ST1B (scalar plus vector)

Scatter store bytes from a vector (vector index)

Scatter store of bytes from the active elements of a vector register to the memory addresses generated by a 64-bit scalar base plus vector index. The index values are optionally sign or zero-extended from 32 to 64 bits. Inactive elements are not written to memory.

This instruction is illegal when executed in Streaming SVE mode, unless FEAT_SME_FA64 is implemented and enabled.

It has encodings from 3 classes: 32-bit unpacked unscaled offset , 32-bit unscaled offset and 64-bit unscaled offset

32-bit unpacked unscaled offset

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 1 0 0 1 0	0	0	0 0	Zm	1	xs	0	Pg	Rn	Zt
	msz<1>	msz<0>								

ST1B { <Zt>.D }, <Pg>, [<Xn|SP>, <Zm>.D, <mod>]

```
if !HaveSVE() then UNDEFINED;
integer t = UInt(Zt);
integer n = UInt(Rn);
integer m = UInt(Zm);
integer g = UInt(Pg);
constant integer esize = 64;
constant integer msize = 8;
constant integer offs_size = 32;
boolean offs_unsigned = xs == '0';
integer scale = 0;
```

32-bit unscaled offset

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 1 0 0 1 0	0	0	1 0	Zm	1	xs	0	Pg	Rn	Zt
	msz<1>	msz<0>								

ST1B { <Zt>.S }, <Pg>, [<Xn|SP>, <Zm>.S, <mod>]

```
if !HaveSVE() then UNDEFINED;
integer t = UInt(Zt);
integer n = UInt(Rn);
integer m = UInt(Zm);
integer g = UInt(Pg);
constant integer esize = 32;
constant integer msize = 8;
constant integer offs_size = 32;
boolean offs_unsigned = xs == '0';
integer scale = 0;
```

64-bit unscaled offset

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 1 0 0 1 0	0	0	0 0	Zm	1 0 1	Pg	Rn	Zt
	msz<1>	msz<0>						

ST1B { <Zt>.D }, <Pg>, [<Xn|SP>, <Zm>.D]

```
if !HaveSVE() then UNDEFINED;
integer t = UInt(Zt);
integer n = UInt(Rn);
integer m = UInt(Zm);
integer g = UInt(Pg);
constant integer esize = 64;
constant integer msize = 8;
constant integer offs_size = 64;
boolean offs_unsigned = TRUE;
integer scale = 0;
```

Assembler Symbols

<Zt>   Is the name of the scalable vector register to be
                transferred, encoded in the "Zt" field.

<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.

<Zm>   Is the name of the offset scalable vector register, encoded in
                the "Zm" field.

<mod>
                        Is the index extend and shift specifier, encoded in "xs":

xs	<mod>
0	UXTW
1	SXTW

Operation

```
CheckNonStreamingSVEEnabled();
constant integer VL = CurrentVL;
constant integer PL = VL DIV 8;
constant integer elements = VL DIV esize;
bits(64) base;
bits(PL) mask = P[g, PL];
bits(VL) offset;
bits(VL) src;
constant integer mbytes = msize DIV 8;
boolean contiguous = FALSE;
boolean nontemporal = FALSE;
boolean tagchecked = TRUE;
AccessDescriptor accdesc = CreateAccDescSVE(MemOp_STORE, nontemporal, c
```

```
    if !AnyActiveElement(mask, esize) then
        if n == 31 && ConstrainUnpredictableBool(Unpredictable_CHECKSPNONEA
            CheckSPAlignment();
else
        if n == 31 then CheckSPAlignment();
        base = if n == 31 then SP[] else X[n, 64];
        offset = Z[m, VL];
        src = Z[t, VL];

    for e = 0 to elements-1
        if ActivePredicateElement(mask, e, esize) then
            integer off = Int(Elem[offset, e, esize]<offs_size-1:0>, offs_unsig
            bits(64) addr = base + (off << scale);
            Mem[addr, mbytes, accdesc] = Elem[src, e, esize]<msize-1:0>;
```

Operational information

If FEAT_SVE2 is implemented or FEAT_SME is implemented, then if PSTATE.DIT is 1, the timing of this instruction is insensitive to the value of the data being loaded or stored when its governing predicate register contains the same value for each execution.