

ARM[®] Cortex[®]-A5 NEON Media Processing Engine

Revision: r0p1

Technical Reference Manual

ARM[®]

ARM® Cortex®-A5 NEON Media Processing Engine

Technical Reference Manual

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Release Information

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Contents

ARM® Cortex®-A5 NEON Media Processing Engine Technical Reference Manual

Preface

<i>About this book</i>	6
<i>Feedback</i>	9

Chapter 1

Introduction

1.1 <i>About the Cortex-A5 NEON MPE</i>	1-11
1.2 <i>Applications</i>	1-12
1.3 <i>Product revisions</i>	1-13

Chapter 2

Programmers Model

2.1 <i>About the programmers model</i>	2-15
2.2 <i>Advanced SIMD and VFP register access</i>	2-17
2.3 <i>Register summary</i>	2-18
2.4 <i>Register descriptions</i>	2-19

Appendix A

Revisions

A.1 <i>Revisions</i>	Appx-A-26
----------------------------	-----------

Preface

This preface introduces the *ARM® Cortex®-A5 NEON Media Processing Engine Technical Reference Manual*.

It contains the following:

- *About this book* on page 6.
- *Feedback* on page 9.

About this book

This book is for the Cortex-A5 *Media Processing Engine* (MPE).

Product revision status

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

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

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

Intended audience

This book is written for system designers, system integrators, and verification engineers who are designing a *System-on-Chip* (SoC) device that uses the NEON MPE. The book describes the external functionality of the NEON MPE.

Using this book

This book is organized into the following chapters:

Chapter 1 Introduction

This chapter introduces the Cortex-A5 implementation of the ARM *Single Instruction Multiple Data* (SIMD) media processing architecture.

Chapter 2 Programmers Model

This chapter describes the implementation-specific features of the Cortex-A5 NEON MPE that are useful to programmers.

Appendix A Revisions

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

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.

Typographic conventions

italic

Introduces special terminology, denotes cross-references, and citations.

bold

Highlights interface elements, such as menu names. Denotes signal names. Also used for terms in descriptive lists, where appropriate.

monospace

Denotes text that you can enter at the keyboard, such as commands, file and program names, and source code.

monospace

Denotes a permitted abbreviation for a command or option. You can enter the underlined text instead of the full command or option name.

monospace italic

Denotes arguments to monospace text where the argument is to be replaced by a specific value.

monospace bold

Denotes language keywords when used outside example code.

<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.

Timing diagrams

The following figure explains the components used in timing diagrams. Variations, when they occur, have clear labels. You must not assume any timing information that is not explicit in the diagrams.

Shaded bus and signal areas are undefined, so the bus or signal can assume any value within the shaded area at that time. The actual level is unimportant and does not affect normal operation.

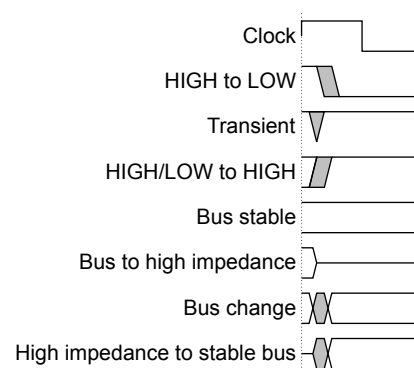


Figure 1 Key to timing diagram conventions

Signals

The signal conventions are:

Signal level

The level of an asserted signal depends on whether the signal is active-HIGH or active-LOW.

Asserted means:

- HIGH for active-HIGH signals.
- LOW for active-LOW signals.

Lower-case n

At the start or end of a signal name denotes an active-LOW signal.

Additional reading

This book contains information that is specific to this product. See the following documents for other relevant information.

