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### Part E  Armv8-M Pseudocode

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- **E1.2** Data types  
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Glossary

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ID29032019  Non-confidential
Preface

This preface introduces the Armv8-M Architecture Reference Manual. It contains the following sections:

About this book.
Using this book.
Conventions.
Additional reading.
Feedback.
About this book

This manual documents the microcontroller profile of version 8 of the Arm Architecture, the Armv8-M architecture profile. For short definitions of all the Armv8 profiles, see A1.2 About the Armv8 architecture, and architecture profiles.

This manual has the following parts:

- **Part A** Provides an introduction to the Armv8-M architecture.
- **Part B** Describes the architectural rules.
- **Part C** Describes the T32 instruction set.
- **Part D** Describes the registers.
- **Part E** Describes the Armv8-M pseudocode.
- **Part F** Describes the packet protocols.
Using this book

The information in this manual is organized into parts, as described in this section.

**Part A, Armv8-M Architecture Introduction and Overview**

Part A gives an overview of the Armv8-M architecture profile, including its relationship to the other Arm PE architectures. It introduces the terminology that describes the architecture, and gives an overview of the optional architectural extensions. It contains the following chapter:

**Chapter A1 Introduction**

Read this for an introduction to the Armv8-M architecture.

**Part B, Armv8-M Architecture Rules**

Part B describes the architecture rules. It contains the following chapters:

**Chapter B1 Resets**

Read this for a description of the reset rules.

**Chapter B2 Power Management**

Read this for a description of the power management rules.

**Chapter B3 Programmers’ Model**

Read this for a description of the programmers model rules.

**Chapter B4 Floating-point Support**

Read this for a description of the floating-point support rules.

**Chapter B5 Memory Model**

Read this for a description of the memory model rules.

**Chapter B6 The System Address Map**

Read this for a description of the system address map rules.

**Chapter B7 Synchronization and Semaphores**

Read this for a description of the rules on non-blocking synchronization of shared memory.

**Chapter B8 The Armv8-M Protected Memory System Architecture**

Read this for a description of the protected memory system architecture rules.

**Chapter B9 The System Timer, SysTick**

Read this for a description of the system timer rules.

**Chapter B10 Nested Vectored Interrupt Controller**

Read this for a description of the Nested Vectored Interrupt Controller (NVIC) rules.

**Chapter B11 Debug**

Read this for a description of the debug rules.

**Chapter B12 Debug and Trace Components**

xxx
Read this for a description of the debug and trace component rules.

**Part C, Armv8-M Instructions**

Part C describes the instructions. It contains the following chapters:

*Chapter C1 Instruction Set Overview*

Read this for an overview of the instruction set and the instruction set encoding.

*Chapter C2 Instruction Specification*

Read this for a description of each instruction, arranged by instruction mnemonic.

**Part D, Armv8-M Registers**

Part D describes the registers. It contains the following chapter:

*Chapter D1 Register Specification*

Read this for a description of the registers.

**Part E, Armv8-M Pseudocode**

Part E describes the pseudocode. It contains the following chapters:

*Chapter E1 Arm Pseudocode Definition*

Read this for a definition of the pseudocode that Arm documentation uses.

*Chapter E2 Pseudocode Specification*

Read this for a description of the pseudocode.

**Part F, Packet Protocols**

Part F describes the packet protocols. It contains the following chapter:

*Chapter F1 ITM and DWT Packet Protocol Specification*

Read this for a description of the protocol for packets that are used to send the data generated by the ITM and DWT to an external debugger.
Conventions

The following sections describe conventions that this book can use:

**Typographical conventions.**

**Signals.**

**Numbers.**

**Pseudocode descriptions.**

**Assembler syntax descriptions.**

Typographical conventions

The typographical conventions are:

*italic*

Introduces special terminology, and denotes citations.

*bold*

Denotes signal names, and is used for terms in descriptive lists, where appropriate.

*monospace*

Used for assembler syntax descriptions, pseudocode, and source code examples.

Also used in the main text for instruction mnemonics and for references to other items appearing in assembler syntax descriptions, pseudocode, and source code examples.

*SMALLCAPS*

Used for a few terms that have specific technical meanings, and that are included in the Glossary.

**Colored text** Indicates a link. This can be:

- A URL, for example https://developer.arm.com/.
- A cross-reference, that includes the page number of the referenced information if it is not on the current page, for example, *Chapter B2 Power Management*.
- A link, to a chapter or appendix, or to a glossary entry, or to the section of the document that defines the colored term, for example *tail-chaining*.

Signals

In general this specification does not define processor signals, but it does include some signal examples and recommendations.

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

Numbers

Numbers are normally written in decimal. Binary numbers are preceded by 0b, and hexadecimal numbers by 0x. In both cases, the prefix and the associated value are written in a monospace font, for example 0xFFFF0000.

For both binary and hexadecimal numbers, where a bit is represented by the letter x, the value is irrelevant. For example a value expressed as 0b1x can be either 0b11 or 0b10.

To improve readability, long numbers can be written with an underscore separator between every four characters, for example 0xFFFF_0000_0000_0000. Ignore any underscores when interpreting the value of a number.

Pseudocode descriptions

This book uses a form of pseudocode to provide precise descriptions of the specified functionality. This pseudocode is written in a monospace font, and is described in Chapter E1 Arm Pseudocode Definition.

Assembler syntax descriptions

This book contains numerous syntax descriptions for assembler instructions and for components of assembler instructions. These are shown in a monospace font, and use the conventions described in C1.2.5 Standard assembler syntax fields.
Additional reading

This section lists relevant publications from Arm and third parties. See https://developer.arm.com, for access to Arm documentation.

Arm publications

- Arm® Debug Interface Architecture Specification ADIv5.0 to ADIv5.2 (ARM IHI 0031).
- Arm® Debug Interface Architecture Specification ADIv6.0 (ARM IHI 0074).
- Arm® CoreSight™ Architecture Specification (ARM IHI 0029).
- Arm® Embedded Trace Macrocell Architecture Specification ETMv4.0 to ETMv4.4 (ARM IHI 0064).
- Embedded Trace Macrocell® ETMv1.0 to ETMv3.5 Architecture Specification (ARM IHI 0014).

Other publications

The following publications are referred to in this manual, or provide more information:

  
  **Note**

  This document does not adopt the terminology defined in the 2008 issue of the standard.

Feedback

Arm welcomes feedback on its documentation.

Feedback on this book

If you have comments on the content of this book, send an e-mail to errata@arm.com. Give:

- The title.
- The number, DDI0553A.k
- The page numbers to which your comments apply.
- The rule identifiers to which your comments apply, if applicable.
- A concise explanation of your comments.

Arm also welcomes general suggestions for additions and improvements.

Note

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Part A
Armv8-M Architecture Introduction and Overview
Chapter A1
Introduction

This chapter introduces the Armv8 architecture, the architecture profiles it defines, and the Armv8-M architecture profile defined by this manual. It contains the following sections:

A1.1 Document layout and terminology on page 38.
A1.2 About the Armv8 architecture, and architecture profiles on page 41.
A1.3 The Armv8-M architecture profile on page 42.
A1.4 Armv8-M variants on page 44.
Chapter A1. Introduction
A1.1. Document layout and terminology

A1.1 Document layout and terminology

This section describes the structure and scope of this manual. This section also describes the terminology that this manual uses. It does not constitute part of the manual, and must not be interpreted as implementation guidance.

A1.1.1 Structure of the document

This architecture manual describes the behavior of the processing element as a set of individual rules. Each rule is clearly identified by the letter R, followed by a random group of subscript letters that do not reflect any intended order or priority, for example R_{BSHJ}. In the following example, R_{BSHJ} is simply a random rule identifier that has no significance apart from uniquely identifying a rule in this manual.

Rules must not be read in isolation, and where more than one rule relating to a particular feature exists, individual rules are grouped into sections and subsections to provide the proper context. Where appropriate, these sections contain a short introduction to aid the reader.

An implementation that conforms to all the rules described in this specification constitutes an Armv8-M compliant implementation. An implementation whose behavior deviates from these rules is not compliant with the Armv8-M architecture.

Some sections contain additional information and guidance that do not constitute rules. This information and guidance is provided purely as an aid to understanding the architecture. Information statements are clearly identified by the letter I, followed by a random group of subscript letters, for example I_{PRTD}.

Note

Arm strongly recommends that implementers read all chapters and sections of this document to ensure that an implementation is compliant.

An implementation that conforms to all the rules described in this specification but chooses to ignore any additional information and guidance is compliant with the Armv8-M architecture.

In the following parts of this manual, architectural rules are not identified by a specific prefix and a random group of subscript letters:

- Parts of Part C Armv8-M Instruction Set.
- Part D Armv8-M Register Specification.
- Part E Armv8-M Pseudocode.
A1.1.2 Scope of the document

This manual contains only rules and information that relate specifically to the Armv8-M architecture. It does not include any information about other Arm architectures, nor does it describe similarities between Armv8-M and other architectures.

Readers must not assume that the rules provided in this specification are applicable to an Armv7-M or Armv6-M implementation, nor must they assume that the rules that are applicable to an Armv7-M or Armv6-M implementation are equally applicable to an Armv8-M implementation.

A1.1.3 Intended audience

This manual is written for users who want to design, implement, or program an Armv8-M PE in a range of Arm-compliant implementations from simple uniprocessor implementations to complex multiprocessor systems. It does not assume familiarity with previous versions of the M-profile architecture.

The manual provides a precise, accurate, and correct set of rules that must be followed in order for an Armv8-M implementation to be architecturally compliant. It is an explicit reference manual, and not a general introduction to, or user guide for, the Armv8-M architecture.

A1.1.4 Terminology, phrases

This subsection identifies some standard words and phrases that are used in the Arm architecture documentation. These words and phrases have an Arm-specific definition, which is described in this section.

Architecturally visible
Something that is visible to the controlling agent. The controlling agent might be software.

Arm recommends
A particular usage that ensures consistency and usability. Following all the rules listed in this manual leads to a predictable outcome that is compliant with the architecture, but might produce an unexpected output. Adhering to a recommendation ensures that the output is as expected.

Arm strongly recommends
Something that is essentially mandatory, but that is outside the scope of the architecture described in this manual. Failing to adhere to a strong recommendation can break the system, although the PE itself remains compliant with the architecture that is described in this manual.

Finite time
An action will occur at some point in the future. Finite time does not make any statement about the time involved. However, delaying an action longer than is absolutely necessary might have an adverse impact on performance.

Permitted
Allowed behavior.

Required
Mandatory behavior.

Support
The implementation has implemented a particular feature.
A1.5 Terminology, Armv8-M specific terms

For definitions of Armv8-M specific terms, see the Glossary.
Chapter A1. Introduction
A1.2. About the Armv8 architecture, and architecture profiles

A1.2 About the Armv8 architecture, and architecture profiles

Armv8-M is documented as one of a set of architecture profiles.

Arm defines three architecture profiles:

A Application profile:
• Supports a Virtual Memory System Architecture (VMSA) based on a Memory Management Unit (MMU).
• Supports the A64, A32, and T32 instruction sets.

R Real-time profile:
• Supports a Protected Memory System Architecture (PMSA) based on a Memory Protection Unit (MPU).
• Supports the A32 and T32 instruction sets.

M Microcontroller profile, described in this manual:
• Implements a programmers’ model designed for low-latency interrupt processing, with hardware stacking of registers and support for writing interrupt handlers in high-level languages.
• Optionally implements a variant of the R-profile PMSA.
• Supports a variant of the T32 instruction set.

This Architecture Reference Manual describes only the Armv8-M profile.
A1.3 The Armv8-M architecture profile

The M-profile architecture includes:

- The opportunity to include simple pipeline designs offering leading edge system performance levels in a broad range of markets and applications.
- Highly deterministic operation:
  - Single or low cycle count execution.
  - Minimal interrupt latency, with short pipelines.
  - Capable of cacheless operation.
- Excellent targeting of C/C++ code. This aligns with the Arm programming standards in this area:
  - Exception handlers are standard C/C++ functions, entered using standard calling conventions.
- Design support for deeply embedded systems:
  - Low pincount devices.
- Support for debug and software profiling for event-driven systems.

The simplest Armv8.0-M implementation, without any of the optional extensions, is a Baseline implementation, see A1.4 Armv8-M variants on page 44. The Armv8.0-M Baseline offers improvements over previous M-profile architectures in the following areas:

- The optional Security Extension.
- An improved, optional, Memory Protection Unit (MPU) model.
- Alignment with Armv8-A and Armv8-R memory types.
- Stack pointer limit checking.
- Improved support for multi-processing.
- Better alignment with C11 and C11++ standards.
- Enhanced debug capabilities.

A1.3.1 Security Extension

The Armv8-M architecture introduces a number of new instructions to the M-profile architecture to support asset protection. These instructions are only available to implementations that support the Security Extension, see A1.4 Armv8-M variants on page 44.

A1.3.2 MPU model

The Armv8-M architecture provides a default memory map and permits implementations to include an optional MPU. The optional MPU uses the Protected Memory System Architecture (PMSAv8) and contains improved flexibility in the MPU region definition, see Chapter B8 The Armv8-M Protected Memory System Architecture on page 213.

