Introduction to SVE2

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Release information

Document history

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<tr>
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<th>Date</th>
<th>Confidentiality</th>
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<td>00</td>
<td>11 December 2020</td>
<td>Non-Confidential</td>
<td>First release.</td>
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Introduction to SVE2

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Progressive terminology commitment

Arm values inclusive communities. Arm recognizes that we and our industry have used terms that can be offensive. Arm strives to lead the industry and create change.

We believe that this document contains no offensive terms. If you find offensive terms in this document, please email terms@arm.com.
Contents

1 Introduction ............................................................................................................................................................... 6
  1.1 Product revision status .............................................................................................................................................. 6
  1.2 Intended audience ........................................................................................................................................................ 6
  1.3 Conventions .................................................................................................................................................................... 6
    1.3.1 Glossary ........................................................................................................................................................................ 6
    1.3.2 Typographical conventions ................................................................................................................................... 7
  1.4 Feedback .......................................................................................................................................................................... 8
    1.4.1 Feedback on this product ...................................................................................................................................... 8
    1.4.2 Feedback on content ............................................................................................................................................... 8

2 Overview ..................................................................................................................................................................... 9
  2.1 Before you begin ........................................................................................................................................................ 10

3 Introducing SVE2 ................................................................................................................................................... 11

4 SVE2 architecture fundamentals ..................................................................................................................... 13
  4.1 Scalable vector registers $z0$-$z31$ ............................................................................................................................. 13
  4.2 Scalable predicate registers $P0$-$P15$ ........................................................................................................................ 14
  4.3 Scalable vector system control registers $ZCR_Elx$ ................................................................................................. 14
  4.4 SVE2 assembly syntax ............................................................................................................................................. 15
  4.5 SVE2 architecture features ................................................................................................................................... 15

5 New features in SVE2 .......................................................................................................................................... 18

6 Program with SVE2 ............................................................................................................................................... 20
  6.1 Software and libraries support ............................................................................................................................. 20
  6.2 How to program for SVE2 ...................................................................................................................................... 20
  6.3 How to run an SVE and SVE2 application: Hardware and model ........................................................................... 22

7 Check your knowledge ........................................................................................................................................ 23

8 Related information ............................................................................................................................................. 24

Appendix A Revisions .............................................................................................................................................. 25
1 Introduction

1.1 Product revision status

The rXpY identifier indicates the revision status of the product described in this book, for example, r1p2, where:

rx

Identifies the major revision of the product, for example, r1.

Py

Identifies the minor revision or modification status of the product, for example, p2.

1.2 Intended audience

This guide is intended for developers who want to learn about the Scalable Vector Extension version two (SVE2).

1.3 Conventions

The following subsections describe conventions used in Arm documents.

1.3.1 Glossary

The Arm Glossary is a list of terms used in Arm documentation, together with definitions for those terms. The Arm Glossary does not contain terms that are industry standard unless the Arm meaning differs from the generally accepted meaning.

See the Arm Glossary for more information: https://developer.arm.com/glossary.
### 1.3.2 Typographical conventions

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<thead>
<tr>
<th>Convention</th>
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</tr>
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<tbody>
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<td>italic</td>
<td>Introduces citations.</td>
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<tr>
<td><strong>bold</strong></td>
<td>Highlights interface elements, such as menu names. Denotes signal names. Also used for terms in descriptive lists, where appropriate.</td>
</tr>
<tr>
<td>monospace</td>
<td>Denotes text that you can enter at the keyboard, such as commands, file and program names, and source code.</td>
</tr>
<tr>
<td>monospace <strong>bold</strong></td>
<td>Denotes language keywords when used outside example code.</td>
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<tr>
<td>monospace <strong>underline</strong></td>
<td>Denotes a permitted abbreviation for a command or option. You can enter the underlined text instead of the full command or option name.</td>
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</table>
| <and>               | Encloses replaceable terms for assembler syntax where they appear in code or code fragments.  
                      | For example: MRC p15, 0, `<Rd>`, `<CRn>`, `<CRm>`, `<Opcode_2>`        |
| **SMALL CAPITALS**  | Used in body text for a few terms that have specific technical meanings, that are defined in the Arm® Glossary. For example, IMPLEMENTATION DEFINED, IMPLEMENTATION SPECIFIC, UNKNOWN, and UNPREDICTABLE. |
| ![Caution]          | This represents a recommendation which, if not followed, might lead to system failure or damage. |
| ![Warning]          | This represents a requirement for the system that, if not followed, might result in system failure or damage. |
| ![Danger]           | This represents a requirement for the system that, if not followed, will result in system failure or damage. |
| ![Note]            | This represents an important piece of information that needs your attention. |
| ![Tip]             | This represents a useful tip that might make it easier, better or faster to perform a task. |
| ![Remember]        | This is a reminder of something important that relates to the information you are reading. |
1.4 Feedback