ARM publications

- *Cortex[®]-A5 Technical Reference Manual* (ARM DDI 0433)
- *Cortex[®]-A5 MPCore Technical Reference Manual* (ARM DDI 0434)
- *Cortex[®]-A5 Supplementary Datasheet* (ARM DDI 0448)
- *ARM[®] Cortex[®]-A5 Floating-Point Unit Technical Reference Manual* (ARM 100302)
- *Cortex[®]-A5 Configuration and Sign-Off Guide* (ARM DII 0210)
- *ARM[®] Cortex[®]-A5 Integration Manual* (ARM 100312)
- *ARM[®] Architecture Reference Manual, ARMv7-A and ARMv7-R edition* (ARM DDI 0406)
- *CoreSight[™] ETM-A5 Technical Reference Manual* (ARM DDI 0435)
- *CoreSight[™] ETM-A5 Configuration and Sign-Off Guide* (ARM DII 0212)
- *CoreSight[™] ETM-A5 Integration Manual* (ARM DIT 0002)
- *CoreSight[™] Design Kit for Cortex[®]-A5 Integration Manual* (ARM DIT 0003)
- *CoreSight[™] Embedded Trace Macrocell v3.5 Architecture Specification* (ARM IHI 0014)
- *PrimeCell Level 2 Cache Controller (PL310) Technical Reference Manual* (ARM DDI 0246)
- *AMBA[®] AXI Protocol v1.0 Specification* (ARM IHI 0022)
- *ARM[®] Generic Interrupt Controller Architecture Specification* (ARM IHI 0048)
- *RealView ICE User Guide* (ARM DUI 0155)
- *Intelligent Energy Controller Technical Overview* (ARM DTO 0005)
- *CoreSight[™] Architecture Specification* (ARM IHI 0029)
- *CoreSight[™] Technology System Design Guide* (ARM DGI 0012)
- *Cortex[®]-A5 NEON MPE Release Note* (AT552-DC-06003).

Other publications

- ANSI/IEEE Std 754-2008, IEEE Standard for Floating-Point Arithmetic.

Feedback

Feedback on this product

If you have any comments or suggestions about this product, contact your supplier and give:

- 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.

Feedback on content

If you have comments on content then send an e-mail to errata@arm.com. Give:

- The title.
- The number ARM 100304_0001_00_en.
- The page number(s) to which your comments refer.
- A concise explanation of your comments.

ARM also welcomes general suggestions for additions and improvements.

————— **Note** —————

ARM tests the PDF only in Adobe Acrobat and Acrobat Reader, and cannot guarantee the quality of the represented document when used with any other PDF reader.

Chapter 1

Introduction

This chapter introduces the Cortex-A5 implementation of the ARM *Single Instruction Multiple Data* (SIMD) media processing architecture.

It contains the following sections:

- *1.1 About the Cortex-A5 NEON MPE* on page 1-11.
- *1.2 Applications* on page 1-12.
- *1.3 Product revisions* on page 1-13.

1.1 About the Cortex-A5 NEON MPE

The Cortex-A5 NEON MPE extends the Cortex-A5 functionality to provide support for the ARM v7 Advanced SIMD v2 and *Vector Floating-Point v4* (VFPv4) instruction sets.

The NEON MPE supports all addressing modes and operations that are described in the *ARM® Architecture Reference Manual, ARMv7-A and ARMv7-R edition*.

The NEON MPE features are:

- SIMD and scalar single-precision floating-point computation.
- Scalar double-precision floating-point computation.
- SIMD and scalar half-precision floating-point conversion.
- SIMD 8, 16, 32, and 64-bit signed and unsigned integer computation.
- 8 or 16-bit polynomial computation for single-bit coefficients.
- Structured data load capabilities.
- Large, shared register file, addressable as:
 - Thirty-two 32-bit S (single) registers.
 - Thirty-two 64-bit D (double) registers.
 - Sixteen 128-bit Q (quad) registers See the *ARM Architecture Reference Manual ARMv7-A and ARMv7-R edition* for details of the extension register set.

The operations include:

- Addition and subtraction.
- Multiplication with optional accumulation.
- Maximum or minimum value driven lane selection operations.
- Inverse square-root approximation.
- Comprehensive data-structure load instructions, including register-bank-resident table lookup.

