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<u>Base</u>	SIMD&FP	<u>SVE</u>	<u>SME</u>	Index by
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### STADDH, STADDLH

Atomic add on halfword in memory, without return, atomically loads a 16-bit halfword from memory, adds the value held in a register to it, and stores the result back to memory.

- STADDH does not have release semantics.
- STADDLH stores to memory with release semantics, as described in *Load-Acquire*, *Store-Release*.

For information about memory accesses, see *Load/Store addressing modes*.

This is an alias of <u>LDADDH</u>, <u>LDADDAH</u>, <u>LDADDALH</u>, <u>LDADDLH</u>. This means:

- The encodings in this description are named to match the encodings of LDADDH, LDADDAH, LDADDALH, LDADDLH.
- The description of <u>LDADDH</u>, <u>LDADDAH</u>, <u>LDADDALH</u>, <u>LDADDLH</u> gives the operational pseudocode, any constrained unpredictable behavior, and any operational information for this instruction.

# Integer (FEAT LSE)

31 30 29	28 27 26 2	25 24 23 22 21 :	20 19 18 17 16 15	5 14 13 12 11 10 9	8 7 6 5	4 3 2 1 0
0 1 1	1 1 0	0 0 0 R 1	Rs 0	0 0 0 0 0	Rn	1 1 1 1 1
size		Α	•	орс		Rt

# No memory ordering (R == 0)

```
STADDH <Ws>, [<Xn | SP>]

is equivalent to

LDADDH <Ws>, WZR, [<Xn | SP>]

and is always the preferred disassembly.
```

#### Release (R == 1)

```
STADDLH <Ws>, [<Xn | SP>]

is equivalent to

LDADDLH <Ws>, WZR, [<Xn | SP>]

and is always the preferred disassembly.
```

## **Assembler Symbols**

<Ws> Is the 32-bit name of the general-purpose register holding

the data value to be operated on with the contents of the

memory location, encoded in the "Rs" field.

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

stack pointer, encoded in the "Rn" field.

### **Operation**

The description of <u>LDADDH</u>, <u>LDADDAH</u>, <u>LDADDALH</u>, <u>LDADDLH</u> gives the operational pseudocode for this instruction.

# **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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