A1.3.3 Nested Vector Interrupt Controller

The Nested Vector Interrupt Controller (NVIC) is used for integrated interrupt and exception handling and prioritization. Armv8-M increases the number of interrupts that can potentially be supported by the NVIC 480 for external sources, and includes automatic vectoring and priority management, and automatic state preservation. See Chapter B10 Nested Vectored Interrupt Controller on page 225.

A1.3.4 Stack pointers

The Armv8-M architecture introduces stack limit registers that trigger an exception on a stack overflow. The number of stack limit registers available to an implementation is determined by the Armv8-M variant that is
A1.3.5 The Armv8-M instruction set

Armv8-M only supports execution of T32 instructions. The Armv8-M architecture adds instructions to support:

- Improved facilitation of execute-only code generation.
- Improved code optimization.
- Exclusive memory access instructions to enhance support for multiprocessor systems.
- Semaphores and atomics (Load-Acquire/Store-Release instructions).

The optional Floating-point Extension adds floating-point instructions to the T32 instruction set, see Chapter B4 Floating-point Support on page 125.

For more information about the instructions, see Chapter C1 Instruction Set Overview on page 304 and Chapter C2, Instruction Specification.

A1.3.6 Debug

The Armv8-M architecture introduces:

- Enhanced breakpoint and watchpoint functionality.
- Improvements to the Instrumentation Trace Macrocell (ITM).
- Comprehensive trace and self-hosted debug extensions to make embedded software easier to debug and trace.

For more information about debug, see Chapter B11 Debug on page 229 and Chapter B12 Debug and Trace Components on page 267.
A1.4 Armv8-M variants

The Armv8-M architecture has the following optional extensions, which are abbreviated as follows:

**DB - The Debug Extension**

Note

For details about the individual features that constitute the Debug Extension, see B11.1 *Debug feature overview* on page 230.

**DSP - The Digital Signal Processing Extension.**

A PE that implements the DSP Extension must implement the Main Extension (M).

**FP - The Floating-point Extension**

A PE that implements the Floating-point Extension must implement the Main Extension (M).

The Floating-point Extension supports either single-precision floating-point instructions or both single-precision and double-precision floating-point instructions.

**M - The Main Extension**

A PE that implements the Main Extension implements the System Timer Extension.

Note:

- A PE with the Main Extension is also referred to as a Mainline implementation.
- A PE without the Main Extension is also referred to as a Baseline implementation. A Baseline implementation has a subset of the instructions, registers, and features, of a Mainline implementation.
- Armv7-M compatibility requires the Main Extension.
- Armv6-M compatibility is provided by all Armv8-M implementations.

**MPU - The Memory Protection Unit Extension**

**S - The Security Extension**

Note

The Armv8-M Security Extension can also be referred to as Arm TrustZone for Armv8-M.

**ST - The System Timer Extension**

Where applicable, a line below each rule or information statement indicates the extensions that are required for the rule or information statement to apply, and any other notes.
Part B
Armv8-M Architecture Rules
Chapter B1
Resets

This chapter specifies the Armv8-M reset rules. It contains the following section:

B1.1 *Resets, Cold reset, and Warm reset* on page 47.
### B1.1 Resets, Cold reset, and Warm reset

There are two resets:

- Cold reset.
- Warm reset.

It is not possible to have a Cold reset without also having a Warm reset.

On a Cold reset, registers that have a defined reset value contain that value.

On a Warm reset, some debug register control fields that have a defined reset value remain unchanged, but otherwise all registers that have a defined reset value contain that value.

On a Warm reset, the PE performs the actions that are described by the `TakeReset()` pseudocode.

`AIRCR.SYSRESETREQ` is used to request a Warm reset.

For `AIRCR.SYSRESETREQ`, the architecture does not guarantee that the reset takes place immediately.

See also:

Chapter B11 *Debug* on page 229.
Chapter B2
Power Management

This chapter specifies the Armv8-M power management rules. It contains the following section:

B2.1 Power management on page 49.
Chapter B2. Power Management

B2.1 Power management

The following instructions and pseudocode functions hint to the PE hardware that it can suspend execution and enter a low-power state:

- WaitForEvent()
- WaitForInterrupt()
- SleepOnExit()

B2.1.1 The Wait for Event (WFE) instruction

When a WFE instruction is executed, if the state of the Event register is clear, the PE can suspend execution and enter a low-power state.

When a WFE instruction is executed, if the state of the Event register is set, the instruction clears the register and completes immediately.

If the PE enters a low-power state on a WFE instruction, it remains in that low-power state until it receives a WFE wakeup event. When the PE recognizes a WFE wakeup event, the WFE instruction completes. The following are WFE wakeup events:

- The execution of a SEV() instruction by any PE.
- When SCR.SEVONPEND is 1, any exception entering the pending state.
- Any exception at a priority that would preempt the current execution priority, taking into account any active exceptions and including the effects of any software-controlled priority boosting by AIRCR.PRIS == 1 and PRIMASK, FAULTMASK, or BASEPRI.
- If debug is enabled, a debug event.
- Any IMPLEMENTATION DEFINED event.

The Armv8-M architecture does not define the exact nature of the low-power state that is entered on a instruction, except that it does not cause a loss of memory coherency.

Arm recommends that software always uses the instruction in a loop.

See also:

B3.13 Priority model on page 76.
WaitForEvent().
SendEvent().

B2.1.2 The Event register

The Event register is a single-bit register for each PE in the system.
The Event register for a PE is set by any of the following:

- Any WFE wakeup event.
- Exception entry.
- Exception return.

When the Event register is set, it is an indication that an event has occurred since the register was last cleared, and that the event might require some action by the PE.

A reset clears the Event register.

The execution of a WFE instruction will clear the Event Register.

Software cannot read, and cannot write to, the Event register directly.

See also:

- SetEventRegister()
- ClearEventRegister()
- EventRegistered()

**B2.1.3 The Wait for Interrupt (WFI) instruction**

When a WFI instruction is executed, the PE can suspend execution and enter a low-power state. If it does, it remains in that state until it receives a WFI wakeup event. When the PE recognizes a WFI wakeup event, the WFI instruction completes. The following are WFI wakeup events:

- A reset.
- Any asynchronous exception at a priority that, ignoring the effect of PRIMASK (so that behavior is as if PRIMASK is 0), would preempt any currently active exceptions.
- An IMPLEMENTATION DEFINED WFI wakeup event.
- If debug is enabled, a debug event.

Arm recommends that software always uses the WFI instruction in a loop.

See also:

- B3.13 Priority model on page 76.
- WaitForInterrupt()
B2.2 Sleep on exit

It is IMPLEMENTATION DEFINED whether the SleepOnExit() function causes the PE to enter a low-power state during the return from the only active exception and the PE returns to Thread mode.

The PE enters a low-power state on return from an exception when all the following are true:

- EXC_RETURN.Mode == 1.
- SCR.SLEEPONEXIT== 1.

If the sleep-on-exit function is enabled, it is IMPLEMENTATION DEFINED at which point in the exception return process the PE enters a low-power state.

The wakeup events for the sleep-on-exit function are identical to the WFI instruction wakeup events.

See also:

B3.13 Priority model on page 76.
SleepOnExit()
B3.22 Exception return on page 100.
Chapter B3
Programmers’ Model

This chapter specifies the Armv8-M programmers’ model architecture rules. It contains the following sections:

B3.1 PE modes, Thread mode and Handler mode on page 54.
B3.2 Privileged and unprivileged execution on page 55.
B3.3 Registers on page 56.
B3.4 Special-purpose CONTROL register on page 58.
B3.5 XPSR, APSR, IPSR, and EPSR on page 59.
B3.6 Security states: Secure state, and Non-secure state on page 61.
B3.7 Security states and register banking between Security states on page 62.
B3.8 Stack pointer on page 63.
B3.9 Exception numbers and exception priority numbers on page 65.
B3.10 Exception enable, pending, and active bits on page 68.
B3.11 Security states, exception banking on page 70.
B3.12 Faults on page 72.
B3.13 Priority model on page 76.
B3.14 Secure address protection on page 80.
B3.15 Security state transitions on page 81.
B3.16 Function calls from Secure state to Non-secure state on page 83.
B3.17 Function returns from Non-secure state on page 84.
B3.18 Exception handling on page 86.
B3.19 Exception entry, context stacking on page 88.
B3.20 Exception entry, register clearing after context stacking on page 96.
B3.21 Stack limit checks on page 97.
B3.22 Exception return on page 100.
B3.23 Integrity signature on page 103.
B3.24 Exceptions during exception entry on page 104.
B3.25 Exceptions during exception return on page 106.
B3.26 Tail-chaining on page 107.
B3.27 Exceptions, instruction resume, or instruction restart on page 110.
B3.28 Vector tables on page 113.
B3.29 Hardware-controlled priority escalation to HardFault on page 115.
B3.30 Special-purpose mask registers, PRIMASK, BASEPRI, FAULTMASK, for configurable priority boosting on page 116.
B3.31 Lockup on page 118.
B3.32 Context Synchronization Event on page 123.
B3.33 Coprocessor support on page 124.
B3.1 PE modes, Thread mode and Handler mode

There are two PE modes:

- Thread mode.
- Handler mode.

A common usage model for the PE modes is:

- **Thread mode**: Applications.
- **Handler mode**: OS kernel and associated functions, that manage system resources.

The PE handles all exceptions in Handler mode.

Thread mode is selected on reset.

See also:

- B3.2 Privileged and unprivileged execution on page 55.
- B3.5.1 Interrupt Program Status Register (IPSR) on page 59.
- B3.6 Security states: Secure state, and Non-secure state on page 61.
Privileged and unprivileged execution

**Thread mode**

Execution can be privileged or unprivileged.

**Handler mode**

Execution is always privileged.

CONTROL.nPRIV determines whether execution in Thread mode is unprivileged.

In a PE without the Main Extension, it is IMPLEMENTATION DEFINED whether CONTROL.nPRIV can be set to 1.

Execution privilege can determine whether a resource is accessible.

Privileged execution typically has access to more resources than unprivileged execution.

See also:

B3.1 PE modes, Thread mode and Handler mode on page 54.
B3.3 Registers

There are the following types of registers:

**General-purpose registers, all 32-bit:**
- R0-R12 \((Rn)\).
- R13. This is the stack pointer \((SP)\).
- R14. This is the Link Register \((LR)\).

**Program Counter, 32-bit:**
- R15 is the Program Counter \((PC)\).

**Special-purpose registers:**
- Mask Registers:
  - 1-bit exception mask register, \(PRIMASK\).
  - 8-bit base priority mask register, \(BASEPRI\).
  - 1-bit fault mask register, \(FAULTMASK\).
- A 2-bit, 3-bit, or 4-bit \(CONTROL\) register.
- Two 32-bit stack pointer limit registers, \(MSPLIM\) and \(PSPLIM\), if the Main Extension is not implemented the Non-secure versions of these registers are \(RAZ/WI\).
- A combined 32-bit Program Status Register \((XPSR)\), comprising:
  - Application Program Status Register \((APSR)\).
  - Interrupt Program Status Register \((IPSR)\).
  - Execution Program Status Register \((EPSR)\).

**Memory-mapped registers:**

All other registers.

A 32-bit combined exception return Program Status Register, \(RETPSR\), contains a payload of the saved state derived from the \(XPSR\).

Extensions might add more registers to the Base register set.

SP refers to the active stack pointer, the Main stack pointer or the Process stack pointer.

If the Main Extension is implemented, the \(LR\) is set to \(0xFFFFFFFF\) on Warm reset.

The extension requirements are \(-M\).

If the Main Extension is not implemented, the \(LR\) becomes \(UNKNOWN\) on a Warm reset.

The extension requirements are \(-!M\).

The \(PC\) is loaded with the reset handler start address on Warm reset.

The \(PC\) contains the instruction address of the instruction currently being executed. If an instruction reads the
value of the PC, the value returned will increase by 4.

**RXHHC** Except for writes to the CONTROL register, any change to a special-purpose register by a CPS or MSR instruction is guaranteed:

- Not to affect that CPS or MSR instruction, or any instruction preceding it in program order.
- To be visible to all instructions that appear in program order after the CPS or MSR.

**RXPTQ** All unallocated or reserved values of fields with allocated values within the memory-mapped registers that are described in this reference manual behave, unless otherwise stated in the register description, in one of the following ways:

- The encoding maps onto any of the allocated values, but otherwise does not cause CONSTRAINED UNPREDICTABLE behavior.
- The encoding causes effects that could be achieved by a combination of more than one of the allocated encodings.
- The encoding causes the field to have no functional effect.

