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## **SSUBLTB**

Signed subtract long (top - bottom)

Subtract the even-numbered signed elements of the second source vector from the odd-numbered signed elements of the first source vector, and place the results in the overlapping double-width elements of the destination vector. This instruction is unpredicated.

| 31 3 | 0 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 |
|------|------|----|----|----|----|----|-------|----|----------------|----|----|----|----|----|----|---|---|----|---|---|---|---|----|---|---|
| 0 1  | 0    | 0  | 0  | 1  | 0  | 1  | size  | 0  | Zm             | 1  | 0  | 0  | 0  | 1  | 1  |   |   | Zn |   |   |   |   | Zd |   |   |
|      |      |    |    |    |    |    |       |    |                |    |    |    |    | 5  | th |   |   |    |   |   |   |   |    |   |   |

```
SSUBLTB <Zd>.<T>, <Zn>.<Tb>, <Zm>.<Tb>
```

```
if ! <a href="HaveSVE2">HaveSME</a>() then UNDEFINED;
if size == '00' then UNDEFINED;
constant integer esize = 8 << UInt(size);</pre>
integer n = UInt(Zn);
integer m = UInt(Zm);
integer d = UInt(Zd);
integer sel1 = 1;
integer sel2 = 0;
boolean unsigned = FALSE;
```

## **Assembler Symbols**

<Zd>

Is the name of the destination scalable vector register, encoded in the "Zd" field.

<T>

Is the size specifier, encoded in "size":

| size | <t></t>  |
|------|----------|
| 0.0  | RESERVED |
| 01   | Н        |
| 10   | S        |
| 11   | D        |

<Zn>

Is the name of the first source scalable vector register, encoded in the "Zn" field.

<Tb>

Is the size specifier, encoded in "size":

| size | <tb></tb> |  |  |  |  |  |  |
|------|-----------|--|--|--|--|--|--|
| 00   | RESERVED  |  |  |  |  |  |  |
| 01   | В         |  |  |  |  |  |  |
| 10   | Н         |  |  |  |  |  |  |
| 11   | S         |  |  |  |  |  |  |

<Zm>

Is the name of the second source scalable vector register, encoded in the "Zm" field.

## **Operation**

```
CheckSVEEnabled();
constant integer VL = CurrentVL;
constant integer elements = VL DIV esize;
bits(VL) operand1 = Z[n, VL];
bits(VL) operand2 = Z[m, VL];
bits(VL) result;

for e = 0 to elements-1
   integer element1 = Int(Elem[operand1, 2*e + sel1, esize DIV 2], unsinteger element2 = Int(Elem[operand2, 2*e + sel2, esize DIV 2], unsinteger res = element1 - element2;
   Elem[result, e, esize] = res<esize-1:0>;
Z[d, VL] = result;
```

## **Operational information**

If FEAT\_SVE2 is implemented or FEAT\_SME is implemented, then if PSTATE.DIT is 1:

- The execution time of this instruction is independent of:
  - The values of the data supplied in any of its registers.
  - The values of the NZCV flags.
- The response of this instruction to asynchronous exceptions does not vary based on:
  - The values of the data supplied in any of its registers.
  - The values of the NZCV flags.

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Internal version only: isa 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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