Arm welcomes feedback on this product and its documentation.

1.4.1 Feedback on this product

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- The product name.
- The product revision or version.
- An explanation with as much information as you can provide. Include symptoms and diagnostic procedures if appropriate.

1.4.2 Feedback on content

If you have comments on content, send an email to errata@arm.com and give:

- The title Introduction to SVE2.
- The number 102340_0001.
- If applicable, the page number(s) to which your comments refer.
- A concise explanation of your comments.

Arm also welcomes general suggestions for additions and improvements.

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2 Overview

This guide is a short introduction to version two of the Scalable Vector Extension (SVE2) for the Arm AArch64 architecture. In this guide, you can learn about the concept and main features of SVE2, the application domains of SVE2, and how SVE2 compares to SVE and to Neon. We also describe how to develop a program for an SVE2-enabled target.
2.1 Before you begin

This article assumes you are already familiar with the following concepts:

- Single Instruction Multi Data (SIMD)
- Neon
- Scalable Vector Extension (SVE)

If you are not familiar with these concepts, read:

- Introducing Neon for Armv8-A
- What is the Scalable Vector Extension (SVE)
- SVE and Neon coding compared
3 Introducing SVE2

This section introduces the Scalable Vector Extension version two (SVE2) of the Arm AArch64 architecture.

Following the development of the Neon architecture extension, which has a fixed 128-bit vector length for the instruction set, Arm designed the Scalable Vector Extension (SVE). SVE is a new Single Instruction Multiple Data (SIMD) instruction set that is used as an extension to AArch64, to allow for flexible vector length implementations. SVE improves the suitability of the architecture for High Performance Computing (HPC) applications, which require very large quantities of data processing.

SVE2 is a superset of SVE and Neon. SVE2 allows for more function domains in data-level parallelism. SVE2 inherits the concept, vector registers, and operation principles of SVE. SVE and SVE2 define 32 scalable vector registers. Silicon partners can choose a suitable vector length design implementation for hardware that varies between 128 bits and 2048 bits, at 128-bit increments. The advantage of SVE and SVE2 is that only one vector instruction set uses the scalable variables.

The SVE design concept enables developers to write and build software once, then run the same binaries on different AArch64 hardware with various SVE vector length implementations. The portability of the binaries means that developers do not have to know the vector length implementation for their system. Removing the requirement to rebuild binaries allows software to be ported more easily. In addition to the scalable vectors, SVE and SVE2 include:

- Per-lane predication
- Gather-load and scatter-store
- Speculative vectorization

These features help vectorize and optimize loops when you process large datasets.

The main difference between SVE2 and SVE is the functional coverage of the instruction set. SVE was designed for HPC and ML applications. SVE2 extends the SVE instruction set to enable data-processing domains beyond HPC and ML. The SVE2 instruction set can also accelerate the common algorithms that are used in the following applications:

- Computer vision
- Multimedia
- Long-Term Evolution (LTE) baseband processing
- Genomics
- In-memory database
- Web serving
- General-purpose software

To help compilers vectorize more effectively for these domains, SVE2 adds a vector-width-agnostic version of the Neon instructions in most of the fixed-point Digital Signal Processing (DSP) and media processing functionality.
SVE and SVE2 both enable the collection and processing of a large amount of data.