**RFDJC** Reads of registers described as write-only (WO) behave as RES0.

See also:

- Chapter B6 The System Address Map on page 197.
- B3.30 Special-purpose mask registers, PRIMASK, BASEPRI, FAULTMASK, for configurable priority boosting on page 116.
- B3.4 Special-purpose CONTROL register on page 58.
- B3.21 Stack limit checks on page 97.
- B3.5 XPSR, APSR, IPSR, and EPSR on page 59.
- B1.1 Resets, Cold reset, and Warm reset on page 47.
- Chapter D1 Register Specification.
B3.4 Special-purpose CONTROL register

\textbf{R}_{CSPP} \quad \textbf{MRS} \text{ and } \textbf{MSR} \text{ instructions can be used to access the CONTROL register.}

\textbf{R}_{GKVQ} \quad \text{Privileged execution can write to the CONTROL register. The PE ignores unprivileged writes to the CONTROL register. All reads of the CONTROL register, regardless of privilege, are allowed.}

\textbf{R}_{RJMP} \quad \text{The architecture requires a Context synchronization event to guarantee visibility of a change to the CONTROL register.}

\textbf{R}_{HVGB} \quad \text{The PE automatically updates CONTROL.SPSEL on exception entry and exception return.}

\textbf{I}_{NMBL} \quad \text{CONTROL.SPSEL selects the stack pointer when the PE is in Thread mode.}

See also:

\textit{B3.32 Context Synchronization Event on page 123.}

\textit{CONTROL, Control Register.}
The APSR, IPSR and EPSR combine to form one register, the XPSR:

$$\begin{array}{cccccccccc}
N & Z & C & V & Q & GE[3:0] & & & & & & 0 & \text{or Exception Number} \\
\text{APSR} & & & & & & & & & & & & & & \\
\text{IPSR} & & & & & & & & & & & & & & \\
\text{EPSR} & & & & & & & & & & & & & & \\
\text{XPSR} & & & & & & & & & & & & & & \\
\end{array}$$

† Reserved if the DSP Extension is not implemented
†† Reserved if the Main Extension is not implemented

All unused bits in any of the APSR, IPSR, or EPSR, or any unused bits in the combined XPSR, are reserved.

The MRS and MSR instructions recognize the following mnemonics for accessing the APSR, IPSR or EPSR, or a combination of them:

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Registers accessed</th>
</tr>
</thead>
<tbody>
<tr>
<td>APSR</td>
<td>APSR</td>
</tr>
<tr>
<td>IPSR</td>
<td>IPSR</td>
</tr>
<tr>
<td>EPSR</td>
<td>EPSR</td>
</tr>
<tr>
<td>IAPSR</td>
<td>IPSR and APSR</td>
</tr>
<tr>
<td>EAPSR</td>
<td>EPSR and APSR</td>
</tr>
<tr>
<td>IEPSR</td>
<td>IPSR and EPSR</td>
</tr>
<tr>
<td>XPSR</td>
<td>APSR, IPSR, and EPSR</td>
</tr>
</tbody>
</table>

Arm deprecates using MSR APSR without a _<bits> qualifier as an alias for MSR APSR-_nzcvq.

See also:
- B3.3 Registers on page 56.
- APSR, Application Program Status Register.
- B3.5.1 Interrupt Program Status Register (IPSR).
- B3.5.2 Execution Program Status Register (EPSR) on page 60.

### B3.5.1 Interrupt Program Status Register (IPSR)

When the PE is in Thread mode, the IPSR value is zero.

When the PE is in Handler mode:
- In the case of a taken exception, the IPSR holds the exception number of the exception being handled.
- When there has been a function call from Secure state to Non-secure state, the IPSR has the value of 1.

The PE updates the IPSR on exception entry and return.

*Note, Secure state requires S.*
The PE ignores writes to the **IPSR** by **MSR** instructions.

When a **CONSTRAINED UNPREDICTABLE** instruction is treated as **UNDEFINED**, an exception is taken. The exception number that is written to the **IPSR** is **UNKNOWN**.

See also:
- **B3.5 XPSR, APSR, IPSR, and EPSR on page 59.**
- **B3.16 Function calls from Secure state to Non-secure state on page 83.**

**IPSR, Interrupt Program Status Register**

**BX, BXNS**

### B3.5.2 Execution Program Status Register (EPSR)

**RKSCH**

A reset sets **EPSR.T** to the value of bit[0] of the reset vector.

**RSQLX**

When **EPSR.T** is:

- **0**: Any attempt to execute any instruction generates:
  - An INVSTATE UsageFault, in a PE with the Main Extension.
  - A HardFault, in a PE without the Main Extension.

- **1**: The Instruction set state is T32 state and all instructions are decoded as T32 instructions.

*Note, UsageFault requires M.*

**RXBXX**

The intent is that the Instruction set state is always T32 state.

**RLBQ**

All **EPSR** fields read as zero using an **MRS** instruction. The PE ignores writes to the **EPSR** by an **MSR** instruction.

See also:
- **B3.5 XPSR, APSR, IPSR, and EPSR on page 59.**
- **B3.5.2 Execution Program Status Register (EPSR).**
B3.6 Security states: Secure state, and Non-secure state

A PE with the Security Extension has two Security states:

- Secure state.
  - Secure Thread mode.
  - Secure Handler mode.
- Non-secure state.
  - Non-secure Thread mode.
  - Non-secure Handler mode.

The extension requirements are - S.

If the Security Extension is implemented, memory areas and other critical resources that are marked as secure can only be accessed when the PE is executing in Secure state.

The extension requirements are - S.

A PE with the Security Extension resets into Secure state on both of the Armv8-M resets, Cold reset and Warm reset.

The extension requirements are - S.

A PE without the Security Extension resets into Non-secure state on both of the Armv8-M resets, Cold reset and Warm reset.

The extension requirements are - !S.

See also:

B3.1 PE modes, Thread mode and Handler mode on page 54.
B3.2 Privileged and unprivileged execution on page 55.
B3.7 Security states and register banking between Security states on page 62.
B3.11 Security states, exception banking on page 70.
B3.15 Security state transitions on page 81.
B3.7 Security states and register banking between Security states

In a PE with the Security Extension, some registers are banked between the Security states. When a register is banked in this way, there is a distinct instance of the register in Secure state and another distinct instance of the register in Non-secure state.

The extension requirements are - $S_\text{MGRQ}$.

In a PE with the Security Extension:

- The general-purpose registers that are banked are:
  
  - R13. This is the stack pointer (SP).

- The special-purpose registers that are banked are:
  
  - The Mask registers, PRIMASK, BASEPRI, and FAULTMASK.
  
  - Some bits in the CONTROL register.
  
  - The Main and Process stack pointer Limit registers, MSPLIM and PSPLIM.

- The System Control Space (SCS) is banked.

The extension requirements are - $S_\text{RBHDK}$.

For $\text{MRS}$ and $\text{MSR (register)}$ instructions, SYSm[7] in the instruction encoding specifies whether the Secure or the Non-secure instance of a Banked register is accessed:

<table>
<thead>
<tr>
<th>Access from</th>
<th>SYSm[7]</th>
</tr>
</thead>
<tbody>
<tr>
<td>Secure state</td>
<td>0</td>
</tr>
<tr>
<td>Secure instance</td>
<td>Non-secure instance</td>
</tr>
</tbody>
</table>

The extension requirements are - $S_\text{GBWT}$.

For $\text{MRS}$ and $\text{MSR (register)}$ instructions, SYSm[7] in the instruction encoding specifies whether the Secure or the Non-secure instance of a Banked register is accessed:

This specification uses the following naming convention to identify a Banked register:

- $\text{<register name>_S}$: The Secure instance of the register.
- $\text{<register name>_NS}$: The Non-secure instance of the register.
- $\text{<register name>}$: The instance that is associated with the current Security state.

The extension requirements are - $S_\text{MKKR}$.

See also:

- B3.3 $\text{Registers on page 56.}$
- B3.6 Security states: Secure state, and Non-secure state on page 61.
- B3.8 Stack pointer on page 63.
- B6.3 $\text{The System Control Space (SCS) on page 201.}$
### B3.8 Stack pointer

In a PE with the Security Extension, four stacks and four stack pointer registers are implemented:

<table>
<thead>
<tr>
<th>Stack</th>
<th>Stack pointer register</th>
</tr>
</thead>
<tbody>
<tr>
<td>Secure</td>
<td>Main</td>
</tr>
<tr>
<td></td>
<td>Process</td>
</tr>
<tr>
<td>Non-secure</td>
<td>Main</td>
</tr>
<tr>
<td></td>
<td>Process</td>
</tr>
</tbody>
</table>

*The extension requirements are - $S$.>*

In a PE without the Security Extension, two stacks and two stack pointer registers are implemented:

<table>
<thead>
<tr>
<th>Stack</th>
<th>Stack pointer register</th>
</tr>
</thead>
<tbody>
<tr>
<td>Main</td>
<td>MPS</td>
</tr>
<tr>
<td>Process</td>
<td>PSP</td>
</tr>
</tbody>
</table>

*The extension requirements are - $!S$.>*

On exception return the Armv8-M architecture only supports doubleword aligned stack pointers.

If, on exception return, the stack pointers are not doubleword aligned, the CONSTRAINED UNPREDICTABLE behavior is either:

- Treating the stack pointer as the actual value.
- Treating the stack pointer as if it were aligned.

In Handler mode, the PE uses the main stack.

In Thread mode, CONTROL.SPSEL determines whether the PE uses the main or process stack.

In a PE without the Security Extension, MSP is selected and initialized on reset.

*The extension requirements are - $!S$.>*

In a PE with the Security Extension, the Secure main stack, MSP_S, is selected and initialized on reset.

*The extension requirements are - $S$.>*

On Warm reset, the selected Stack Pointer either the MSP or MSP_S, is set to the value contained in the Vector table, as described in TakeReset().

*Note, $S$ is required for MSP_S.*

Bits [1:0] of the MSP or PSP, in either Security state, are RES0H, so that all stack pointers are always guaranteed to be word-aligned.

*The extension requirements are - $S$.>*

Where an instruction states that the SP is UNPREDICTABLE and SP is used:

- The value that is read or written from or to the SP is UNKNOWN.
- The instruction is permitted to be treated as UNDEFINED.
• If the SP is being written, it is UNKNOWN whether a stack-limit check is applied.

After the successful completion of an exception entry stacking operation, the stack pointer of the stack pushed because of the exception entry is doubleword-aligned.

Arm recommends that the Secure stacks be located in Secure memory.

The extension requirements are - S.

See also:
B3.6 Security states: Secure state, and Non-secure state on page 61.
B3.1 PE modes, Thread mode and Handler mode on page 54.
B3.19 Exception entry, context stacking on page 88.
B3.28 Vector tables on page 113.
B3.3 Registers on page 56.
B3.21 Stack limit checks on page 97.
B3.9 Exception numbers and exception priority numbers

Each exception has an associated exception number and an associated priority number.

In a PE with the Main Extension, the exceptions, their associated numbers, and their associated priority numbers are as follows:

<table>
<thead>
<tr>
<th>Exception</th>
<th>Exception Number</th>
<th>Priority Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reset</td>
<td>1</td>
<td>-4 (Highest Priority)</td>
</tr>
<tr>
<td>Secure HardFault when AIRCR.BFHFNMINS is 1</td>
<td>3</td>
<td>-3</td>
</tr>
<tr>
<td>NMI</td>
<td>2</td>
<td>-2</td>
</tr>
<tr>
<td>Secure HardFault when AIRCR.BFHFNMINS is 0</td>
<td>3</td>
<td>-1</td>
</tr>
<tr>
<td>Non-Secure HardFault</td>
<td>3</td>
<td>-1</td>
</tr>
<tr>
<td>MemManage fault</td>
<td>4</td>
<td>Configurable</td>
</tr>
<tr>
<td>BusFault</td>
<td>5</td>
<td>Configurable</td>
</tr>
<tr>
<td>UsageFault</td>
<td>6</td>
<td>Configurable</td>
</tr>
<tr>
<td>SecureFault</td>
<td>7</td>
<td>Configurable</td>
</tr>
<tr>
<td>Reserved</td>
<td>8-10</td>
<td>-</td>
</tr>
<tr>
<td>SVCAll</td>
<td>11</td>
<td>Configurable</td>
</tr>
<tr>
<td>DebugMonitor</td>
<td>12</td>
<td>Configurable</td>
</tr>
<tr>
<td>Reserved</td>
<td>13</td>
<td>-</td>
</tr>
<tr>
<td>PendSV</td>
<td>14</td>
<td>Configurable</td>
</tr>
<tr>
<td>SysTick</td>
<td>15</td>
<td>Configurable</td>
</tr>
<tr>
<td>External Interrupt 0</td>
<td>16</td>
<td>Configurable</td>
</tr>
<tr>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>External interrupt N</td>
<td>16+N</td>
<td>Configurable</td>
</tr>
</tbody>
</table>

When AIRCR.BFHFNMINS is 1, faults that target Secure state that are escalated to HardFault are still Secure HardFaults. That is, the value of AIRCR.BFHFNMINS does not affect faults that target Secure state that are escalated to HardFaults. This table row applies to such faults.

If the Security Extension is not implemented exception 7 is reserved.

The extension requirements are - M. Note, S is required for Secure faults.

