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Encoding	Pseud

STNT1B (scalar plus immediate, consecutive registers)

SIMD&FP

Instructions

Contiguous store non-temporal of bytes from multiple consecutive vectors (immediate index)

SVE

Instructions

SME

Instructions

Contiguous store non-temporal of bytes from elements of two or four consecutive vector registers to the memory address generated by a 64-bit scalar base and immediate index which is multiplied by the vector's inmemory size, irrespective of predication, and added to the base address. Inactive elements are not written to memory.

A non-temporal store is a hint to the system that this data is unlikely to be referenced again soon.

It has encodings from 2 classes: Two registers and Four registers

Two registers (FEAT SVE2p1)

Base

Instructions

```
3130292827262524232221201918171615 14 13 121110 9 8 7 6 5 4 3 2 1 0

1 0 1 0 0 0 0 0 1 1 0 imm4 0 0 0 PNg Rn Zt 1

msz<1>msz<0> N
```

```
STNT1B { <Zt1>.B-<Zt2>.B }, <PNg>, [<Xn | SP>{, #<imm>, MUL VL}]
```

```
if ! HaveSME2() && ! HaveSVE2p1() then UNDEFINED;
integer n = UInt(Rn);
integer g = UInt('1':PNg);
constant integer nreg = 2;
integer t = UInt(Zt:'0');
constant integer esize = 8;
integer offset = SInt(imm4);
```

Four registers (FEAT_SVE2p1)

```
3130292827262524232221201918171615 14 13 121110 9 8 7 6 5 4 3 2 1 0

1 0 1 0 0 0 0 0 1 1 0 imm4 1 0 0 PNg Rn Zt 0 1

msz<1>msz<0> N
```

```
STNT1B { <Zt1>.B-<Zt4>.B }, <PNg>, [<Xn | SP>{, #<imm>, MUL VL}]
```

```
if !HaveSME2() && !HaveSVE2p1() then UNDEFINED;
integer n = UInt(Rn);
integer g = UInt('1':PNg);
constant integer nreg = 4;
integer t = UInt(Zt:'00');
constant integer esize = 8;
integer offset = SInt(imm4);
```

Assembler Symbols

<Zt1> For the two registers variant: is the name of the first scalable vector register to be transferred, encoded as "Zt" times 2.

For the four registers variant: is the name of the first scalable vector register to be transferred, encoded as "Zt" times 4.

<Zt4> Is the name of the fourth scalable vector register to be transferred, encoded as "Zt" times 4 plus 3.

<Zt2> Is the name of the second scalable vector register to be transferred, encoded as "Zt" times 2 plus 1.

<PNg> Is the name of the governing scalable predicate register PN8-PN15, with predicate-as-counter encoding, encoded in the "PNg" field.

<Xn|SP> Is the 64-bit name of the general-purpose base register or stack pointer, encoded in the "Rn" field.

For the two registers variant: is the optional signed immediate vector offset, a multiple of 2 in the range -16 to 14, defaulting to 0, encoded in the "imm4" field.

For the four registers variant: is the optional signed immediate vector offset, a multiple of 4 in the range -32 to 28, defaulting to 0, encoded in the "imm4" field.

Operation

```
if <a href="https://example.com/html/>
HaveSVE2p1">HaveSVE2p1</a>() then <a href="https://example.com/html/>
CheckSVEEnabled">CheckSVEEnabled</a>(); else <a href="https://example.com/html/>
CheckSVEEnabled</a>();
constant integer VL = CurrentVL;
constant integer PL = VL DIV 8;
constant integer elements = VL DIV esize;
constant integer mbytes = esize DIV 8;
bits(64) base;
bits(VL) src;
bits(PL) pred = P[g, PL];
bits(PL * nreg) mask = CounterToPredicate(pred<15:0>, PL * nreg);
boolean contiguous = TRUE;
boolean nontemporal = TRUE;
boolean tagchecked = n != 31;
<u>AccessDescriptor</u> accdesc = <u>CreateAccDescSVE</u>(<u>MemOp_STORE</u>, nontemporal, o
if !<u>AnyActiveElement</u>(mask, esize) then
     if n == 31 && ConstrainUnpredictableBool (Unpredictable CHECKSPNONEA
          CheckSPAlignment();
else
     if n == 31 then <a href="CheckSPAlignment">CheckSPAlignment</a>();
     base = if n == 31 then SP[] else X[n, 64];
for r = 0 to nreg-1
     src = \underline{Z}[t+r, VL];
```

for e = 0 to elements-1

Operational information

If PSTATE.DIT is 1, the timing of this instruction is insensitive to the value of the data being loaded or stored when its governing predicate register contains the same value for each execution.

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Internal version only: isa v33.64, AdvSIMD v29.12, pseudocode no diffs 2023 09 RC2, sve v2023-06 rel ; Build timestamp: 2023-09-18T17:56

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Sh Pseu