SVE and SVE2 are not an extension of the Neon instruction set. Instead, SVE and SVE2 are redesigned for better data parallelism than Neon provides. However, the hardware logic of SVE and SVE2 overlays the Neon hardware implementation. When a microarchitecture supports SVE or SVE2, it also supports Neon. To use SVE and SVE2, software that runs on that microarchitecture must first use Neon.

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An SVE2 architecture overview is available to next generation architecture licensees, but is not publicly available yet.
4 SVE2 architecture fundamentals

This section introduces the basic architecture features that SVE and SVE2 share.

Like SVE, SVE2 is based on the scalable vectors. In addition to the existing register banks that Neon provides, SVE and SVE2 adds the following registers:

- 32 scalable vector registers, Z0–Z31
- 16 scalable predicate registers, P0–P15
  - One First Fault predicate Register (FFR)
- Scalable vector system control registers ZCR_Elx

Let’s look at each of these in turn.

4.1 Scalable vector registers Z0–Z31

Each of the scalable vector registers, Z0–Z31, can be 128-2048 bits, with 128 bits increments. The bottom 128 bits are shared with the fixed 128-bit long V0–V31 vectors of Neon.

The figure below shows the scalable vector registers Z0–Z31:

![Figure 1 Scalable vector registers Z0–Z31](image)

The scalable vectors can:

- Hold 64, 32, 16, and 8-bit elements
- Support integer, double-precision, single-precision, and half-precision floating-point elements
- Be configured with the vector length in each Exception level (EL)
4.2 Scalable predicate registers $P_0$–$P_{15}$

The figure below shows the scalable predicate registers $P_0$–$P_{15}$:

![Figure 2 Scalable predicate registers $P_0$–$P_{15}$](image)

The predicate registers are usually used as bit masks for data operations, where:

- Each predicate register is $1/8$ of the $Zx$ length.
- $P_0$–$P_7$ are governing predicates for load, store, and arithmetic.
- $P_8$–$P_{15}$ are extra predicates for loop management.
- First Fault Register (FFR) is for Speculative memory accesses.

If the predicate registers are not used as bit masks, they are used as operands.

4.3 Scalable vector system control registers $ZCR_{E1x}$

The figure below shows the scalable vector system control registers $ZCR_{E1x}$:

![Figure 3 Scalable vector system control registers $ZCR_{E1x}$](image)

The scalable vector system control registers indicate the SVE implementation features:

- The $ZCR_{E1x}.LEN$ field is for the vector length of the current and lower exception levels.
- Most bits are currently reserved for future use.

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4.4 SVE2 assembly syntax

SVE2 follows the same assembly syntax format that SVE follows. The following instruction examples show this format.

Example 1:

```
LDFF1D {<Zt>.A}, <Pg>/Z, [<Xn|SP>, <Zm>.A, LSL #3]
```

Where:

- `<Zt>` are the vectors, Z0 to Z31
- A, vector and predicate registers have known element type but unknown element numbers
- `<Pg>` are the predicates, P0 to P15
- Z is the zeroing predication
- `<Zm>` is gather-scatter or vector addressing

Example 2:

```
ADD <Zdn>.T, <Pg>/M, <Zdn>.T, <Zm>.T
```

Where:

- M is the merging predication

Example 3

```
```

Where:

- S is a new interpretation of predicate condition flags NZCV
- Pg, a predicate, is a “bit mask”.

4.5 SVE2 architecture features

SVE2 inherits the following important SVE architecture features:

- Gather-load and scatter-store

The flexible address mode in SVE allows vector base address or vector offset, which enables loading to a single vector register from non-contiguous memory locations. For example:
Per-lane predication

To allow flexible operations on selected elements, SVE and SVE2 introduce 16 governing predicate registers, $P0$–$P15$, to indicate the valid operation on active lanes of the vectors. For example:

\[
\text{ADD } Z0.D, P0/M, Z1.D, Z2.D \] // Add the active elements $Z1$ and $Z2$ and put the result in $Z0$. $P0$ indicates which elements of the operands are active and inactive. ‘$M$’ after $P0$ indicates that the inactive element will be merged, meaning $Z0$ inactive element will remain its original value before the ADD operation. If it was ‘$Z$’ after $P0$, then it would mean that inactive element will be zeroed in the destination vector register.