In a PE without the Main Extension, the exceptions, their associated numbers, and their associated priority numbers are as follows:
## Chapter B3. Programmers' Model
### B3.9. Exception numbers and exception priority numbers

<table>
<thead>
<tr>
<th>Exception</th>
<th>Exception Number</th>
<th>Priority Number</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reset</td>
<td>1</td>
<td>-4 (Highest Priority)</td>
</tr>
<tr>
<td>Secure HardFault when <code>AIRCR.BFHFNMINS</code> is 1</td>
<td>3</td>
<td>-3</td>
</tr>
<tr>
<td>NMI</td>
<td>2</td>
<td>-2</td>
</tr>
<tr>
<td>Secure HardFault when <code>AIRCR.BFHFNMINS</code> is 0</td>
<td>3</td>
<td>-1</td>
</tr>
<tr>
<td>Non-Secure HardFault</td>
<td>3</td>
<td>-1</td>
</tr>
<tr>
<td>Reserved</td>
<td>4-10</td>
<td>Configurable</td>
</tr>
<tr>
<td>SVCall</td>
<td>11</td>
<td>Configurable</td>
</tr>
<tr>
<td>Reserved</td>
<td>12-13</td>
<td>Configurable</td>
</tr>
<tr>
<td>PendSV</td>
<td>14</td>
<td>Configurable</td>
</tr>
<tr>
<td>SysTick</td>
<td>15</td>
<td>Configurable</td>
</tr>
<tr>
<td>External Interrupt 0</td>
<td>16</td>
<td>Configurable</td>
</tr>
<tr>
<td>-</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>-</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>-</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>External interrupt N</td>
<td>16+N</td>
<td>Configurable</td>
</tr>
</tbody>
</table>

When `AIRCR.BFHFNMINS` is 1, faults that target Secure state that are escalated to HardFault are still Secure HardFaults. That is, the value of `AIRCR.BFHFNMINS` does not affect faults that target Secure state that are escalated to HardFaults. This table row applies to such faults.

The extension requirements are - M. Note, S is required for Secure faults. ST is required for SysTick fault.

**I\_FPJD**

The maximum supported number of external interrupts is 496, regardless of whether the Main Extension is implemented.

**R\_QOTT**

The architecture permits an implementation to omit external configurable interrupts where no external device is connected to the corresponding interrupt pin. Where an implementation omits such an interrupt, the corresponding pending, active, enable, and priority registers are RES0.

**I\_QWTM**

In a PE with the Main Extension, the following exceptions with configurable priority numbers can be configured with `SHPR1- SHPR3` in the System Control Block (SCB):

- MemManage Fault.
- BusFault.
- UsageFault.
- SecureFault (if the Security Extension is implemented).
- SVCall.
- DebugMonitor exception.
- PendSV.
- SysTick.
- External Interrupt 0 to N.

The extension requirements are - M.

**I\_SGBC**

In a PE without the Main Extension the following exceptions with configurable priority numbers can be configured with `SHPR2` and `SHPR3` in the System Control Block (SCB):

- SVCall.
- PendSV.
- SysTick.
- External Interrupt 0 to N.

The extension requirements are - M.
All other configurable exceptions can be configured using the `NVIC_IPRn.PRI_<n>` register fields.

Configurable priority numbers start at 0, the highest configurable exception priority number.

In a PE with the Main Extension, the number of configurable priority numbers is an IMPLEMENTATION DEFINED power of two in the range 8-256:

<table>
<thead>
<tr>
<th>Number of priority bits of SHPRIn.PRI_n implemented</th>
<th>Number of configurable Priority numbers</th>
<th>Minimum Priority Number (highest priority)</th>
<th>Maximum Priority Number (lowest priority)</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>8</td>
<td>0</td>
<td>(0b11100000 = 224)</td>
</tr>
<tr>
<td>4</td>
<td>16</td>
<td>0</td>
<td>(0b11110000 = 240)</td>
</tr>
<tr>
<td>5</td>
<td>32</td>
<td>0</td>
<td>(0b11111000 = 248)</td>
</tr>
<tr>
<td>6</td>
<td>64</td>
<td>0</td>
<td>(0b11111100 = 252)</td>
</tr>
<tr>
<td>7</td>
<td>128</td>
<td>0</td>
<td>(0b11111110 = 254)</td>
</tr>
<tr>
<td>8</td>
<td>256</td>
<td>0</td>
<td>(0b11111111 = 255)</td>
</tr>
</tbody>
</table>

All low-order bits of SHPRIn.PRI_n that are not implemented as priority bits are RES0, as shown in the maximum priority number column.

The extension requirements are - M.

In a PE without the Main Extension, the number of configurable priority numbers is 4:

<table>
<thead>
<tr>
<th>Number of priority bits of SHPRn.PRI_n[5:0] implemented</th>
<th>Number of configurable Priority numbers</th>
<th>Minimum Priority Number (highest priority)</th>
<th>Maximum Priority Number (lowest priority)</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td>4</td>
<td>0</td>
<td>(0b11000000 = 192)</td>
</tr>
</tbody>
</table>

SHPRn.PRI_n[5:0] are RES0, as shown in the maximum priority number column.

The extension requirements are - M.

See also:

- **B3.11 Security states, exception banking on page 70.**
- **B3.12 Faults on page 72.**
- **B3.13 Priority model on page 76.**
- SHPR1, SHPR2, SHPR3.
- NVIC_IPRn.
- `ExecutionPriority()`
B3.10 Exception enable, pending, and active bits

The SHCSR, ICSR, DEMCR, NVIC_IABRn, NVIC_ISPRn contain exception enable, pending, and active fields. STIR can be used to pend exceptions.

The following exceptions are always enabled and therefore do not have an exception enable bit:

- HardFault.
- NMI.
- SVCall.
- PendSV.

In a PE without the Security Extension:

- Privileged execution can pend interrupts by writing to the NVIC_ISPRn.
- When CCR.USERSETMPEND is 1, unprivileged execution can pend interrupts by writing to the STIR.

The extension requirements are - /S.

In a PE with the Security Extension:

- The STIR can pend any Secure or Non-secure interrupt, as follows:

<table>
<thead>
<tr>
<th>Secure state</th>
<th>Non-secure state</th>
</tr>
</thead>
<tbody>
<tr>
<td>Privileged execution</td>
<td>Can use STIR to pend any Secure or Non-secure interrupt.</td>
</tr>
<tr>
<td>Unprivileged execution</td>
<td>When CCR_S.USERSETMPEND is 1, can use STIR to pend any Secure or Non-secure interrupt, otherwise when CCR_S.USERSETMPEND is 0, a BusFault is generated.</td>
</tr>
</tbody>
</table>

- The STIR_NS can pend a Non-secure interrupt, as follows:

<table>
<thead>
<tr>
<th>Secure state</th>
<th>Non-secure state</th>
</tr>
</thead>
<tbody>
<tr>
<td>Privileged</td>
<td>Can use CCR_NS.USERSETMPEND to pend a Non-secure interrupt.</td>
</tr>
<tr>
<td>Unprivileged</td>
<td>When CCR_NS.USERSETMPEND is 1, can use STIR_NS to pend a Non-secure interrupt, otherwise when CCR_S.USERSETMPEND is 0, a BusFault is generated.</td>
</tr>
</tbody>
</table>

- The NVIC_ISPRn can pend any Secure or Non-secure interrupt, as follows:

<table>
<thead>
<tr>
<th>Secure state</th>
<th>Non-secure state</th>
</tr>
</thead>
<tbody>
<tr>
<td>Privileged execution</td>
<td>Can use NVIC_ISPRn to pend any Secure or Non-secure interrupt</td>
</tr>
<tr>
<td>Unprivileged execution</td>
<td>BusFault</td>
</tr>
</tbody>
</table>

- The NVIC_ISPRn_NS can pend a Non-secure interrupt, as follows:
### B3.10. Exception enable, pending, and active bits

<table>
<thead>
<tr>
<th>Secure state</th>
<th>Non-secure state</th>
</tr>
</thead>
<tbody>
<tr>
<td>Privileged execution</td>
<td>Can use <code>NVIC_ISPRn_NS</code> to pend a Non-secure interrupt</td>
</tr>
<tr>
<td>Unprivileged execution</td>
<td>BusFault</td>
</tr>
</tbody>
</table>

The extension requirements are - `S`

The following table identifies the fault enable, status and active bits:

<table>
<thead>
<tr>
<th>Fault (SHCSR) and Trap Bits</th>
<th>Status bit</th>
<th>Pending bit</th>
<th>Active bit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Secure HardFault (SHCSR)</td>
<td>HFSR.VECTTBL, HFSR.FORCED, HFSR.DEBUGEVT</td>
<td>HARDFAULTPENDED</td>
<td>HARDFAULTACT</td>
</tr>
<tr>
<td>NMI</td>
<td>-</td>
<td>PENDNMISET</td>
<td>NMIACT</td>
</tr>
<tr>
<td>HardFault</td>
<td>HFSR.VECTTBL, HFSR.FORCED, HFSR.DEBUGEVT</td>
<td>HARDFAULTPENDED</td>
<td>HARDFAULTACT</td>
</tr>
<tr>
<td>MemmanageFault (MEMFAULTENA)</td>
<td>MMFSR.IACCVIOL, MMFSR.DACCVIOL, MMFSR.MUNSTKERR, MMFSR.MSTKERR, MMFSR.MLSPERR</td>
<td>MEMFAULTPENDED</td>
<td>MEMFAULTACT</td>
</tr>
<tr>
<td>BusFault (BUSFAULTENA)</td>
<td>BFSR.IBUSERR, BFSR.PRECISERR, BFSR.IMPRECISERR, BFSR.UNSTKERR, BFSR.STKERR, BFSR.LSPERR</td>
<td>BUSFAULTPENDED</td>
<td>BUSFAULTACT</td>
</tr>
<tr>
<td>UsageFault</td>
<td>UFSR.UNDEFINSTR, UFSR.INVSTATE, UFSR.INVPC, UFSR.NOCP, UFSR.STKOF</td>
<td>USGFAULTPENDED</td>
<td>USGFAULTACT</td>
</tr>
<tr>
<td>Secure Fault (SECUREFAULTENA)</td>
<td>SFSR.INVEP, SFSR.INVIS, SFSR.INVER, SFSR.AUVIOL, SFSR.INVTRAN, SFSR.LSPERR, SFSR.LSER</td>
<td>SECUREFAULTPENDED</td>
<td>SECUREFAULTACT</td>
</tr>
<tr>
<td>SVCally</td>
<td>-</td>
<td>SVCALLPENDED</td>
<td>SVCALLACT</td>
</tr>
<tr>
<td>DebugMonitor (DEMCR.MON_EN)</td>
<td>-</td>
<td>DEMCR.MON_PEND</td>
<td>MONITORACT</td>
</tr>
<tr>
<td>PendSV</td>
<td>-</td>
<td>PENDSVSET</td>
<td>PENDSVACT</td>
</tr>
<tr>
<td>SysTick (SYST_CSR.ENABLE and SYST_CSR.TICKINT)</td>
<td>-</td>
<td>PENDSTSET</td>
<td>SYSTICKACT</td>
</tr>
<tr>
<td>External Interrupt (NVIC_ICERn)</td>
<td>-</td>
<td>NVIC_ISPRn NVIC_ICPRn NVIC_IABRn</td>
<td></td>
</tr>
</tbody>
</table>
B3.11 Security states, exception banking

Some exceptions are banked. A banked exception has all the following:

- Banked enabled, pending, and active bits.
- A banked SHPRn.PRI field.
- A banked exception vector.
- A state relevant handler.

<table>
<thead>
<tr>
<th>Exception</th>
<th>Banked</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reset</td>
<td>No</td>
</tr>
<tr>
<td>HardFault</td>
<td>Yes (conditionally)</td>
</tr>
<tr>
<td>NMI</td>
<td>No</td>
</tr>
<tr>
<td>MemManage fault</td>
<td>Yes</td>
</tr>
<tr>
<td>BusFault</td>
<td>No</td>
</tr>
<tr>
<td>UsageFault</td>
<td>Yes</td>
</tr>
<tr>
<td>SecureFault</td>
<td>No</td>
</tr>
<tr>
<td>SVCall</td>
<td>Yes</td>
</tr>
<tr>
<td>DebugMonitor</td>
<td>No</td>
</tr>
<tr>
<td>PendSV</td>
<td>Yes</td>
</tr>
<tr>
<td>SysTick</td>
<td>Yes</td>
</tr>
<tr>
<td>External interrupt 0</td>
<td>No</td>
</tr>
<tr>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>External interrupt N</td>
<td>No</td>
</tr>
</tbody>
</table>

MemManage Fault, UsageFault, BusFault and the DebugMonitor exception require the Main Extension to be implemented. SecureFault requires the Security Extension to be implemented. The SysTick exception is banked if the Main Extension is implemented. If the Main Extension is not implemented, it is IMPLEMENTATION DEFINED if the exception is banked or if there is a single instance that has a configurable target Security state.

Note, some exceptions require M, S, DebugMonitor exception or ST.

