<u>Base</u>	SIMD&FP	<u>SVE</u>	<u>SME</u>	Index by
<u>Instructions</u>	<u>Instructions</u>	<u>Instructions</u>	<u>Instructions</u>	<b>Encoding</b>

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## **LDAXRB**

Load-Acquire Exclusive Register Byte derives an address from a base register value, loads a byte from memory, zero-extends it and writes it to a register. The memory access is atomic. The PE marks the physical address being accessed as an exclusive access. This exclusive access mark is checked by Store Exclusive instructions. See *Synchronization and semaphores*. The instruction also has memory ordering semantics as described in *Load-Acquire*, *Store-Release*. For information about memory accesses, see *Load/Store addressing modes*.

```
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 0 1 0 0 0 0 1 0 (1)(1)(1)(1)(1)(1)(1)(1)(1)(1)(1)(1)(1)

size

L

Rs

00

Rt2
```

```
LDAXRB <Wt>, [<Xn | SP>{,#0}]

integer n = UInt(Rn);
integer t = UInt(Rt);

boolean tagchecked = n != 31;
```

## **Assembler Symbols**

<Wt> Is the 32-bit name of the general-purpose register to be

transferred, encoded in the "Rt" field.

<Xn|SP> Is the 64-bit name of the general-purpose base register or

stack pointer, encoded in the "Rn" field.

## **Operation**

```
AArch64.SetExclusiveMonitors (address, 1);
```

```
data = Mem[address, 1, accdesc];
X[t, 32] = ZeroExtend(data, 32);
```

## **Operational information**

If PSTATE.DIT is 1, the timing of this instruction is insensitive to the value of the data being loaded or stored.

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

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