Predicate-driven loop control and management

Predicate-driven loop control and management is an efficient loop control feature. This feature allows loop heads and tails overhead, caused by the processing of partial vectors, to be removed by registering the active and inactive elements index in the predicate registers. This means that, in the next loop, only the active elements do the expected options. For example:

\[
\text{WHILEL0 } P0.S, x8, x9 \] // Generate a predicate in $P0$ that starting from the lowest numbered element is true while the incrementing value of the first, unsigned scalar $X8$ operand is lower than the second scalar operand $X9$ and false thereafter, up to the highest numbered element.

Vector partitioning for software-managed speculation

SVE improved the Neon vectorization restrictions on Speculative load. SVE introduces the first-fault vector load instructions, for example $LDRFF$, and the First-Fault predicate Registers (FFRs) to allow vector accesses to cross into invalid pages. For example:

\[
\text{LDFF1D } Z0.D, P0/Z, [Z1.D, #0] \] // Gather load with first-faulting behaviour of doublewords to active elements of $Z0$ from memory addresses generated by the vector base $Z1$ plus 0. Inactive elements will not read Device memory or signal faults and are set to zero in the destination vector. Successful load to the valid memory will set true to the first-fault register (FFR), and the first-faulting load will set false to the according element and the rest elements in FFR.

\[
\text{RDFFR } P0.B \] // Read the first-fault register (FFR) and place in the destination predicate without predication.

Extended floating-point and bitwise horizontal reductions

SVE enhances floating-point and bitwise horizontal reduction operations. Examples of these operations include in-order or tree-based floating-point sum. These operations trade off repeatability and performance. Here is some example code:

\[
\text{FADDP } Z0.S, P0/M, Z1.S, Z2.S \] // Add pairs of adjacent floating-point elements within each source vector $Z1$ and $Z2$, and interleave the results from corresponding
lanes. The interleaved result values are destructively placed in the first source vector Z0.
5 New features in SVE2

This section introduces the new features that SVE2 adds to the Arm AArch64 architecture.

To achieve scalable performance, SVE2 builds on the foundations of SVE, allowing vector implementation up to 2048 bits.

In SVE2, many instructions are added that replicate existing instructions in Neon, including:

- Transformed Neon fixed-point operations, for example, Signed absolute difference and accumulate (SAB) and Signed halving addition (SHADD).
- Transformed Neon widen, narrow, and pairwise operations, for example, Unsigned add long – bottom (UADDLB) and Unsigned add long – top (UADDLT).

There are changes in the element processing orders. SVE2 processes on interleaving even and odd elements, and Neon processed on low and high half elements for narrow or wider operations.

The following diagram illustrates the difference between the Neon and SVE2 processes:

![Figure 4 Transformed Neon widen, narrow & pairwise operations](image)

- Fixed-point complex arithmetic, for example Complex integer multiply-add with rotate (CMLA).
- Multi-precision arithmetic for large integer arithmetic and cryptography, for example, Add with carry long – bottom (ADCLB), Add carry long – top (ADCLT), and SM4 encryption and decryption (SM4E).

For backwards compatibility, Neon and VFP are required in the latest architectures. Although SVE2 includes some of the functions of SVE and Neon, SVE2 does not exclude the Neon presence on the chip.
SVE2 enables optimizations for emerging applications beyond the HPC market, for example, in Machine Learning (ML) (UDOT instruction), Computer Vision (TBL and TBX instructions), baseband networking (CADD and CMLA instructions), genomics (BDEP and BEXT instructions), and server (MATCH and NMATCH instructions).

SVE2 enhances the overall performance of the large volume of data operations of a general-purpose processor, without requiring other off-chip accelerators.
6 Program with SVE2

This section describes the software tools and libraries that support SVE2 application development. This section also describes how to develop your application for an SVE2-enabled target, run it on SVE2-enabled hardware, and emulate your application on any Armv8-A hardware.