This section contains the following subsections:

- [1.1.1 VFPv4 architecture hardware support on page 1-11.](#)

1.1.1 VFPv4 architecture hardware support

The Cortex-A5 NEON MPE hardware supports single and double-precision add, subtract, multiply, divide, multiply and accumulate, fused multiply accumulate, and square root operations as described in the ARM VFPv4 architecture.

It provides conversions between 16-bit, 32-bit, and 64-bit floating-point formats and ARM integer word formats, with special operations to perform conversions in round-towards-zero mode for high-level language support.

All instructions are available in both the ARM and Thumb® instruction sets supported by the Cortex-A5 processor family.

ARMv7 deprecates the use of VFP vector mode. The Cortex-A5 NEON MPE hardware does not support VFP vector operations.

The Cortex-A5 NEON MPE provides high-speed VFP operation without support code. In this manual, the term vector refers to Advanced SIMD integer, polynomial and single-precision vector operations. The Cortex-A5 NEON MPE provides high speed VFP operation without support code. However, if an application requires VFP vector operation, then it must use support code. See the *ARM® Architecture Reference Manual, ARMv7-A and ARMv7-R edition* for information on VFP vector operation support.

————— **Note** —————

This manual gives information specific to the Cortex-A5 NEON MPE implementation of the ARM Advanced SIMD v2 and VFPv4 extensions. See the *ARM® Architecture Reference Manual ARMv7-A and ARMv7-R edition* for full instruction set and usage details.

1.2 Applications

The Cortex-A5 NEON MPE provides mixed-data type SIMD and high-performance scalar floating-point computation suitable for a wide spectrum of applications.

Example applications are:

- Personal digital assistants and smartphones for graphics, voice compression and decompression, user interfaces, Java interpretation, and *Just In Time* (JIT) compilation.
- Games machines for intensive three-dimensional graphics, digital audio and in-game physics effects such as gravity.
- Printers and *MultiFunction Peripheral* (MFP) controllers for high-definition color rendering.
- Set-top boxes for high-end digital audio and digital video, and interactive three-dimensional user interfaces.
- Automotive applications for engine management, power train computation, and in-car entertainment and navigation.

1.3 Product revisions

You can find information about the differences in functionality between product revisions.

r0p0

First release.

r0p0-r0p1

No functional changes.

r0p1-r0p1

Source content conversion to DITA. No technical changes.

Chapter 2

Programmers Model

This chapter describes the implementation-specific features of the Cortex-A5 NEON MPE that are useful to programmers.

It contains the following sections:

- [2.1 About the programmers model](#) on page 2-15.
- [2.2 Advanced SIMD and VFP register access](#) on page 2-17.
- [2.3 Register summary](#) on page 2-18.
- [2.4 Register descriptions](#) on page 2-19.

2.1 About the programmers model

The Cortex-A5 NEON MPE implementation of the VFPv4 floating-point architecture, with version 2 of the Common VFP subarchitecture supports the following functionality:

- All scalar operations are implemented entirely in hardware, with support for all combinations of rounding modes, flush-to-zero, and Default NaN modes.
- Vector operations are not supported. Any attempt to execute a vector operation results in a synchronous bounce, with the FPEXC.DEX bit set to 1.
- The Cortex-A5 NEON MPE never generates an asynchronous VFP exception.

In addition, it provides information on initializing the Cortex-A5 NEON MPE ready for application code execution.

Two access types are supported:

RW	Read and write.
RO	Read only.

This section contains the following subsections:

- [2.1.1 Advanced SIMD and VFP feature identification registers on page 2-15.](#)
- [2.1.2 Enabling Advanced SIMD and VFP support on page 2-15.](#)
- [2.1.3 Instructions for NEON MPE on page 2-16.](#)

2.1.1 Advanced SIMD and VFP feature identification registers

The Cortex-A5 NEON MPE implements the ARMv7 Advanced SIMD and VFP extensions.

Software can identify these extensions and the features they provide, using the feature identification registers. These extensions are in the coprocessor space for coprocessors CP10 and CP11. You can access the registers using the VMRS and VMSR instructions, for example:

```
VMRS <Rd>, FPSID ; Read Floating-Point System ID Register
VMRS <Rd>, MVFR1 ; Read Media and VFP Feature Register 1
VMSR FPSCR, <Rt> ; Write Floating-Point System Control Register
```

In addition, there are registers and coprocessor access control registers.

