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

Pseu

LDTR

Load Register (unprivileged) loads a word or doubleword from memory, and writes it to a register. The address that is used for the load is calculated from a base register and an immediate offset.

Memory accesses made by the instruction behave as if the instruction was executed at EL0 if the *Effective value* of PSTATE.UAO is 0 and either:

- The instruction is executed at EL1.
- The instruction is executed at EL2 when the *Effective value* of *HCR EL2*.{E2H, TGE} is {1, 1}.

Otherwise, the memory access operates with the restrictions determined by the Exception level at which the instruction is executed. For information about memory accesses, see *Load/Store addressing modes*.

```
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 x 1 1 1 0 0 0 0 1 0 imm9 1 0 Rn Rt

size opc
```

```
32-bit (size == 10)
```

```
LDTR <Wt>, [<Xn|SP>{, #<simm>}]

64-bit (size == 11)

LDTR <Xt>, [<Xn|SP>{, #<simm>}]

integer scale = UInt(size);
bits(64) offset = SignExtend(imm9, 64);
```

Assembler Symbols

<wt></wt>	Is the 32-bit name of the general-purpose register to be transferred, encoded in the "Rt" field.
<xt></xt>	Is the 64-bit name of the general-purpose register to be transferred, encoded in the "Rt" field.
<xn sp></xn sp>	Is the 64-bit name of the general-purpose base register or stack pointer, encoded in the "Rn" field.
<simm></simm>	Is the optional signed immediate byte offset, in the range -256 to 255, defaulting to 0 and encoded in the "imm9" field.

Shared Decode

```
integer n = <u>UInt(Rn);</u>
integer t = <u>UInt(Rt);</u>
```

```
integer regsize;
regsize = if size == '11' then 64 else 32;
constant integer datasize = 8 << scale;
boolean tagchecked = n != 31;</pre>
```

Operation

Operational information

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

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

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