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Pseu

PRFB (scalar plus scalar)

Contiguous prefetch bytes (scalar index)

Contiguous prefetch of byte elements from the memory address generated by a 64-bit scalar base and scalar index which is added to the base address. After each element prefetch the index value is incremented, but the index register is not updated.

The predicate may be used to suppress prefetches from unwanted addresses.

31302928272625	24	23	2221	2019181716	151413	121110	98765	4	3 2 1 0
1 0 0 0 0 1 0	0	0	0 0	Rm	1 1 0	Pg	Rn	0	prfop
	msz<1>	msz<0>	•				-		

```
if !HaveSVE() && !HaveSME() then UNDEFINED;
if Rm == '11111' then UNDEFINED;
constant integer esize = 8;
integer g = UInt(Pg);
integer n = UInt(Rn);
integer m = UInt(Rm);
integer level = UInt(prfop<2:1>);
boolean stream = (prfop<0> == '1');
pref_hint = if prfop<3> == '0' then Prefetch READ else Prefetch WRITE;
integer scale = 0;
```

Assembler Symbols

<prfop>

Is the prefetch operation specifier, encoded in "prfop":

prfop	<pre><pre><pre><pre><pre><pre><pre><pre></pre></pre></pre></pre></pre></pre></pre></pre>			
0000	PLDL1KEEP			
0001	PLDL1STRM			
0010	PLDL2KEEP			
0011	PLDL2STRM			
0100	PLDL3KEEP			
0101	PLDL3STRM			
x11x	#uimm4			
1000	PSTL1KEEP			
1001	PSTL1STRM			
1010	PSTL2KEEP			
1011	PSTL2STRM			
1100	PSTL3KEEP			
1101	PSTL3STRM			

<Pg>

Is the name of the governing scalable predicate register P0-P7, encoded in the "Pg" 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

```
CheckSVEEnabled();
constant integer VL = CurrentVL;
constant integer PL = VL DIV 8;
constant integer elements = VL DIV esize;
bits(PL) mask = P[g, PL];
bits(64) base;
bits(64) offset;

if AnyActiveElement (mask, esize) then
    base = if n == 31 then SP[] else X[n, 64];
    offset = X[m, 64];

for e = 0 to elements-1
    if ActivePredicateElement (mask, e, esize) then
        integer eoff = UInt(offset) + e;
        bits(64) addr = base + (eoff << scale);
        Hint_Prefetch(addr, pref_hint, level, stream);</pre>
```

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