALB <Ws>, <Wt>, [<Xn|SP>{, #0}]

CASB (L == 0 && o0 == 0)

CASB <Ws>, <Wt>, [<Xn|SP>{, #0}]

CASLB (L == 0 && o0 == 1)

CASLB <Ws>, <Wt>, [<Xn|SP>{, #0}]

```
if !IsFeatureImplemented(FEAT_LSE) then UNDEFINED;
```

```

integer n = UInt(Rn);
integer t = UInt(Rt);
integer s = UInt(Rs);

boolean acquire = L == '1';
boolean release = o0 == '1';
boolean tagchecked = n != 31;

```

Assembler Symbols

- <Ws> Is the 32-bit name of the general-purpose register to be compared and loaded, encoded in the "Rs" field.
- <Wt> Is the 32-bit name of the general-purpose register to be conditionally stored, encoded in the "Rt" field.
- <Xn|SP> Is the 64-bit name of the general-purpose base register or stack pointer, encoded in the "Rn" field.

Operation

```

bits(64) address;
bits(8) comparevalue;
bits(8) newvalue;
bits(8) data;

AccessDescriptor accdesc = CreateAccDescAtomicOp(MemAtomicOp\_CAS, acquire);

comparevalue = X[s, 8];
newvalue = X[t, 8];

if n == 31 then
    CheckSPAlignment();
    address = SP[];
else
    address = X[n, 64];

data = MemAtomic(address, comparevalue, newvalue, accdesc);

X[s, 32] = ZeroExtend(data, 32);

```

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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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