

SQRDCMLAH (vectors)

Saturating rounding doubling complex integer multiply-add high with rotate

Multiply without saturation the duplicated real components for rotations 0 and 180, or imaginary components for rotations 90 and 270, of the integral numbers in the first source vector by the corresponding complex number in the second source vector rotated by 0, 90, 180 or 270 degrees in the direction from the positive real axis towards the positive imaginary axis, when considered in polar representation.

Then double and add the products to the corresponding components of the complex numbers in the addend vector. Destructively place the most significant rounded half of the results in the corresponding elements of the addend vector. Each result element is saturated to the N-bit element's signed integer range $-2^{(N-1)}$ to $(2^{(N-1)})-1$. This instruction is unpredicated. These transformations permit the creation of a variety of multiply-add and multiply-subtract operations on complex numbers by combining two of these instructions with the same vector operands but with rotations that are 90 degrees apart.

Each complex number is represented in a vector register as an even/odd pair of elements with the real part in the even-numbered element and the imaginary part in the odd-numbered 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
0	1	0	0	0	1	0	0	size	0	Zm				0	0	1	1	rot	Zn				Zda								

SQRDCMLAH <Zda>.<T>, <Zn>.<T>, <Zm>.<T>, <const>

```
if !HaveSVE2() && !HaveSME() then UNDEFINED;
constant integer esize = 8 << UInt(size);
integer n = UInt(Zn);
integer m = UInt(Zm);
integer da = UInt(Zda);
integer sel_a = UInt(rot<0>);
integer sel_b = UInt(NOT(rot<0>));
boolean sub_r = (rot<0> != rot<1>);
boolean sub_i = (rot<1> == '1');
```

Assembler Symbols

<Zda> Is the name of the third source and destination scalable vector register, encoded in the "Zda" field.

<T>

Is the size specifier, encoded in "size":

size	<T>
00	B
01	H
10	S
11	D

<Zn>

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

<Zm>

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

<const>

Is the const specifier, encoded in "rot":

rot	<const>
00	#0
01	#90
10	#180
11	#270

Operation

```
CheckSVEEnabled();
constant integer VL = CurrentVL;
constant integer PL = VL DIV 8;
constant integer pairs = VL DIV (2 * esize);
bits(VL) operand1 = Z[n, VL];
bits(VL) operand2 = Z[m, VL];
bits(VL) operand3 = Z[da, VL];
bits(VL) result;

integer res_r, res_i;

for p = 0 to pairs-1
    integer elt1_a = SInt(Elem[operand1, 2 * p + sel_a, esize]);
    integer elt2_a = SInt(Elem[operand2, 2 * p + sel_a, esize]);
    integer elt2_b = SInt(Elem[operand2, 2 * p + sel_b, esize]);
    bits(esize) elt3_r = Elem[operand3, 2 * p + 0, esize];
    bits(esize) elt3_i = Elem[operand3, 2 * p + 1, esize];
    integer product_r = elt1_a * elt2_a;
    integer product_i = elt1_a * elt2_b;
    if sub_r then
        res_r = (SInt(elt3_r) << esize) - 2 * product_r;
    else
        res_r = (SInt(elt3_r) << esize) + 2 * product_r;
    res_r = (res_r + (1 << (esize-1))) >> esize;
    Elem[result, 2 * p + 0, esize] = SignedSat(res_r, esize);
    if sub_i then
        res_i = (SInt(elt3_i) << esize) - 2 * product_i;
    else
        res_i = (SInt(elt3_i) << esize) + 2 * product_i;
```

```
res_i = (res_i + (1 << (esize-1))) >> esize;  
Elem[result, 2 * p + 1, esize] = SignedSat(res_i, esize);  
Z[da, VL] = result;
```

Operational information

This instruction might be immediately preceded in program order by a MOVPRFX instruction. The MOVPRFX instruction must conform to all of the following requirements, otherwise the behavior of the MOVPRFX and this instruction is unpredictable:

- The MOVPRFX instruction must be unpredicated.
- The MOVPRFX instruction must specify the same destination register as this instruction.
- The destination register must not refer to architectural register state referenced by any other source operand register of this instruction.

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Internal version only: isa v33.64, AdvSIMD v29.12, pseudocode
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