Related references

[2.2 Advanced SIMD and VFP register access on page 2-17.](#)

2.1.2 Enabling Advanced SIMD and VFP support

From reset, both the Advanced SIMD and VFP extensions are disabled. Any attempt to execute either an Advanced SIMD or VFP instruction results in an Undefined Instruction exception being taken.

To enable software to access Advanced SIMD and VFP features, ensure that:

- Access to CP10 and CP11 is enabled for the appropriate privilege level.
- If Non-secure access to the Advanced SIMD features or VFP features is required, the access flags for CP10 and CP11 in the NSACR must be set to 1.

In addition, software must set the FPEXC.EN bit to 1 to enable most Advanced SIMD and VFP operations.

When Advanced SIMD and VFP operations are disabled because FPEXC.EN is 0, all Advanced SIMD and VFP instructions are treated as undefined instructions except for execution of the following in privileged modes:

- A VMSR to the FPEXC or FPSID register
- A VMRS from the FPEXC, FPSID, MVFR0, or MVFR1 registers.

Related references

[2.2 Advanced SIMD and VFP register access on page 2-17.](#)

[2.4.5 Floating-point Exception Register on page 2-23.](#)

2.1.3 Instructions for NEON MPE

You can use the NEON MPE in two different states.

Using the NEON MPE in Secure state only

To use the NEON MPE in Secure state only, define the CPACR and FPEXC registers to enable the NEON MPE.

Procedure

1. Set the CPACR for access to CP10 and CP11 (the NEON MPE coprocessors), and clear the ASEDIS and D32DIS bits:

```
LDR r0, =(0xF << 20)
MCR p15, 0, r0, c1, c0, 2
```

2. Set the FPEXC.EN bit to enable the NEON MPE:

```
MOV r3, #0x40000000
VMSR FPEXC, r3
```

Using the NEON MPE in Secure state and Non-secure state

To use the NEON MPE in Secure state and Non-secure state, first define the NSACR and then define the CPACR and FPEXC registers to enable the NEON MPE.

Procedure

1. Set bits [11:10] of the NSACR for access to CP10 and CP11 from both Secure and Non-secure states, and clear the NSASEDIS and NSD32DIS bits:

```
MRC p15, 0, r0, c1, c1, 2
ORR r0, r0, #2_11<<10 ; enable neon
BIC r0, r0, #2_11<<14 ; clear nsasedis/nsd32dis
MCR p15, 0, r0, c1, c1, 2
```

2. Set the CPACR for access to CP10 and CP11, and clear the ASEDIS and D32DIS bits:

```
LDR r0, =(0xF << 20)
MCR p15, 0, r0, c1, c0, 2
```

3. Set the FPEXC.EN bit to enable the NEON MPE:

```
MOV r3, #0x40000000
VMSR FPEXC, r3
```

Note

Operation is UNPREDICTABLE if you configure the CPACR such that CP10 and CP11 do not have identical access permissions.

2.2 Advanced SIMD and VFP register access

System control coprocessor registers, which are accessed through CP15, determine access to Advanced SIMD and VFP registers.

- CRn is the register number within CP15.
- Op1 is the Opcode_1 value for the register.
- CRm is the operational register.
- Op2 is the Opcode_2 value for the register.

Table 2-1 Coprocessor Access Control registers

CRn	Op1	CRm	Op2	Name	Description
c1	0	c0	2	CPACR	See the <i>Cortex®-A5 Technical Reference Manual</i>
c1	0	c1	2	NSACR	See the <i>Cortex®-A5 Technical Reference Manual</i>

2.3 Register summary

All NEON MPE system registers are 32-bit wide. Reserved register addresses are UNPREDICTABLE.

The following table shows the Cortex-A5 NEON MPE system registers.

