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

PRFH (scalar plus immediate)

Contiguous prefetch halfwords (immediate index)

Contiguous prefetch of halfword elements from the memory address generated by a 64-bit scalar base and immediate index in the range -32 to 31 which is multiplied by the vector's in-memory size, irrespective of predication, and added to the base address.

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

3130292827262524232221201918171615			14	13	121110	98765	4	3 2 1 0
1 0 0 0 0 1 0 1 1 1	imm6	0	0	1	Pg	Rn	0	prfop
msz<1>msz<0>								

PRFH Prfop>, <Pg>, [<Xn | SP>{, #<imm>, MUL VL}]

```
if !HaveSVE() && !HaveSME() then UNDEFINED;
constant integer esize = 16;
integer g = UInt(Pg);
integer n = UInt(Rn);
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 = 1;
integer offset = SInt(imm6);
```

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.

<imm> Is the optional signed immediate vector offset, in the range
-32 to 31, defaulting to 0, encoded in the "imm6" 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;

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

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

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