<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>	Encoding

Pseu

LDLAR

Load LOAcquire Register loads a 32-bit word or 64-bit doubleword from memory, and writes it to a register. The instruction also has memory ordering semantics as described in *Load LOAcquire*, *Store LORelease*. For information about memory accesses, see *Load/Store addressing modes*.

Note

For this instruction, if the destination is WZR/XZR, it is impossible for software to observe the presence of the acquire semantic other than its effect on the arrival at endpoints.

No offset (FEAT LOR)

```
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

1 x 0 0 1 0 0 0 1 1 0 (1)(1)(1)(1)(1)(1)(1)(1)(1)(1)(1)(1)(1)

size

L

Rs

00

Rt2
```

32-bit (size == 10)

```
LDLAR \langle Wt \rangle, [\langle Xn \mid SP \rangle \{, \#0\}]
```

64-bit (size == 11)

```
LDLAR <Xt>, [<Xn | SP>{,#0}]

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

constant integer elsize = 8 << UInt(size);
constant integer regsize = if elsize == 64 then 64 else 32;
boolean tagchecked = n != 31;</pre>
```

Assembler Symbols

<wt></wt>	Is the 32-bit name of the general-purpose register to be transferred, encoded in the "Rt" field.
<xt></xt>	Is the 64-bit name of the general-purpose register to be transferred, encoded in the "Rt" field.
<xn sp></xn sp>	Is the 64-bit name of the general-purpose base register or stack pointer, encoded in the "Rn" field.

Operation

```
bits(64) address;
bits(elsize) data;
constant integer dbytes = elsize DIV 8;

AccessDescriptor accdesc;
accdesc = CreateAccDescLOR(MemOp_LOAD, tagchecked);
if n == 31 then
    CheckSPAlignment();
    address = SP[];
else
    address = X[n, 64];

data = Mem[address, dbytes, accdesc];
X[t, regsize] = ZeroExtend(data, regsize);
```

Operational information

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

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