Table 2-2 Cortex-A5 FPU system registers

Name	Type	Reset	Description
FPSID	RO	0x41023051	2.4.1 Floating-point System ID Register on page 2-19
FPSCR	RW	0x00000000	2.4.2 Floating-point Status and Control Register on page 2-20
MVFR0	RO	0x10110222	2.4.3 Media and VFP Feature Register 0 on page 2-22
MVFR1	RO	0x11111111	2.4.4 Media and VFP Feature Register 1 on page 2-22
FPEXC	RW	0x00000000	2.4.5 Floating-point Exception Register on page 2-23

Note

The FPINST and FPINST2 registers are not implemented, and any attempt to access them is UNPREDICTABLE.

The following table shows the processor modes for accessing the Cortex-A5 NEON MPE system registers.

Table 2-3 Accessing Cortex-A5 NEON MPE system registers

Register	Privileged access		User access	
	FPEXC.EN=0	FPEXC.EN=1	FPEXC.EN=0	FPEXC.EN=1
FPSID	Permitted	Permitted	Not permitted	Not permitted
FPSCR	Not permitted	Permitted	Not permitted	Permitted
MVFR0, MVFR1	Permitted	Permitted	Not permitted	Not permitted
FPEXC	Permitted	Permitted	Not permitted	Not permitted

2.4 Register descriptions

This section describes the NEON MPE system registers.

This section contains the following subsections:

- [2.4.1 Floating-point System ID Register](#) on page 2-19.
- [2.4.2 Floating-point Status and Control Register](#) on page 2-20.
- [2.4.3 Media and VFP Feature Register 0](#) on page 2-22.
- [2.4.4 Media and VFP Feature Register 1](#) on page 2-22.
- [2.4.5 Floating-point Exception Register](#) on page 2-23.

2.4.1 Floating-point System ID Register

The FPSID Register characteristics are:

Purpose

Provides information about the VFP implementation.

Usage constraints

This register is:

- Only accessible in the Non-secure state if the CP10 and CP11 bits in the NSACR are set to 1. See [2.2 Advanced SIMD and VFP register access](#) on page 2-17.
- Only accessible in privileged modes, and only if access to coprocessors CP10 and CP11 is enabled in the CPACR and FPEXC.EN is set. See [2.2 Advanced SIMD and VFP register access](#) on page 2-17.

Configurations

Available in all configurations.

Attributes

See [2.3 Register summary](#) on page 2-18.

The following figure shows the FPSID Register bit assignments.

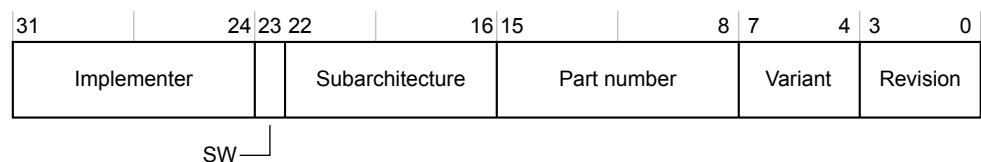


Figure 2-1 FPSID Register bit assignments

The following table shows the FPSID Register bit assignments.

Table 2-4 FPSID Register bit assignments

Bits	Name	Function
[31:24]	Implementer	Denotes ARM. Value is 0x41.
[23]	SW	Hardware implementation with no software emulation. Value is 0.
[22:16]	Subarchitecture	VFPv3 or greater with v2 subarchitecture. Value is 2.
[15:8]	Part number	Cortex-A. Value is 0x30.
[7:4]	Variant	Cortex-A5. Value is 5.
[3:0]	Revision	Revision. Value is 1.

You can access the FPSID Register with the following VMRS instruction:

```
VMRS <Rd>, FPSID ; Read Floating-Point System ID Register
```

Related references

[2.2 Advanced SIMD and VFP register access on page 2-17.](#)

[2.3 Register summary on page 2-18.](#)

2.4.2 Floating-point Status and Control Register

The FPSCR characteristics are:

Purpose

Provides User-level control of the NEON MPE.

Usage constraints

This register is:

- Only accessible in the Non-secure state if the CP10 and CP11 bits in the NSACR are set to 1. See [2.2 Advanced SIMD and VFP register access on page 2-17.](#)
- Accessible in all modes depending on the setting of bits [23:20] of the CPACR and FPEXC.EN. See [2.2 Advanced SIMD and VFP register access on page 2-17.](#)

Configurations

Available in all configurations.