6.1 Software and libraries support

To build an SVE or SVE2 application, you must choose a compiler that supports SVE and SVE2 features. GNU tools versions 8.0+ support SVE. Arm Compiler for Linux versions 18.0+ support SVE. Versions 20.0+ support SVE and SVE2. Both compilers support optimizing C/C++/Fortran code.

Arm Performance Libraries are highly optimized for math routines, and can be linked to your application. Arm Performance Libraries versions 19.3+ support math libraries for SVE.

Arm Compiler for Linux, which is part of Arm Allinea Studio, consists of the Arm C/C++ Compiler, Arm Fortran Compiler, and Arm Performance Libraries.

6.2 How to program for SVE2

There are a few ways to write or generate SVE and SVE2 code. In this section of the guide, we explore some of them.

To write or generate SVE and SVE2 code, you can write assembly with SVE and SVE2 instructions, or use intrinsics in C/C++/Fortran applications. You can let compilers auto-vectorize your code, and use the SVE-optimized libraries. Let’s look at each option.

- Write assembly code: You can write assembly files using SVE instructions, or use inline assembly in GNU style. For example:

```assembly
.globl subtract_arrays         // -- Begin function
.p2align 2
.type subtract_arrays,@function
subtract_arrays:               // @subtract_arrays
.cfi_startproc
// %bb.0:
  orr   w9, wzr, #0x400
  mov   x8, xzr
  whilelo p0.s, xzr, x9
.LBB0_1:                       // =>This Inner Loop Header: Depth=1
  ld1w   { z0.s }, p0/z, [x1, x8, lsl #2]
  ld1w   { z1.s }, p0/z, [x2, x8, lsl #2]
  sub    z0.s, z0.s, z1.s
  st1w   { z0.s }, p0, [x0, x8, lsl #2]
  incw   x8
  whilelo p0.s, x8, x9
  b.mi   .LBB0_1
// %bb.2:
  ret
```

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To program in assembly, you must know the Application Binary Interface (ABI) standard updates for SVE and SVE2. The Procedure Call Standard for Arm Architecture (AAPCS) specifies the data types and register allocations and is most relevant to programming in assembly. The AAPCS requires that:

- Z0–Z7, P0–P3 are used for parameter and results passing.
- Z8–Z15, P4–P15 are callee-saved registers.
- Z16–Z31 are the corruptible registers.

- Use instruction functions: You can call instruction functions directly in high-level languages like C, C++, or Fortran that match corresponding SVE instructions. These instruction functions, which are sometimes referred to as intrinsics, are detailed in the ACLE (Arm C Language Extension) for SVE. Intrinsics are functions that match to corresponding instructions, so that programmers can directly call them in high-level languages like C, C++, or Fortran. The instruction functions are inserted with specific instructions after compilation. The ACLE for SVE document also includes the full list of instruction functions for SVE2 that programmers can use.

For example, use the following code:

```c
#include <arm_sve.h>
svuint64_t uaddlb_array(svuint32_t Zs1, svuint32_t Zs2)
{
    // widening add of even elements
    svuint64_t result = svaddlb(Zs1, Zs2);
    return result;
}
```

Compile the code using Arm C/C++ Compiler, as you can see here:

```
armclang -O3 -S -march=armv8-a+sve2 -o intrinsic_example.s intrinsic_example.c
```

This generates the assembly code, as you can see here:

```
//uaddlb_array:                           // @uaddlb_array
   .cfi_startproc
   // %bb.0:
   uaddlb  z0.d, z0.s, z1.s
   ret
```

This example uses Arm Compiler for Linux 20.0.
• Auto-vectorization: C/C++/Fortran compilers, for example Arm Compiler for Linux and GNU compilers for Arm platforms, generate the SVE and SVE2 code from C/C++/Fortran loops. To generate SVE or SVE2 code, select the appropriate compiler options for the SVE or SVE2 features. For example, with `armclang`, one option that enables SVE2 optimizations is `-march=armv8-a+sve2`. Combine `-march=armv8-a+sve2` with `-armpl=sve` if you want to use the SVE version of the libraries.

