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Encoding

SIMD&FP SVE
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SME Instructions

LDFF1SH (scalar plus scalar)

Contiguous load first-fault signed halfwords to vector (scalar index)

Contiguous load with first-faulting behavior of signed halfwords to elements of a vector register from the memory address generated by a 64-bit scalar base and scalar index which is multiplied by 2 and added to the base address. After each element access the index value is incremented, but the index register is not updated. Inactive elements will not cause a read from Device memory or signal a fault, and are set to zero in the destination vector.

This instruction is illegal when executed in Streaming SVE mode, unless FEAT SME FA64 is implemented and enabled.

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

32-bit element

Base

Instructions

```
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 0 1 0 0 1 0 0 1 0 0 1 Rm 0 1 1 Pg Rn Zt dtype<0>
```

```
LDFF1SH { <Zt>.S }, <Pg>/Z, [<Xn | SP>{, <Xm>, LSL #1}]
```

```
if !HaveSVE() then UNDEFINED;
integer t = UInt(Zt);
integer n = UInt(Rn);
integer m = UInt(Rm);
integer g = UInt(Pg);
constant integer esize = 32;
constant integer msize = 16;
boolean unsigned = FALSE;
```

64-bit element

```
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 0 1 0 0 1 0 0 0 Rm 0 1 1 Pg Rn Zt

dtype<0>
```

```
LDFF1SH { <Zt>.D }, <Pg>/Z, [<Xn | SP>{, <Xm>, LSL #1}]
```

```
if ! HaveSVE() then UNDEFINED;
integer t = UInt(Zt);
integer n = UInt(Rn);
integer m = UInt(Rm);
integer g = UInt(Pg);
constant integer esize = 64;
constant integer msize = 16;
boolean unsigned = FALSE;
```


register, defaulting to XZR, encoded in the "Rm" field.

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) result;
bits(VL) orig = \mathbb{Z}[t, VL];
bits (msize) data;
bits(64) offset;
constant integer mbytes = msize DIV 8;
boolean fault = FALSE;
boolean faulted = FALSE;
boolean unknown = FALSE;
boolean contiguous = TRUE;
boolean tagchecked = TRUE;
<u>AccessDescriptor</u> accdesc = <u>CreateAccDescSVEFF</u>(contiguous, tagchecked);
if !AnyActiveElement (mask, esize) then
    if n == 31 && ConstrainUnpredictableBool (Unpredictable_CHECKSPNONEA
         CheckSPAlignment();
    if n == 31 then <a href="CheckSPAlignment">CheckSPAlignment</a>();
    base = if n == 31 then SP[] else X[n, 64];
    offset = X[m, 64];
assert accdesc.first;
for e = 0 to elements-1
     if <a href="ActivePredicateElement">ActivePredicateElement</a> (mask, e, esize) then
         bits(64) addr = base + (<u>UInt</u>(offset) + e) * mbytes;
         if accdesc.first then
              // Mem[] will not return if a fault is detected for the firs
              data = Mem[addr, mbytes, accdesc];
              accdesc.first = FALSE;
         else
              // MemNF[] will return fault=TRUE if access is not performe
              (data, fault) = MemNF[addr, mbytes, accdesc];
         (data, fault) = (\underline{Zeros}(msize), FALSE);
    // FFR elements set to FALSE following a supressed access/fault
```

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 $\label{localization} Internal version only: is a v33.64, AdvSIMD v29.12, pseudocode no_diffs_2023_09_RC2, sve v2023-06_rel ; Build timestamp: 2023-09-18T17:56$

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