Attributes

See [2.3 Register summary on page 2-18.](#)

The following figure shows the FPSCR bit assignments.

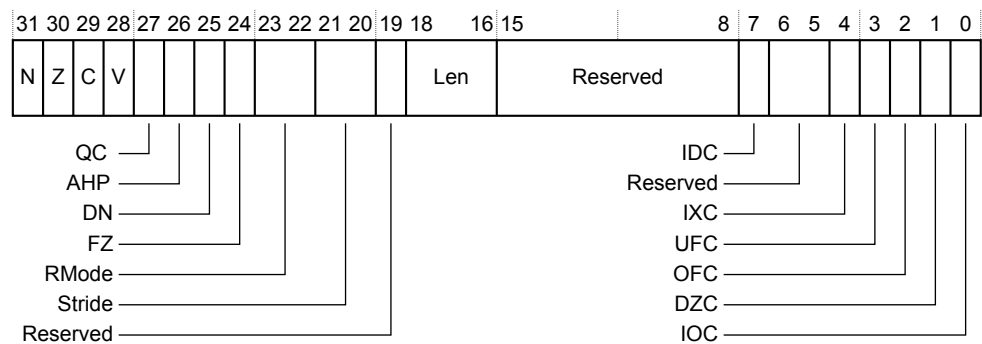


Figure 2-2 FPSCR bit assignments

The following table shows the FPSCR bit assignments.

Table 2-5 FPSCR bit assignments

Bits	Name	Function
[31]	N	Set to 1 if a comparison operation produces a less than result.
[30]	Z	Set to 1 if a comparison operation produces an equal result.
[29]	C	Set to 1 if a comparison operation produces an equal, greater than, or unordered result.
[28]	V	Set to 1 if a comparison operation produces an unordered result.
[27]	QC	Set to 1 if an Advanced SIMD integer operation has saturated since 0 was last written to this bit.
[26]	AHP	Alternative Half-Precision control bit: b0 = IEEE half-precision format selected. b1 = Alternative half-precision format selected.

Table 2-5 FPSCR bit assignments (continued)

Bits	Name	Function
[25]	DN	<p>Default NaN mode control bit:</p> <p>b0 = NaN operands propagate through to the output of a floating-point operation.</p> <p>b1 = Any operation involving one or more NaNs returns the Default NaN.</p> <p>Advanced SIMD arithmetic always uses the Default NaN setting, regardless of the value of the DN bit.</p>
[24]	FZ	<p>Flush-to-zero mode control bit:</p> <p>b0 = Flush-to-zero mode disabled. Behavior of the floating-point system is fully compliant with the IEEE 754 standard.</p> <p>b1 = Flush-to-zero mode enabled.</p> <p>Advanced SIMD arithmetic always uses the Flush-to-zero setting, regardless of the value of the FZ bit.</p>
[23:22]	RMode	<p>Rounding mode control field:</p> <p>b00 = <i>Round to nearest</i> (RN) mode</p> <p>b01 = <i>Round towards plus infinity</i> (RP) mode</p> <p>b10 = <i>Round towards minus infinity</i> (RM) mode</p> <p>b11 = <i>Round towards zero</i> (RZ) mode.</p> <p>Advanced SIMD arithmetic always uses the Round to Nearest setting, regardless of the value of the RMode bits.</p>
[21:20]	Stride	<p>Stride control used for backwards compatibility with short vector operations.</p> <p>See the <i>ARM Architecture Reference Manual, ARMv7-A and ARMv7-R edition</i>.</p>
[19]	Reserved	UNK/SBZP.
[18:16]	Len	<p>Vector length, used for backwards compatibility with short vector operation.</p> <p>If you set this field to a non-zero value, the VFP data-processing instructions generate exceptions.</p> <p>See the <i>ARM Architecture Reference Manual, ARMv7-A and ARMv7-R edition</i>.</p>
[15:8]	Reserved	UNK/SBZP.
[7]	IDC	Input Denormal cumulative exception flag.
[6:5]	Reserved	UNK/SBZP.
[4]	IXC	Inexact cumulative exception flag.
[3]	UFC	Underflow cumulative exception flag.
[2]	OFC	Overflow cumulative exception flag.
[1]	DZC	Division by Zero cumulative exception flag.
[0]	IOC	Invalid Operation cumulative exception flag.

