$\begin{array}{cc} \underline{Base} & \underline{SIMD\&FP} \\ \underline{Instructions} & \underline{Instructions} \end{array}$ 

SVE Instructions SME Instructions

# **UQRSHL**

Unsigned saturating Rounding Shift Left (register). This instruction takes each vector element of the first source SIMD&FP register, shifts the vector element by a value from the least significant byte of the corresponding vector element of the second source SIMD&FP register, places the results into a vector, and writes the vector to the destination SIMD&FP register. If the shift value is positive, the operation is a left shift. Otherwise, it is a right shift. The results are rounded. For truncated results, see *UQSHL*. If overflow occurs with any of the results, those results are saturated. If

saturation occurs, the cumulative saturation bit *FPSR*.QC is set.

Depending on the settings in the *CPACR\_EL1*, *CPTR\_EL2*, and *CPTR\_EL3* 

registers, and the current Security state and Exception level, an attempt to execute the instruction might be trapped.

It has encodings from 2 classes: <u>Scalar</u> and <u>Vector</u>

#### Scalar

```
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

0 1 1 1 1 1 1 0 size 1 Rm 0 1 0 1 1 1 Rn Rd

U RS
```

# UQRSHL <V><d>, <V><n>, <V><m>

```
integer d = UInt(Rd);
integer n = UInt(Rn);
integer m = UInt(Rm);
constant integer esize = 8 << UInt(size);
constant integer datasize = esize;
integer elements = 1;
boolean unsigned = (U == '1');
boolean rounding = (R == '1');
boolean saturating = (S == '1');
if S == '0' && size != '11' then UNDEFINED;</pre>
```

#### **Vector**

```
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 0 0 0 1 0 1 1 1 0 size 1 Rm 0 1 0 1 1 1 1 Rn Rd U
```

### UQRSHL <Vd>.<T>, <Vn>.<T>, <Vm>.<T>

```
integer d = UInt(Rd);
integer n = UInt(Rn);
integer m = UInt(Rm);
if size:Q == '110' then UNDEFINED;
constant integer esize = 8 << UInt(size);
constant integer datasize = 64 << UInt(Q);
integer elements = datasize DIV esize;</pre>
```

```
boolean unsigned = (U == '1');
boolean rounding = (R == '1');
boolean saturating = (S == '1');
```

## **Assembler Symbols**

<V>

Is a width specifier, encoded in "size":

size	<v></v>
0.0	В
01	Н
10	S
11	D

<d>Is the number of the SIMD&FP destination register, in the "Rd" field.

<n> Is the number of the first SIMD&FP source register, encoded in the "Rn" field.

<m> Is the number of the second SIMD&FP source register, encoded in the "Rm" field.

<Vd> Is the name of the SIMD&FP destination register, encoded in the "Rd" field.

<T> Is an arrangement specifier, encoded in "size:Q":

size	Q	<t></t>
0 0	0	8B
00	1	16B
01	0	4H
01	1	8H
10	0	2S
10	1	4S
11	0	RESERVED
11	1	2D

<Vn> Is the name of the first SIMD&FP source register, encoded in the "Rn" field.

<Vm> Is the name of the second SIMD&FP source register, encoded in the "Rm" field.

### **Operation**

```
CheckFPAdvSIMDEnabled64();
bits(datasize) operand1 = V[n, datasize];
bits(datasize) operand2 = V[m, datasize];
bits(datasize) result;
boolean sat;
```

```
for e = 0 to elements-1
    integer element = Int(Elem[operand1, e, esize], unsigned);
    integer shift = SInt(Elem[operand2, e, esize]<7:0>);
    if shift >= 0 then // left shift
        element = element << shift;</pre>
    else // right shift
        shift = -shift;
        element = RShr(element, shift, rounding);
    if saturating then
        (<u>Elem</u>[result, e, esize], sat) = <u>SatQ</u>(element, esize, unsigned);
        if sat then FPSR.QC = '1';
        Elem[result, e, esize] = element<esize-1:0>;
V[d, datasize] = result;
```

<u>Instructions</u> Encoding <u>Instructions</u> <u>Instructions</u> <u>Instructions</u> Internal version only: isa v33.64, AdvSIMD v29.12, pseudocode

**SVE** 

**SME** 

Index by

Sh

Pseu

Base

SIMD&FP

no diffs 2023 09 RC2, sve v2023-06 rel; Build timestamp: 2023-09-18T17:56 Copyright © 2010-2023 Arm Limited or its affiliates. All rights reserved. This

document is Non-Confidential.