A banked synchronous exception targets the Security state that it is taken from, except for the following cases:

- When accessing a coprocessor that is disabled only by the NSACR, any NOCP UsageFault that is generated as a result of that access will target Secure state, even though the PE was executing in Non-secure state.
- When accessing a coprocessor that is disabled by the CPPWR, any NOCP UsageFault that is generated as a result of that access will target the Secure state if the corresponding CPPWR.SUSm bit is set to 1, otherwise the NOCP UsageFault will target the current Security state.
- If an instruction triggers lazy floating-point state preservation, then the banked exception will be raised as if the current Security state was the same as that of the floating-point state, as indicated by FPCCR.S.
- Banked faults and exceptions which arise from instruction fetch will target the Security state associated with the instruction address instead of the current Security state.
- Where Non-secure HardFault is enabled, because AIRCR.BFHFNMIN is set to 1, the following applies:
  - HardFault exceptions generated through escalation will target the Security state of the original exception before its escalation to HardFault.
  - A HardFault generated as a result of a failed vector fetch will target the Security state of the exception raised during the failed vector fetch and not the current Security state.
- Faults triggered by the stacking of callee registers always target the Secure state.

The extension requirements are - S. Note, a UsageFault requires M, Floating-point state requires FP.
If `AIRCR.BFHFNMINS == 0`, then all Non-secure HardFaults are escalated to Secure HardFaults, and Non-secure pending bits behave as zero for everything except explicit reads and writes.

Where an implementation has two SysTick timers, one in each Security state, each timer targets its owning Security state and not the current Execution state of the PE.

The extension requirements are - `S && ST`.

NMI can be configured to target either Security state, by using `AIRCR.BFHFNMINS`.

BusFault can be configured to target either Security state, by using `AIRCR.BFHFNMINS`.

SecureFault always targets Secure state.

The extension requirements are - `S`.

The DebugMonitor exception targets Secure state if the status bit `DEMCR.SDME` is 1. Otherwise, it targets Non-secure state.

Each external interrupt, 0-N, targets the Security state that its `NVIC_ITNSn[bit number]` dictates.

When `<exception>` targets Secure state, the Non-secure view of its priority field, and enabled, pending, and active bits, are RAZ/WI.

`<exception>` is one of:
- NMI.
- BusFault.
- DebugMonitor.
- External interrupt N.
- In a PE without the Main Extension, and a single instance of the SysTick Timer, SysTick.

The extension requirements are - `S`. Note, a BusFault exception requires M, a DebugMonitor exception requires DebugMonitor exception.

Secure software must ensure that when changing the target Security state of an exception, the exception is not pending or active.

See also:
- B3.9 Exception numbers and exception priority numbers on page 65.
- B3.28 Vector tables on page 113.
- SHCSR, System Handler Control and State Register.
Chapter B3. Programmers' Model  
B3.12. Faults

B3.12 Faults

There are the following Fault Status Registers:

- **HardFault Status Register** HFSR. Present only if the Main Extension is implemented.
- **MemManage Fault Status Register** MMFSR. Present only if the Main Extension is implemented.
- **BusFault Status Register** BFSR. Present only if the Main Extension is implemented.
- **UsageFault Status Register** UFSR. Present only if the Main Extension is implemented.
- **SecureFault Status Register** SFSR. Present only if the Main Extension is implemented.
- **Debug Fault Status Register** DFSR. Present only if Halting debug or the Main Extension is implemented.
- **Auxiliary Fault Status Register** AF3R. The contents of this register are IMPLEMENTATION DEFINED.

In a PE with the Main Extension, the BFSR, MMFSR, and UFSR combine to form one register, called the Configurable Fault Status Register (CFSR).

There are the following Fault Address Registers:

- **MemManage Fault Address Register** (MMFAR). Present only if the Main Extension is implemented.
- **BusFault Address Register** (BFAR). Present only if the Main Extension is implemented.
- **SecureFault Address Register** (SFAR). Present only if the Main Extension is implemented.

The extension requirements are - \( M \).

Unless otherwise stated, **MMFAR** is updated only for a MemManage fault on a direct data access.

The extension requirements are - \( M \).

Unless otherwise stated, **BFAR** is updated only for a BusFault on a data access, a precise fault.

The extension requirements are - \( M \).

Unless otherwise stated, **SFAR** is updated only for a SecureFault on a memory access that caused a Security Attribution Unit violation.

The extension requirements are - \( M \) && \( S \).

Each fault address register has an associated valid bit. When the PE updates the fault address register, the PE sets the valid bit to 1.

<table>
<thead>
<tr>
<th>Fault address register</th>
<th>Valid bit</th>
</tr>
</thead>
<tbody>
<tr>
<td>MMFAR</td>
<td>MMFSR.MMARVALID</td>
</tr>
<tr>
<td>BFAR</td>
<td>BFSR.BFARVALID</td>
</tr>
<tr>
<td>SFAR</td>
<td>SFSR.SFARVALID</td>
</tr>
</tbody>
</table>

The extension requirements are - \( M \).

If the Security Extension is not implemented, it is IMPLEMENTATION DEFINED whether separate BFAR and MMFAR are implemented. If one shared fault address register is implemented, then on a fault that would otherwise update the shared fault address register, if one of the other valid bits is set to 1, it is IMPLEMENTATION DEFINED whether:

- The shared fault address register is updated, the valid bit for the fault is set, and the other valid bit is cleared.
- The shared fault address register is not updated, and the valid bits are not changed.

The extension requirements are - \( M \) && \( /S \).

If the Security Extension is implemented, it is IMPLEMENTATION DEFINED whether separate BFAR and MMFAR_NS are implemented. If one shared fault address register is implemented, then on a fault that would otherwise update the shared fault address register, if one of the other valid bits is set to one, it is IMPLEMENTATION DEFINED whether:
• The shared fault address register is updated, the valid bit for the fault is set, and the other valid bit is cleared.
• The shared fault address register is not updated, and the valid bits are not changed.

The extension requirements are - \( M \&\& S \).

\( R_{GJF} \)

It is IMPLEMENTATION DEFINED whether a separate SFAR and MMFAR_S are implemented. If one secure shared fault address register is implemented, then on a fault that would otherwise update the secure shared fault address register, if the other valid bit for the secure shared fault address register is set to 1, it is IMPLEMENTATION DEFINED whether:

• The shared secure fault address register is updated, the valid bit for the fault is set, and the other valid bit for the secure shared fault address register is cleared.
• The secure shared fault address register is not updated, and the valid bits for the secure shared fault address register is not changed.

The extension requirements are - \( M \&\& S \).

\( I_{SCM} \)

Arm strongly recommends that either BFAR is banked between Security states, or, if a single register is implemented, BFAR and the associated FARVALID bits are cleared when changing AICR.BFHFNMINs so as not to expose the last accessed address to the other Security state.

The extension requirements are - \( M \).

\( R_{KJPM} \)

In a PE with the Main Extension, the faults are:

<table>
<thead>
<tr>
<th>Exception Number</th>
<th>Exception</th>
<th>Fault Status Bit</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td>HardFault on Vector table entry read error</td>
<td>HFSR.VECTTBL</td>
</tr>
<tr>
<td>3</td>
<td>HardFault on fault escalation</td>
<td>HFSR.FORCED</td>
</tr>
<tr>
<td>3</td>
<td>HardFault on BKPT escalation</td>
<td>HFSR.DEBUGVT</td>
</tr>
<tr>
<td>4</td>
<td>MemManage Fault on an instruction fetch</td>
<td>MMFSR.IACCVIOL</td>
</tr>
<tr>
<td>4</td>
<td>MemManage Fault on direct data access</td>
<td>MMFSR.DACCVIOL</td>
</tr>
<tr>
<td>4</td>
<td>MemManage Fault on context unstacking by hardware.</td>
<td>MMFSR.MUNSTKERR</td>
</tr>
<tr>
<td>4</td>
<td>MemManage Fault on context stacking by hardware, because of an MPU access violation.</td>
<td>MMFSR.MSTKERR</td>
</tr>
<tr>
<td>4</td>
<td>When lazy Floating-point context preservation is active, a MemManage fault on saving Floating-point context to the stack</td>
<td>MMFSR.MLSPERR</td>
</tr>
<tr>
<td>5</td>
<td>BusFault on an instruction fetch, precise</td>
<td>BFSR.IBUSERR</td>
</tr>
<tr>
<td>5</td>
<td>BusFault on a data access, precise</td>
<td>BFSR.PRECISERR</td>
</tr>
<tr>
<td>5</td>
<td>BusFault on a data access, imprecise</td>
<td>BFSR.IMPRECISERR</td>
</tr>
<tr>
<td>5</td>
<td>BusFault on context unstacking by hardware</td>
<td>BFSR.UNSTKERR</td>
</tr>
<tr>
<td>5</td>
<td>BusFault on context stacking by hardware</td>
<td>BFSR.STKERR</td>
</tr>
<tr>
<td>5</td>
<td>When lazy Floating-point context preservation is active, a BusFault on saving Floating-point context to the stack</td>
<td>BFSR.LSPERR</td>
</tr>
<tr>
<td>6</td>
<td>UsageFault, undefined instruction</td>
<td>UFSR.UNDEFINSTR</td>
</tr>
<tr>
<td>6</td>
<td>UsageFault, invalid Instruction set state because EPSR.T</td>
<td>UFSR.INVSTATE</td>
</tr>
</tbody>
</table>
is 0 or because of an exception return with a valid ICI value where the return address does not target either a load/store/clear multiple instruction or a breakpoint instruction.

- UsageFault, failed integrity check on exception return or a function return with a transition from Non-secure state to Secure state
- UsageFault, no coprocessor
- UsageFault, stack overflow
- UsageFault, unaligned access
- UsageFault, divide by zero when CCR.DIV_0_TRP is 1

<table>
<thead>
<tr>
<th>Exception number</th>
<th>Exception</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>SecureFault</td>
</tr>
<tr>
<td></td>
<td>SecureFault, invalid Secure state entry point</td>
</tr>
<tr>
<td></td>
<td>SecureFault, invalid integrity signature when unstacking</td>
</tr>
<tr>
<td></td>
<td>SecureFault, invalid exception return</td>
</tr>
<tr>
<td></td>
<td>SecureFault, attribution unit violation</td>
</tr>
<tr>
<td></td>
<td>SecureFault, invalid transition from Secure state</td>
</tr>
<tr>
<td></td>
<td>SecureFault, lazy Floating-point context preservation error</td>
</tr>
<tr>
<td></td>
<td>SecureFault, lazy Floating-point context error</td>
</tr>
</tbody>
</table>

The extension requirements are - $M$. Note, Secure Faults require $S$.

- Exception vector reads use the default address map.

- In a PE without the Main Extension, the enable, pending, and active bits in SHCSR are set to 0 for those faults that are only included in a PE with the Main Extension.

The extension requirements are - $M$.

- In a PE without the Main Extension, the faults are:

The extension requirements are - $M$.

- Fault conditions that would generate a SecureFault in a PE with the Main Extension instead generate a Secure HardFault in a PE without the Main Extension.

The extension requirements are - $M$.

- For the exact circumstances under which each of the Armv8-M faults is generated, see the appropriate Fault Status Register description.

The extension requirements are - $M$. 

---

**DDI0553A.k**

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See also:

B3.9 Exception numbers and exception priority numbers on page 65.

B3.29 Hardware-controlled priority escalation to HardFault on page 115.

Chapter B11 Debug on page 229.

Chapter D1 Register Specification.
B3.13 Priority model

An exception, other than reset, has the following possible states:

**Active:**
An exception that either:

• Is being handled.
• Was being handled. The handler was preempted by a handler for a higher priority exception.

**Pending:**
An exception that has been generated, but that is not active.

**Inactive:**
The exception has not been generated.

**Active and pending:**
One instance of the exception is active, and a second instance of the exception is pending. Only asynchronous exceptions can be active and pending. Synchronous exceptions are either inactive, pending, or active.

Lower priority numbers take precedence over higher priority numbers.

When no exception is active and no priority boosting is active, the instruction stream that is executing has a priority number of (maximum supported priority number+1). The instruction stream that is executing can be interrupted by an exception with sufficient priority.

If any exceptions are active the current execution priority is determined by:

1. In a PE with the Main Extension, the calculation of the effect of AIRCR.PRIGROUP on the comparison of BASEPRI to the SHPRn.PRI and NVIC_IPRn values.
2. In a PE with or without the Main Extension applying the effects of PRIMASK.PM and AIRCR.PRIS.
3. In a PE with the Main Extension applying the effects of FAULTMASK.FM.
4. The execution priority is the either:
   • The exception with the lowest priority number.
   • The exception with the lowest priority group value.

Execution at a particular priority can only be preempted by an exception with a lower group priority value.

In thread mode, when there are no active exceptions and no priority boosting is enabled, the execution priority is 256.

