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ding	Pseud

LSL (immediate, unpredicated)

Logical shift left by immediate (unpredicated)

Shift left by immediate each element of the source vector, and place the results in the corresponding elements of the destination vector. The immediate shift amount is an unsigned value in the range 0 to number of bits per element minus 1. This instruction is unpredicated.

```
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 0 tszh 1 tszl imm3 1 0 0 1 1 1 Zn Zd
```

```
LSL <Zd>.<T>, <Zn>.<T>, #<const>
```

```
if !HaveSVE() && !HaveSME() then UNDEFINED;
constant bits(4) tsize = tszh:tszl;
if tsize == '0000' then UNDEFINED;
constant integer esize = 8 << HighestSetBit(tsize);
integer n = UInt(Zn);
integer d = UInt(Zd);
integer shift = UInt(tsize:imm3) - esize;</pre>
```

Assembler Symbols

<Zd>

Is the name of the destination scalable vector register, encoded in the "Zd" field.

<T>

Is the size specifier, encoded in "tszh:tszl":

tszh	tszl	<t></t>
0.0	00	RESERVED
00	01	В
00	1x	Н
01	XX	S
1x	XX	D

<Zn>

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

<const>

Is the immediate shift amount, in the range 0 to number of bits per element minus 1, encoded in "tszh:tszl:imm3".

Operation

```
CheckSVEEnabled();
constant integer VL = CurrentVL;
constant integer elements = VL DIV esize;
bits(VL) operand1 = Z[n, VL];
bits(VL) result;
```

```
for e = 0 to elements-1
   bits(esize) element1 = Elem[operand1, e, esize];
   Elem[result, e, esize] = LSL(element1, shift);

Z[d, VL] = result;
```

Operational information

If FEAT_SVE2 is implemented or FEAT_SME is implemented, then 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.

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

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