• Use libraries that are optimized for SVE and SVE2: There are already highly optimized libraries with SVE available, for example Arm Performance Libraries and Arm Compute Libraries. Arm Performance Libraries contain the highly optimized implementations for BLAS, LAPACK, FFT, sparse linear algebra, and libamath optimized mathematical functions. You must install Arm Allinea Studio and include `armpl.h` in your code to be able to link any of the ArmPL functions. To build the application with ArmPL using Arm Compiler for Linux, you must specify `-armpl=<arg>` on the command line. If you use the GNU tools, you must include the ArmPL installation path on command line, and specify the GNU equivalent to the Arm Compiler for Linux `-armpl=<arg>` option.

6.3 How to run an SVE and SVE2 application: Hardware and model

If you do not have access to SVE hardware, you can use models and emulators to develop your code. There are a few models and emulators to choose from:

• QEMU: Cross and native models, supporting modeling on Arm AArch64 platforms with SVE
• Fast Models: Cross platform models, supporting modeling on Arm AArch64 platforms with SVE. Architecture Envelope Model (AEM) with SVE2 support is available for lead partners.
• Arm Instruction Emulator (ArmIE): Runs directly on Arm platforms. Supports SVE, and supports SVE2 from version 19.2+. 
7 Check your knowledge

• Which features did SVE2 inherit from SVE?

SVE2 inherits the fundamental architecture features of SVE, including the vectors, system control registers, and instructions.

• What are the vectors for SVE2?

SVE2 uses the same SVE Z0–Z31 vectors, P0–P15 predicate registers, and FFR predicate register that SVE uses.

• How many bits can SVE2 vectors have?

Z0–Z31 can be implemented from 128 bits up to 2048 bits, with 128 increment.

• What features does SVE2 enable, in addition to those added by SVE?

SVE was designed for HPC. SVE2 extends the SVE instruction set to address the requirements in application areas like general-purpose software, web-serving server, computer vision, multimedia, LTE baseband process, genomics, and in-memory databases.

• What are the advantages of SVE2 compared to a traditional SIMD instruction set, for example Neon?

The advantages of SVE2, compared to Neon, include:
  o SVE2 programs can be built once and run on hardware with various vector lengths.
  o SVE2 has more vectorization flexibility.
  o SVE2 extends the instruction set enabling more application areas.
8 Related information

Here are some resources related to material in this guide:

- **Arm architecture exploration tools**
- **Arm Architecture Reference Manual Supplement – The Scalable Vector Extension (SVE) for Armv8-A**
- **Arm Community** – Ask development questions, and find articles and blogs on specific topics from Arm experts.
- **Arm Instruction Emulator (ArmIE)**
- **Arm SVE intrinsics**
- **ACLE (Arm C Language Extensions (ACLE) for SVE (and SVE2)**
- **Fast Models**
- **Introduction to Scalable Vector Extension (SVE)**
- **Neon resources**
- **QEMU**
- **Server and HPC software tooling documentation**
- **SVE and SVE2 instruction information:** [Arm® A64 Instruction Set Architecture: Future Architecture Technologies in the A architecture profile](#)
- **SVE Supplement to Armv8-A ARM:** [ARM Architecture Reference Manual Supplement –The Scalable Vector Extension (SVE) for Armv8-A](#)
- **The Procedure Call Standard for Arm Architecture (AAPCS)**
- **Learn more about porting your code to Arm, or Arm SVE-enabled, hardware in the HPC application porting guides:**
  - Porting and Optimizing HPC Applications for Arm SVE
  - Porting and Optimizing HPC Applications for Arm
Appendix A Revisions

This appendix describes the technical changes between released issues of this document.

Table 0-1 Issue 00

<table>
<thead>
<tr>
<th>Change</th>
<th>Location</th>
<th>Affects</th>
</tr>
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<tbody>
<tr>
<td>First release</td>
<td>All</td>
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