Index by	
Encoding	

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Pseu

SIMD&FP **SME** Base **SVE** Instructions **Instructions** Instructions Instructions

SQDECB

Signed saturating decrement scalar by multiple of 8-bit predicate constraint element count

Determines the number of active 8-bit elements implied by the named predicate constraint, multiplies that by an immediate in the range 1 to 16 inclusive, and then uses the result to decrement the scalar destination. The result is saturated to the source general-purpose register's signed integer range. A 32-bit saturated result is then sign-extended to 64 bits.

The named predicate constraint limits the number of active elements in a single predicate to:

- A fixed number (VL1 to VL256)
- The largest power of two (POW2)
- The largest multiple of three or four (MUL3 or MUL4)
- All available, implicitly a multiple of two (ALL).

Unspecified or out of range constraint encodings generate an empty predicate or zero element count rather than Undefined Instruction exception.

It has encodings from 2 classes: 32-bit and 64-bit

32-bit

```
3130292827262524
                               212019181716151413121110 9 8 7 6 5 4 3 2 1 0
                          22
                               1 0 imm4 1 1 1 1 1 0 pattern
|0 0 0 0 0 1 0 0|
                   0
                          0
                size<1>size<0>
```

SQDECB <Xdn>, <Wdn>{, <pattern>{, MUL #<imm>}}

```
if ! <a href="HaveSVE">HaveSME</a>() then UNDEFINED;
constant integer esize = 8;
integer dn = UInt(Rdn);
bits(5) pat = pattern;
integer imm = UInt(imm4) + 1;
boolean unsigned = FALSE;
constant integer ssize = 32;
```

64-bit

```
3130292827262524
                                 212019181716151413121110 9 8 7 6 5 4 3 2 1 0
                    23
                            22
0 0 0 0 0 1 0 0
                    0
                            0
                                 1|1
                                      imm4 |1 1 1 1 1 | 1 | 0 | pattern
                 size<1>size<0>
```

```
SQDECB <Xdn>{, <pattern>{, MUL #<imm>}}
```

```
if ! <a href="HaveSVE">HaveSME</a>() then UNDEFINED;
constant integer esize = 8;
integer dn = UInt(Rdn);
```

```
bits(5) pat = pattern;
integer imm = UInt(imm4) + 1;
boolean unsigned = FALSE;
constant integer ssize = 64;
```

Assembler Symbols

<Xdn> Is the 64-bit name of the source and destination general-

purpose register, encoded in the "Rdn" field.

<Wdn> Is the 32-bit name of the source and destination general-

purpose register, encoded in the "Rdn" field. <pattern>

Is the optional pattern specifier, defaulting to ALL, encoded in "pattern":

pattern <pattern></pattern>	
<pattern></pattern>	
POW2	
VL1	
VL2	
VL3	
VL4	
VL5	
VL6	
VL7	
VL8	
VL16	
VL32	
VL64	
VL128	
VL256	
#uimm5	
MUL4	
MUL3	
ALL	

<imm>

Is the immediate multiplier, in the range 1 to 16, defaulting to 1, encoded in the "imm4" field.

Operation

```
CheckSVEEnabled();
integer count = DecodePredCount(pat, esize);
bits(ssize) operand1 = X[dn, ssize];
bits(ssize) result;

integer element1 = Int(operand1, unsigned);
(result, -) = SatQ(element1 - (count * imm), ssize, unsigned);
X[dn, 64] = Extend(result, 64, unsigned);
```

<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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