In a PE with the Main Extension, BASEPRI and each SHPRn.PRI_n and NVIC_IPRn.PRI_Nn are 8-bit fields that AIRCR.PRIGROUP splits into two fields, a group priority field and a subpriority field:
B3.13. Priority model

<table>
<thead>
<tr>
<th>AIRCR.PRIGROUP value</th>
<th>BASEPRI, SHPRn.PRI_n [7:0], and NVIC_IPRn.PRI_Nn [7:0] Group priority field</th>
<th>Subpriority field</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>[7:1]</td>
<td>[0]</td>
</tr>
<tr>
<td>1</td>
<td>[7:2]</td>
<td>[1:0]</td>
</tr>
<tr>
<td>2</td>
<td>[7:3]</td>
<td>[2:0]</td>
</tr>
<tr>
<td>3</td>
<td>[7:4]</td>
<td>[3:0]</td>
</tr>
<tr>
<td>4</td>
<td>[7:5]</td>
<td>[4:0]</td>
</tr>
<tr>
<td>5</td>
<td>[7:6]</td>
<td>[5:0]</td>
</tr>
<tr>
<td>6</td>
<td>[7]</td>
<td>[6:0]</td>
</tr>
<tr>
<td>7</td>
<td>-</td>
<td>[7:0]</td>
</tr>
</tbody>
</table>

In a PE without the Main Extension, \text{AIRCR.PRIGROUP} is \texttt{RES0}, therefore each \text{SHPRn.PRI_n} and \text{NVIC_IPRn.PRI_Nn} is split into two as follows:

<table>
<thead>
<tr>
<th>AIRCR.PRIGROUP value</th>
<th>SHPRn.PRI_n [7:0], and NVIC_IPRn.PRI_Nn [7:0] Group priority field</th>
<th>Subpriority field</th>
</tr>
</thead>
<tbody>
<tr>
<td>\texttt{RES0}</td>
<td>[7:1]</td>
<td>[0]</td>
</tr>
</tbody>
</table>

\text{SHPRn.PRIn[5:0]} are \texttt{RES0} in a PE without the Main Extension.

All low order bits of \text{BASEPRI}, \text{SHPRn.PRI}, and \text{NVIC_IPRn} are not implemented as priority bits are \texttt{RES0}.

\text{R}_{\text{MQE}} When \text{AIRCR.PRIS} is 1, each Non-secure \text{SHPRn_NS.PRI_n} priority field value [7:0] has the following sequence applied to it, it:

1. Is divided by two.
2. The constant \texttt{0x80} is then added to it.

This is equivalent to the priority field value output\_pri = ‘1’:input\_pri[7:1] and the priority comparisons are done on the effective field value after the division by 2 + \texttt{0x80} has been performed.

This maps the Non-secure \text{SHPRn_NS.PRI_n} group priority field values to the bottom half of the priority range. When this sequence is applied, any effects of \text{AIRCR.PRIGROUP} have already been taken into account, so the subpriority field is dropped and the sequence is only applied to the group priority field.

\text{The extension requirements are -} S. \text{Note, Subpriority requires M.}

\text{R}_{\text{CGV}} After applying \text{AIRCR.PRIS}:

- If there are multiple pending exceptions, the pending exception with the lowest group priority field value takes precedence.
- If multiple pending exceptions have the same group priority field value, the pending exception with the lowest subpriority field value takes precedence.
- If multiple pending exceptions have the same group priority field value and the same subpriority field value, the pending exception with the lowest exception number takes precedence.
- If a pending Secure exception and a pending Non-secure exception both have the same group priority field value, the same subpriority field value, and the same exception number, the Secure exception takes precedence.

\text{Note, a Secure exception requires S.}

\text{R}_{\text{SHG}} If there are multiple pending exceptions it is IMPLEMENTATION DEFINED whether the \text{AIRCR.PRIGROUP} mask is applied to:

- The active tree only.
- The active tree and the pending tree.
The following is an example of exceptions with different priorities:

This example considers the following exceptions, that all have configurable priority numbers:

- A has the highest priority.
- B has medium priority.
- C has lowest priority.

Example sequence of events:

1. No exception is active and no priority boosting is active.
2. B is generated. The PE takes exception B and starts executing the handler for it. Exception B is now active and the current execution priority is that of B.
3. A is generated. A is higher priority, therefore A preempts B, and the PE starts executing the handler for A. Exception A is now active and the current execution priority is that of A. Exception B remains active.
4. C is generated. C has the lowest priority, therefore it is pending.
5. The PE reduces the priority of A to a priority that is lower than C. B is now the highest priority active exception, therefore the execution priority moves to that of B. The PE continues executing the handler for A at the priority of B. After completing A, the PE restarts the handler for B. After completing B, the PE takes exception C and starts executing the handler for it. C is now active and the current execution priority is that of C.

The following diagram shows an example. In this example, all 8 bits of SHPRn_NS.PRI_n are implemented as priority bits and AIRCR.PRIGROUP_NS is set to 0.

In this example, the mapping is:

<table>
<thead>
<tr>
<th>SHPRn_NS.PRI_n value</th>
<th>Mapped to</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>0x80</td>
</tr>
<tr>
<td>0x02</td>
<td>0x81</td>
</tr>
<tr>
<td>0x04</td>
<td>0x82</td>
</tr>
<tr>
<td>0x06</td>
<td>0x83</td>
</tr>
<tr>
<td>0xFE</td>
<td>0xFF</td>
</tr>
</tbody>
</table>

In this example, Secure exceptions in the range 0x00-0x7F have priority over all Non-secure exceptions.

*The extension requirements are - M && S.*
In a PE without the Main Extension but with the Security Extension, when \texttt{AIRCRR.PRIS} is set to 1 the Non-secure exception is mapped to the lower half of the priority range, as shown in the table:

<table>
<thead>
<tr>
<th>Non-secure group priority value</th>
<th>Mapped to</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>0x80</td>
</tr>
<tr>
<td>0x40</td>
<td>0xA0</td>
</tr>
<tr>
<td>0x80</td>
<td>0xC0</td>
</tr>
<tr>
<td>0xC0</td>
<td>0xE0</td>
</tr>
</tbody>
</table>

The extension requirements are \texttt{S \&\& \sim M}.

See also:

- \texttt{B3.9 Exception numbers and exception priority numbers} on page 65.
- \texttt{B3.30 Special-purpose mask registers, PRIMASK, BASEPRI, FAULTMASK, for configurable priority boosting} on page 116.
- \texttt{B3.29 Hardware-controlled priority escalation to HardFault} on page 115.
- \texttt{ExceptionPriority()}.
- \texttt{ExecutionPriority()}.
- \texttt{ComparePriorities()}.
- \texttt{RawExecutionPriority()}. 
B3.14 Secure address protection

**R**CHLX  *NS-Req* defines the Security state that the PE or DAP requests that a memory access is performed in.  
The extension requirements are - *S*.

**R**MSNJ  *NS-Attr* marks a memory access as Secure or Non-secure.  
The extension requirements are - *S*.

**R**VHRL  For PE data accesses, NS-Req is equal to the current Security state.  
The extension requirements are - *S*.

**R**XSPQ  For PE and DAP data accesses, NS-Attr is determined as follows:

<table>
<thead>
<tr>
<th>NS-Req</th>
<th>Security attribute of the location being accessed</th>
<th>NS-Attr</th>
</tr>
</thead>
<tbody>
<tr>
<td>Non-secure</td>
<td>X</td>
<td>Non-secure</td>
</tr>
<tr>
<td>Secure</td>
<td>Non-secure</td>
<td>Non-secure</td>
</tr>
<tr>
<td>Secure</td>
<td>Secure</td>
<td>Secure</td>
</tr>
</tbody>
</table>

The extension requirements are - *S*.

**R**TDNR  For instruction fetches, NS-Req and NS-Attr are equal to the Security attribute of the location being accessed. NS-Attr also determines the Security state of the PE.  
The extension requirements are - *S*.

**I**NGXH  It is not possible to execute Secure code in Non-secure state, or Non-secure code in Secure state.  
The extension requirements are - *S*.

See also:  
B3.15 Security state transitions on page 81.  
B11.3.4 DAP access permissions on page 244.
B3.15 Security state transitions

For a transition to an address in the other Security state, the following table shows when the PE changes Security state:

<table>
<thead>
<tr>
<th>Current Security state</th>
<th>Security attribute of the branch target address</th>
<th>Conditions for a change in Security state</th>
</tr>
</thead>
<tbody>
<tr>
<td>Secure</td>
<td>X</td>
<td>Change to Non-secure state if the branch was an <em>interstating branch</em> instruction, <em>BXNS</em> or <em>BLXNS</em>, with the least significant bit of its target address set to 0.</td>
</tr>
<tr>
<td>Non-secure</td>
<td>Secure and Non-secure callable</td>
<td>Change to the Secure state if both: - The branch target address contains an <em>SG</em> instruction which is fetched and executed. - The whole of the instruction at the branch target address is flagged as Secure and Non-secure callable.</td>
</tr>
</tbody>
</table>

*The extension requirements are - S.*

**SG** instructions in Secure memory are valid entry points to Secure code. They prevent Non-secure code from being able to jump to arbitrary addresses in Secure code.

*The extension requirements are - S.*

When an interstating branch is executed in Secure state, the least significant bit of the target address indicates the target Security state:

- **I:** The target Security state is Secure.
- **0:** The target Security state is Non-secure.

Interstating branches are UNDEFINED in Non-secure state.

*The extension requirements are - S.*

On transition from Secure to Non-secure state, if the least significant bit of an interstating branch is set to one, the execution of the next instruction will generate either an INVTRAN SecureFault or Secure HardFault.

*The extension requirements are - S. Note, an INVTRAN SecureFault requires M.*

On transition from Non-secure to Secure state, if there is no *SG* instruction or the whole instruction at the branch target address is not flagged as Secure and Non-secure callable the execution of the next instruction will generate either an INVEP SecureFault or Secure HardFault.

*The extension requirements are - S. Note, an INVTRAN SecureFault requires M.*

If sequential instruction execution crosses from Non-secure memory to Secure memory, then if the Secure memory entry point contains an *SG* instruction and the whole of the instruction at the Secure memory entry point is flagged as Secure and Non-secure callable, it is CONSTRAINED UNPREDICTABLE whether:

- The PE changes to Secure state.
- Either an INVTRAN SecureFault or Secure HardFault is generated.

*The extension requirements are - S. Note, an INVTRAN SecureFault requires M.*

When an exception is taken to the other Security state, the PE automatically transitions to that other Security state.

*The extension requirements are - S.*
See also:

C1.4.7 Instruction set, interworking and interstating support on page 322.

Chapter B8 The Armv8-M Protected Memory System Architecture on page 213.
B3.16 Function calls from Secure state to Non-secure state

R\textsuperscript{GBVBB} If a BLXNS interstating branch generates a change from Secure state to Non-secure state, then before the Security state change:

- The return address, which is the address of the instruction after the instruction that caused the function call, the IPSR value and CONTROL.SFPA are stored onto the current stack, as shown in the following figure. ReturnAddress[0] is set to 1 to indicate a return to the T32 instruction set state. The IPSR is stacked in the partial RETPSR, and CONTROL.SFPA is stacked in bit [20] of the partial RETPSR.

- If the PE is in Handler mode, IPSR has the value of 1.

- The FNC\_RETURN value is saved in the LR.

\textit{The extension requirements are - S. Note, CONTROL.SFPA requires FP.}

R\textsuperscript{QVJU} Behavior is \textit{UNPREDICTABLE} when a function call stack frame is not doubleword-aligned.

\textit{The extension requirements are - S.}

I\textsuperscript{KZD} Arm recommends that when Secure code calls a Non-secure function, any registers not passing function arguments are set to 0.

\textit{The extension requirements are - S.}

See also:

\textit{C1.4.7 Instruction set, interworking and interstating support on page 322.}
B3.17 Function returns from Non-secure state

R_{HPFG} An interstating function return begins when one of the following instructions loads a FNC_RETURN value into the PC:

• A POP (mutliple registers) or LDM that includes loading the PC.
• An LDR with the PC as a destination.
• A BX with any register.
• A BXNS with any register.

On detecting a FNC_RETURN value in the PC:

• The FNC_RETURN stack frame is unstacked.
• EPSR.IT is set to 0b00.
• The following integrity checks on function return are performed:
  – A check that IPSR is zero or 1 before the value of it is restored.
  – A check that if the stacked IPSR value is zero the return is in Thread mode.
  – A check that if the stacked IPSR value is nonzero the return is to Handler mode.

The extension requirements are - S.

R_{TFCK} If the stack pointer is not 8 byte aligned the behavior is UNPREDICTABLE.

The extension requirements are - S.

R_{OWTF} The FNC_RETURN value is:

```
| 31 30 29 28 27 26 25 24 23 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|------------------------------|------------------------------|------------------------------|------------------------------|
| 1 1 1 1 1 1 1 0 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 |
```

Bits[31:1]
This is what identifies the value as an FNC_RETURN value.

Bit[0], S: The function return was from:

0: Secure state.
1: Non-secure state.

The extension requirements are - S.

R_{QLJT} Any failed integrity check on function return generates a Secure INVPC UsageFault that is synchronous to the instruction that loaded the FNC_RETURN value into the PC.

The extension requirements are - M & S.

R_{RTHW} Any failed integrity check on function return generates a Secure HardFault that is synchronous to the instruction that loaded the FNC_RETURN value into the PC.

The extension requirements are - S & M.