You can access the FPSCR with the following VMSR instructions:

```
VMRS <Rd>, FPSCR ; Read Floating-Point Status and Control Register
VMSR FPSCR, <Rt> ; Write Floating-Point Status and Control Register
```

Related references

[2.2 Advanced SIMD and VFP register access on page 2-17.](#)

[2.3 Register summary on page 2-18.](#)

2.4.3 Media and VFP Feature Register 0

The MVFR0 characteristics are:

Purpose

Together with MVFR1, describes the features that the NEON MPE provides.

Usage constraints

This register is:

- Only accessible in the Non-secure state if the CP10 and CP11 bits in the NSACR are set to 1. See [2.2 Advanced SIMD and VFP register access on page 2-17](#).
- Only accessible in privileged modes, and only if access to coprocessors CP10 and CP11 is enabled in the CPACR and FPEXC.EN is set. See [2.2 Advanced SIMD and VFP register access on page 2-17](#).

Configurations

Available in all configurations.

Attributes

See [2.3 Register summary on page 2-18](#).

The following figure shows the MVFR0 bit assignments.

31	28	27	24	23	20	19	16	15	12	11	8	7	4	3	0
VFP rounding modes		Short vectors		Square root		Divide		VFP exception trapping		Double-precision		Single-precision		A_SIMD registers	

Figure 2-3 MVFR0 bit assignments

The following table shows the MVFR0 bit assignments.

Table 2-6 MVFR0 bit assignments

Bits	Name	Function
[31:28]	VFP rounding modes	All rounding modes supported
[27:24]	Short vectors	Short vectors not supported
[23:20]	Square root	Hardware square root operation supported
[19:16]	Divide	Hardware divide supported
[15:12]	VFP exception trapping	Software traps not supported
[11:8]	Double-precision	VFPv4 double-precision supported
[7:4]	Single-precision	VFPv4 single-precision supported
[3:0]	A_SIMD registers	Thirty-two 64-bit registers supported

You can access the MVFR0 with the following VMSR instruction:

```
VMRS <Rd>, MVFR0 ; Read Media and VFP Feature Register 0
```

Related references

[2.2 Advanced SIMD and VFP register access on page 2-17](#).

[2.3 Register summary on page 2-18](#).

2.4.4 Media and VFP Feature Register 1

The MVFR1 characteristics are:

Purpose

Together with MVFR0, describes the features that the NEON MPE provides.

Usage constraints

This register is:

- Only accessible in the Non-secure state if the CP10 and CP11 bits in the NSACR are set to 1. See [2.2 Advanced SIMD and VFP register access on page 2-17](#).
- Only accessible in privileged modes, and only if access to coprocessors CP10 and CP11 is enabled in the CPACR and FPEXC.EN is set. See [2.2 Advanced SIMD and VFP register access on page 2-17](#).

Configurations

Available in all configurations.

Attributes

See [2.3 Register summary on page 2-18](#).

The following figure shows the MVFR1 bit assignments.

31	28	27	24	23	20	19	16	15	12	11	8	7	4	3	0
FMA		VFP HPFP		A_SIMD HPFP		A_SIMD SPFP		A_SIMD integer		A_SIMD load/store		D_NaN mode		FtZ mode	

Figure 2-4 MVFR1 bit assignments

The following table shows the MVFR1 bit assignments.