R_{FGB} If FNC_RETURN does not fail the integrity checks then the PE behaves as follows:

• ReturnAddress bits [31:1] is written to the PC.
• ReturnAddress bit [0] is written to EPSR.T.
• The partial RETPSR is written to IPSR Exception and CONTROL.SFPA.

The extension requirements are - S. Note, CONTROL.SFPA requires FP.
Chapter B3. Programmers' Model

B3.17. Function returns from Non-secure state

R_LHFB  If the IPSR retrieved from RETPSR is not supported by the PE the value is UNKNOWN.
           \[ \text{The extension requirements are - } S. \]

I_KBQ  Any Secure INVPC UsageFault, Secure HardFault, or INVSTATE UsageFault generated on FNC_RETURN are subject to the rules in respect of escalation of faults and potentially Lockup.
           \[ \text{The extension requirements are - } S. \]

See also:

B3.29 Hardware-controlled priority escalation to HardFault on page 115.
B3.31 Lockup on page 118.
### B3.18 Exception handling

**RSEGK** In the absence of a specific requirement to take an exception, the architecture requires that pending exceptions are taken within finite time.

**RFXGF** If an exception was pending but is changed to not pending before it is taken, then the architecture permits the exception to be taken but does not require that the exception is taken. If the exception is taken it must be taken before the first **Context synchronization event** after the exception was changed to not pending.

**RVTFR** An exception that does not cause lockup sets both:
- The pending bit of its handler, or the pending bit of the HardFault handler, to 1.
- The associated fault status information.

**RVVLD** When a pending exception has a lower group priority value than current execution, including accounting for any priority adjustment by **AIRCR.PRIS**, the pending exception preempts current execution.

**RWBND** Preemption of current execution causes the following basic sequence:
1. R0-R3, R12, LR, RETPSR, including CONTROL.SFPA, are stacked.
2. The return address is determined and stacked.
3. Optional stacking of Floating-point context, which might be any one of the following:
   - No stacking or preservation of the Floating-point context.
   - Stacking the basic Floating-point context.
   - Stacking the basic Floating-point context and the additional Floating-point context.
   - Activation of Lazy Floating-point state preservation.
4. LR is set to **EXC_RETURN**.
5. Optional clearing of Floating-point registers, depending on the Security state transition.
6. The following flags are also cleared:
   - IT State is cleared, if the Main Extension is implemented.
   - CONTROL.FPCA is cleared, if the Floating-point Extension is implemented.
   - CONTROL.SFPA is cleared, if the Floating-point Extension and the Security Extension are implemented.
7. The exception to be taken is chosen, and IPSR Exception is set accordingly. The setting of IPSR Exception to a nonzero value causes the PE to change to Handler mode.
8. **CONTROL.SPSEL** is set to 0, to indicate the selection of the main stack, dependent on the Security state being targeted.
9. The pending bit of the exception to be taken is set to 0. The active bit of the exception to be taken is set to 1.
10. The Security state is changed to the Security state of the exception that is being activated.
11. The registers are cleared, depending on the transition of the Security state. The registers are divided between the caller and callee registers. If the Security state transition is from Secure to Non-secure state, all the registers are cleared to 0. In all other cases, the caller registers are set to an **UNKNOWN** value and the callee registers remain unchanged and are not stacked.
12. EPSR.T is set to bit[0] of the exception vector for the exception to be taken.
13. The PC is set to the exception vector for the exception to be taken.

*Note, some steps might require additional extensions.*

The `HandleException()`, `ExceptionEntry()`, `PushStack()`, `PushCalleeStack()`, `ExceptionTaken()`, and `ActivateException()` pseudocode describes the full exception handling sequence.

When, during exception entry, the target Security state of an exception differs from the Security state of the memory the exception vector targets:

- An INVEP SecureFault is generated if the exception is Non-secure and the exception vector targets Secure memory.
  - The INVEP SecureFault can be avoided if the exception is associated with Non-secure state and is targeting an `SG` instruction that is located in memory that is Secure and Non-secure callable.
- An INVTRAN SecureFault is generated if the exception is Secure and the exception vector targets Non-secure memory.

*The extension requirements are - S. Note, an INVEP or INVTRAN SecureFault requires M.*

The return address is one of the following:

- For a synchronous exception, other than an SVCall exception and a `SVC` instruction that escalates to HardFault, the address of the instruction that caused the exception.
- For an asynchronous exception, the address of the next instruction in the program order.
- For an SVCall exception and a `SVC` instruction that escalates to HardFault, the address of the next instruction in the program order.

The least significant bit of the return address from an exception is RES0.

See also:

- B3.10 Exception enable, pending, and active bits on page 68.
- B3.13 Priority model on page 76.
- B3.19 Exception entry, context stacking on page 88.
- B3.20 Exception entry, register clearing after context stacking on page 96.
- B3.28 Vector tables on page 113.
- B3.21 Stack limit checks on page 97.
- B3.24 Exceptions during exception entry on page 104.
B3.19 Exception entry, context stacking

On taking an exception, the PE hardware saves state context onto the stack that the SP register points to. The state context that is saved is eight 32-bit words:

- RETPSR.
- ReturnAddress.
- LR.
- R12.
- R3-R0.

In a PE without the Security Extension but with the Floating-point Extension, on taking an exception, the PE hardware saves state context onto the stack that the SP register points to. If CONTROL.FPCA is 1 when the exception is taken, then in addition to the state context being saved, there are the following possible modes for the Floating-point context:

- Stack the Floating-point context.
- Reserve space on the stack for the Floating-point context. This is called lazy Floating-point context preservation.
### Exception entry, context stacking

The extension requirements are - \texttt{IS}. Note, FP is required for the extended stack frame.

In a PE with the Security Extension, on taking an exception, the PE hardware:

1. Saves state context onto the stack that the SP register points to.
2. If exception entry requires a transition from Secure state to Non-secure state, the PE hardware extends the stack frame and also saves additional state context.

---

**Stack the state and FP contexts**

<table>
<thead>
<tr>
<th>SP offset</th>
<th>State context</th>
<th>FP context</th>
<th>New SP</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>R0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0x04</td>
<td>R1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0x08</td>
<td>R2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0x0C</td>
<td>R3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0x10</td>
<td>R12</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0x18</td>
<td>ReturnAddress</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0x14</td>
<td>LR (R14)</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0x10</td>
<td>R12</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0x0C</td>
<td>R3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0x08</td>
<td>R2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0x04</td>
<td>R1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0x00</td>
<td>R0</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Lazy FP context save**

<table>
<thead>
<tr>
<th>SP offset</th>
<th>State context</th>
<th>FP context</th>
<th>New SP</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>R0</td>
<td>FPSCR</td>
<td></td>
</tr>
<tr>
<td>0x04</td>
<td>R1</td>
<td>S15</td>
<td></td>
</tr>
<tr>
<td>0x08</td>
<td>R2</td>
<td>S14</td>
<td></td>
</tr>
<tr>
<td>0x0C</td>
<td>R3</td>
<td>S13</td>
<td></td>
</tr>
<tr>
<td>0x10</td>
<td>R12</td>
<td>S12</td>
<td></td>
</tr>
<tr>
<td>0x14</td>
<td>LR (R14)</td>
<td>S11</td>
<td></td>
</tr>
<tr>
<td>0x18</td>
<td>ReturnAddress</td>
<td>S10</td>
<td></td>
</tr>
<tr>
<td>0x14</td>
<td>LR (R14)</td>
<td>S9</td>
<td></td>
</tr>
<tr>
<td>0x18</td>
<td>ReturnAddress</td>
<td>S8</td>
<td></td>
</tr>
<tr>
<td>0x00</td>
<td>R0</td>
<td>S7</td>
<td></td>
</tr>
<tr>
<td>0x04</td>
<td>R1</td>
<td>S6</td>
<td></td>
</tr>
<tr>
<td>0x08</td>
<td>R2</td>
<td>S5</td>
<td></td>
</tr>
<tr>
<td>0x0C</td>
<td>R3</td>
<td>S4</td>
<td></td>
</tr>
<tr>
<td>0x10</td>
<td>R12</td>
<td>S3</td>
<td></td>
</tr>
<tr>
<td>0x14</td>
<td>LR (R14)</td>
<td>S2</td>
<td></td>
</tr>
<tr>
<td>0x18</td>
<td>ReturnAddress</td>
<td>S1</td>
<td></td>
</tr>
<tr>
<td>0x14</td>
<td>LR (R14)</td>
<td>S0</td>
<td></td>
</tr>
</tbody>
</table>

**Do not stack the FP context or reserve any space for it. Stack only the state context.**

<table>
<thead>
<tr>
<th>SP offset</th>
<th>State context</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00</td>
<td>R0</td>
</tr>
<tr>
<td>0x04</td>
<td>R1</td>
</tr>
<tr>
<td>0x08</td>
<td>R2</td>
</tr>
<tr>
<td>0x0C</td>
<td>R3</td>
</tr>
<tr>
<td>0x10</td>
<td>R12</td>
</tr>
<tr>
<td>0x18</td>
<td>ReturnAddress</td>
</tr>
<tr>
<td>0x14</td>
<td>LR (R14)</td>
</tr>
</tbody>
</table>

**Extended stack frame**

- Extended stack frame
- Basic stack frame

---

**Reserved**

- FPSCR
- S15
- S14
- S13
- S12
- S11
- S10
- S9
- S8
- S7
- S6
- S5
- S4
- S3
- S2
- S1
- S0

**xPSR**

- ReturnAddress
- LR (R14)
- R12
- R3
- R2
- R1
- R0

**New SP**

- Original SP
- Reserved
- Reserved for FP context
The extension requirements are - S.

**RBLQS** If a Secure exception is taken from a Secure context of execution, it is IMPLEMENTATION DEFINED whether:

- The additional state context is not stacked, and EXC_RETURN.DCRS is set to 1.
- The additional state context is stacked and EXC_RETURN.DCRS is set to 0.

The extension requirements are - S.

**IkJRL** If a higher priority Secure exception occurs during exception entry after the PE has begun stacking the additional state context, but before any exception handler has started execution, in preparation to take a Non-secure exception the PE might:

- Discard the stacking of the additional state context.
- Complete the stacking of the additional state context and the EXC_RETURN.DCRS is set to 0.

The extension requirements are - S.

**RDHPD** In a PE with the Security Extension and the Floating-point Extension, on taking an exception from:

**Non-secure state**

Behavior is the same as a PE without the Security Extension but with the Floating-point Extension.

**Secure state when CONTROL.FPCA is 0**

Behavior is the same as for a PE with the Security Extension but without the Floating-point Extension.

**Secure state when CONTROL.FPCA is 1**

The PE hardware:
1. Saves state context onto the stack that the SP register points to.

2. If FPCCR_S.TS is 0 or the background state is Non-secure when the exception is taken, the PE hardware either stacks the Floating-point context or when lazy state preservation is active reserves space on the stack for the Floating-point context.

   If FPCCR_S.TS is 1 and the background state is Secure state when the exception is taken, the PE hardware either stacks both the Floating-point context and additional Floating-point context, or when lazy state preservation is active reserves space on the stack for both the Floating-point context and additional Floating-point context.

3. If exception entry is to Non-secure state, including when a higher priority derived or late-arriving exception targeting Secure state occurs, the PE hardware extends the stack frame, and also saves the additional state context. The PE also performs the exception handling steps common to exception entry.

The following figure shows PE stacking behavior when CONTROL.FPCA is 1, FPCCR_S.TS is 1 (and both the Floating-point context and additional Floating-point context is stacked), and exception entry is to Non-secure state and the background state is Secure state:
Chapter B3. Programmers' Model
B3.19. Exception entry, context stacking

![Diagram of context stacking]

| SP offset |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x00      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x04      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x08      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x0C      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x10      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x14      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x18      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x1C      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x20      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x24      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x28      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x30      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x34      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x38      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x3C      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x40      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x44      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x48      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x4C      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x50      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x54      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x58      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x60      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x64      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x68      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x70      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x74      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x78      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x80      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x84      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x88      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x90      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x94      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x98      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0x9C      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0xA0      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0xA4      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0xB0      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0xBC      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0xC0      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0xC4      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0xC8      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0xCC      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0xD0      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 0xD4      |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |

Original SP\(^1\)  Additional FP context  FP context  RETPSR  ReturnAddress  LR (R14)  State context  Additional state context  New SP

\(^1\) Or at offset 0xD4 if at a word-aligned but not doubleword-aligned address.
The extension requirements are - $S \&\& FP$.

On an exception, the RETPSR value that is stacked is all the following:

- The APSR, IPSR, and EPSR.
- CONTROL.SFPA, in RETPSR[20] if the background state is Secure state.

In addition, on an exception, the PE uses RETPSR.SPREALIGN to indicate whether the PE realigned the stack to make it doubleword-aligned:

0: The PE did not realign the stack.
I: The PE realigned the stack.

Note, CONTROL.SFPA requires $S \&\& FP$.

When stacking the context on exception entry, full descending stacks are used.