Table 2-7 MVFR1 bit assignments

Bits	Name	Function
[31:28]	FMA	Fused Multiply Accumulate supported
[27:24]	VFP HPFP	VFP half-precision operations supported
[23:20]	A_SIMD HPFP	Advanced SIMD half-precision operations not supported
[19:16]	A_SIMD SPFP	Advanced SIMD single-precision operations not supported
[15:12]	A_SIMD integer	Advanced SIMD integer operations not supported
[11:8]	A_SIMD load/store	Advanced SIMD load/store instructions supported
[7:4]	D_NaN mode	Propagation of NaN values supported for VFP
[3:0]	FtZ	Full denormal arithmetic operations supported for VFP

You can access the MVFR1 with the following VMSR instruction:

```
VMRS <Rd>, MVFR1 ; Read Media and VFP Feature Register 1
```

Related references

[2.2 Advanced SIMD and VFP register access on page 2-17](#).

[2.3 Register summary on page 2-18](#).

2.4.5 Floating-point Exception Register

The FPEXC Register characteristics are:

Purpose

Provides global enable control of the VFP extension.

Usage constraints

This register is:

- Only accessible in the Non-secure state if the CP10 and CP11 bits in the NSACR are set to 1. See [2.2 Advanced SIMD and VFP register access on page 2-17](#).
- Only accessible in privileged modes, and only if access to coprocessors CP10 and CP11 is enabled in the CPACR. See [2.2 Advanced SIMD and VFP register access on page 2-17](#).

Configurations

Available in all configurations.

Attributes

See [2.3 Register summary on page 2-18](#).

The following figure shows the FPEXC Register bit assignments.

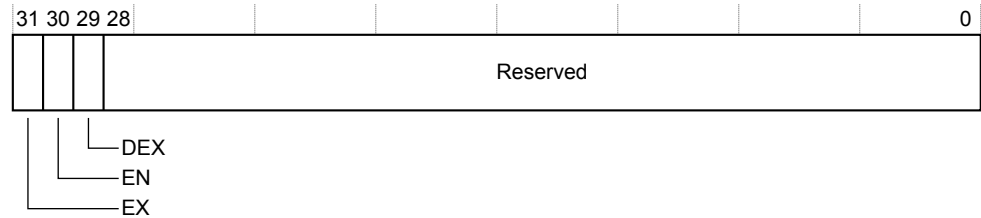


Figure 2-5 FPEXC Register bit assignments

The following table shows the FPEXC Register bit assignments.

Table 2-8 FPEXC Register bit assignments

Bits	Name	Function
[31]	EX	The Cortex-A5 NEON MPE does not generate asynchronous VFP exceptions, therefore this bit is RAZ/WI.
[30]	EN	NEON MPE enable bit: b0 = NEON MPE disabled. b1 = NEON MPE enabled. The EN bit is cleared to 0 at reset.
[29]	DEX	Defined synchronous instruction exceptional flag. The Cortex-A5 NEON MPE sets this bit when generating a synchronous bounce because of an attempt to execute a vector operation. All other UNDEFINED Instruction exceptions clear this bit to zero. See the <i>ARM Architecture Reference Manual, ARMv7-A and ARMv7-R edition</i> for more information.
[28:0]	Reserved	RAZ/WI.

Note

The Cortex-A5 NEON MPE hardware does not support the deprecated VFP short vector feature. Attempts to execute VFP data-processing instructions when the FPSCR.LEN field is non-zero set the FPSCR.DEX bit and result in a synchronous VFP exception. You can use software to emulate the short vector feature, if required.

You can access the FPEXC Register with the following VMSR instructions:

```
VMRS <Rd>, FPEXC ; Read Floating-Point Status and Control Register
VMSR FPEXC, <Rt> ; Write Floating-Point Status and Control Register
```

Related references

[2.2 Advanced SIMD and VFP register access on page 2-17](#).

[2.3 Register summary on page 2-18](#).

Appendix A

Revisions

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

It contains the following sections:

- [A.1 Revisions on page Appx-A-26.](#)

A.1 Revisions

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

Table A-1 Issue A

Change	Location	Affects
No changes, first release	-	-

Table A-2 Differences between issue A and issue B

Change	Location	Affects
FPSID reset value updated	2.3 Register summary on page 2-18	r0p1
Implementation revision value updated	2.4.1 Floating-point System ID Register on page 2-19	r0p1