In a PE with the Floating-point Extension:

- Because setting FPCCR.ASPEN to one causes the PE to automatically set CONTROL.FPCA to 1 on the execution of a floating-point instruction, setting FPCCR.ASPEN to 1 means that the PE hardware automatically either:
  - Stacks Floating-point context on taking an exception.
  - Uses lazy Floating-point context preservation on taking an exception.

If CONTROL.FPCA == 1, it is FPCCR.LSPEN that determines whether the PE hardware performs stacking or lazy Floating-point preservation:

0 : The PE hardware automatically stacks Floating-point context on taking an exception. In a PE that also includes the Security Extension, if FPCCR_S.TS == 1 and the background state is Secure state, the hardware stacks the additional Floating-point context and the Floating-point context.

I: The PE hardware uses lazy Floating-point context preservation on taking an exception, and sets all of:

- The FPCAR, to point to the reserved S0 stack address.
- FPCCR.LSPACT to 1.
- FPCCR{USER, THREAD, HFREADY, MMRDY, BFREDY, SFRDY, MONRDY, UFRDY}, to record the permissions and fault possibilities to be applied to any subsequent Floating-point context save.

In a PE that also includes the Security Extension, if FPCCR_S.TS is 1 and the background state is Secure state, the hardware reserves space on the stack for both the Floating-point context and the additional Floating-point context. Otherwise, the hardware only reserves space on the stack for the Floating-point context.

The extension requirements are - $FP$. Note, space is reserved for both the Floating-point context and the additional Floating-point context if the Security Extension is implemented.

Execution of a floating-point instruction while FPCCR.LSPACT == 1 indicates that lazy Floating-point context preservation is active.

The extension requirements are - $FP$.

If an attempt is made to execute a floating-point instruction while lazy Floating-point context preservation is active, the access permissions that CPACR and NSACR define are checked against the context that activated lazy Floating-point context preservation, in addition to the checks defined in FPCCR.

- If no permission violation is detected, the PE:
1. Saves Floating-point context to the reserved area on the stack, as identified by the FPCAR.
2. Saves the additional Floating-point context if FPCCR.TS and FPCCR.S == 1.
3. Sets FPCCR.LSPACT to 0 to indicate that lazy Floating-point context preservation is no longer active.
4. If the instruction targets Non-secure state the registers are set to an UNKNOWN value. If the instruction targets Secure state the registers are cleared.
5. Processes the floating-point instruction.

- If a permission violation is detected, the PE generates a NOCP UsageFault and does not save Floating-point context to the reserved area on the stack.
- If there is a Security violation or other exception on context stacking the PE will take that exception if the priority of the exception is lower than the execution priority.

The extension requirements are - FP.

R\_GNS When the following conditions are met on exception entry, the PE generates a Secure NOCP UsageFault, skips all Floating-point register saving, clearing or lazy-state preservation activation and does not allocate space on the stack for Floating-point context:
- CONTROL.FPCA == 1.
- NSACR.CP10 is 0.
- The Background state is Non-secure state.

The extension requirements are - FP & S.

R\_QLGM A NOCP UsageFault takes precedence over UNDEFINSTR faults for all instructions that fall into the range covered by the IsCPInstruction() function.

R\_EMSH If lazy Floating-point context preservation or floating-point context stacking is activated, as indicated by FPCCR.S.S when FPCCR.LSPACT is already set to 1, the PE generates an LSERR SecureFault. The floating-point context, and the additional context, are not stacked and the floating-point registers are not cleared.

The extension requirements are - FP & S.

R\_FVTTL The value in CONTROL.SFPA is set automatically by hardware on any of the following events:
- An SG instruction fetched from secure memory and executed in Non-secure state clears CONTROL.SFPA to 0.
- A BXNS instruction that causes a transition from Secure state to Non-secure state clears CONTROL.SFPA to 0.
- A BLXNS instruction that causes a transition from Secure state to Non-secure state preserves the value in CONTROL.SFPA in the FNC_RETURN stack frame and then clears CONTROL.SFPA to 0.
- A valid instruction that loads FNC_RETURN into the PC sets CONTROL.SFPA to the value retrieved from the FNC_RETURN payload.
- CONTROL.SFPA is saved and restored on exception entry or return in the RETPSR value in the stack frame.
- Exception entry, including tail chaining, clears CONTROL.SFPA to 0.
- If the value of FPCCR.ASPEN is one, then any floating-point instruction (excluding VLLDM and VLSTM) executed in Secure state sets the value of CONTROL.SFPA to one. If the value of FPCCR.ASPEN is one and the value of CONTROL.SFPA is zero when a floating-point instruction is executed in the Secure state, the FPSCR value is taken from the values set in FPDSCR.

The extension requirements are - FP & S.

I\_GJGL To ensure future compatibility Arm recommends that the value used to seal the top of the stack is 0xFEF5EDA5. This value has the following properties:
- It is not a valid FNC_RETURN or EXC_RETURN value.
- It is not the integrity signature used to secure the bottom of the stack frame and cannot be used to inadvertently
mark the stack as containing a valid exception stack frame.

- The value starts with 0xF and is therefore not a valid instruction address and will result in a fault if interpreted as a FNC_RETURN stack frame.

See also:

- B3.8 Stack pointer on page 63.
- B3.20 Exception entry, register clearing after context stacking on page 96.
- B3.23 Integrity signature on page 103.
- PushStack().
**B3.20 Exception entry, register clearing after context stacking**

ROJRX On exception entry:
- The PE hardware sets R0-R3, R12, APSR, and EPSR to an **UNKNOWN** value after it has pushed state context to the stack.
- The PE hardware sets S0-S15 and the FPSCR to an **UNKNOWN** value after it has pushed Floating-point context to the stack.

*The extension requirements are - !S. Note, FP is required for S0-S15 and FPSCR.*

RESDB On exception entry, including **tail-chaining**, the PE sets:
- R0-R3, R12, APSR, and EPSR to:
  - Unless otherwise stated, an **UNKNOWN** value if the exception is taken to Secure state.
  - Zeros.
- If the background state was Secure and the exception targets the Secure state and **EXC_RETURN.DCRS** == 0 then R4 to R11 become **UNKNOWN**.
- If the background state was Secure and the exception targets Non-secure state then R4 to R11 are set to zeros.

Otherwise the register values are not changed.

*The extension requirements are - S.*

RJWBK Register clearing behavior after context stacking is as follows:
- If **FPCCR_S.TS** is 0 when the Floating-point context is pushed to the stack, S0-S15 and the FPSCR are set to an **UNKNOWN** value after stacking.
- If **FPCCR_S.TS** is 1 when the Floating-point context and additional Floating-point context are both pushed to the stack, S0-S31 and the FPSCR are set to zero after stacking.

*The extension requirements are - FP & S.*

See also:
- **B3.19 Exception entry, context stacking** on page 88.
- **B3.26 Tail-chaining** on page 107.
B3.21 Stack limit checks

R鹳 CRT A PE that does not implement the Main Extension, and does not implement the Security Extension does not implement stack-limit checking.

The extension requirements are: \(!M && !S\).

R鈪 BX In a PE without the Main Extension but with the Security Extension, there are two stack limit registers in Secure state for the purposes of stack-limit checking.

<table>
<thead>
<tr>
<th>Security state</th>
<th>Stack</th>
<th>Stack limit registers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Secure</td>
<td>Main</td>
<td>MSPLIM_S</td>
</tr>
<tr>
<td></td>
<td>Process</td>
<td>PSPLIM_S</td>
</tr>
</tbody>
</table>

The extension requirements are: \(-S && !M\).

R鈪 FX In a PE with the Main Extension but without the Security Extension, there are two stack limit registers:

<table>
<thead>
<tr>
<th>Stack</th>
<th>Stack limit registers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Main</td>
<td>MSPLIM</td>
</tr>
<tr>
<td>Process</td>
<td>PSPLIM</td>
</tr>
</tbody>
</table>

The extension requirements are: \(-M && !S\).

R鈪 OOS In a PE with the Main Extension and the Security Extension, there are four stack limit registers:

<table>
<thead>
<tr>
<th>Security state</th>
<th>Stack</th>
<th>Stack limit registers</th>
</tr>
</thead>
<tbody>
<tr>
<td>Secure</td>
<td>Main</td>
<td>MSPLIM_S</td>
</tr>
<tr>
<td></td>
<td>Process</td>
<td>PSPLIM_S</td>
</tr>
<tr>
<td>Non-secure</td>
<td>Main</td>
<td>MSPLIM_NS</td>
</tr>
<tr>
<td></td>
<td>Process</td>
<td>PSPLIM_NS</td>
</tr>
</tbody>
</table>

The extension requirements are: \(-M && S\).

I鈪 PGS A stack can descend to its stack limit value. Any attempt to descend the stack further than its stack limit value is a violation of the stack limit.

R鈪 CXX xSPLIM_x[2:0] are treated as RES0, so that all stack pointer limits are always guaranteed to be doubleword-aligned. Bits [31:3] of the xSPLIM_x registers are writable.

R鈪 KS R Stack limit checks are performed during the creation of a stack frame for all of the following:

- Exception entry.
- Tail-chaining from a Secure to a Non-secure exception.
- A function call from Secure code to Non-secure code.

Note, Secure exceptions and secure code require \(S\).

R鈪 LZZ On a violation of a stack limit during either exception entry or tail-chaining:

- In a PE with the Main Extension, a synchronous STKOF UsageFault is generated. Otherwise, a HardFault is generated.
- The stack pointer is set to the stack limit value.
- Push operations to addresses below the stack limit value are not performed.
- It is IMPLEMENTATION DEFINED whether push operations to addresses equal to or above the stack limit value are performed.

Note, A UsageFault requires \(M\).
Chapter B3. Programmers’ Model

B3.21. Stack limit checks

On a violation of a Secure stack limit during a function call:

- In a PE with the Main Extension, a synchronous STKOF UsageFault is generated. Otherwise, a Secure HardFault is generated.
- Push operations to addresses below the stack limit value are not performed.
- It is IMPLEMENTATION DEFINED whether push operations to addresses equal to or above the stack limit value are performed.

The extension requirements are - S. Note, A UsageFault requires M.

Unstacking operations are not subject to stack limit checking.

Updates to the stack pointer by the following instructions are subject to stack limit checking:

- ADD (SP plus immediate).
- ADD (SP plus register).
- SUB (SP minus immediate).
- SUB (SP minus register).
- BLX, BLXNS.
- LDC, LDC2 (immediate).
- LDM, LDMIA, LDMFD.
- LDMDB, LDMEA.
- LDR (immediate).
- LDR (literal).
- LDR (register).
- LDRB (immediate).
- LDRD (immediate).
- LDRH (immediate).
- LDRSB (immediate).
- LDRSH (immediate).
- MOV (register).
- POP (multiple registers).
- PUSH (multiple registers).
- VPOP.
- VPUSH.
- STC, STC2
- STM, STMIA, STMEA.
- STMDB, STMFD.
- STR (immediate).
- STRB (immediate).
- STRD (immediate).
- STRH (immediate).
- VLDM.
- VSTM.

Updates to the stack pointer by the MSR instruction targeting SP_NS are subject to stack limit checking. Updates to the stack pointer and stack pointer limit by any other MSR instruction are not subject to stack limit checking.

LDR instructions write to two registers, the address register and the destination register. The stack limit check is only carried out against the address register. Updates to the stack pointer by the LDR instructions are only subject to stack limit checking if the stack pointer is the address register.

For all other instructions that can update the stack pointer and stack pointer limit, it is IMPLEMENTATION DEFINED whether stack limit checking is performed.
When an instruction updates the stack pointer, if it results in a violation of the stack limit, it is the modification of the stack pointer that generates the exception, rather than an access that uses the out-of-range stack pointer.

CCR.STKOFHFNMIGN controls whether stack limit violations are IGNORED while executing at a requested execution priority that is negative.

It is UNKNOWN whether a stack limit check is performed on any use of the SP marked as UNPREDICTABLE.

A write to the current stack pointer by an instruction subject to stack limit checking with a value less than the stack limit will generate a STKOF UsageFault.

There is no architectural requirement for stack limit checking to be carried out on exception return as the current stack pointer will only increment and will not decrement.

If an instruction attempts to make an access below the stack limit, it is UNKNOWN whether a store performing a writeback to the current Stack Pointer will generate a STKOF UsageFault where the value written to the current stack pointer is greater than the stack limit.

The extension requirements are - M || S.

When a STKOF UsageFault is generated:

- No accesses below the stack limit will be performed.
- It is UNKNOWN whether an access above the stack limit will be performed.

See also:

B3.8 Stack pointer on page 63.
B3.26 Tail-chaining on page 107.
B3.22 Exception return

The PE begins an exception return when both of the following are true:

- The PE is in Handler mode.
- One of the following instructions loads an EXC_RETURN value, 0xFFXXXXXX, into the PC:
  - A POP (multiple registers) or LDM that includes loading the PC.
  - An LDR with the PC as a destination.
  - A BX with any register.
  - A BXNS with any register.

When both of these are true, then on detecting an EXC_RETURN value in the PC, the PE unstacks the exception stack frame and resumes execution of the unstacked context.

If an EXC_RETURN value is loaded into the PC by an instruction other than those listed, or from the vector table, the value is treated as an address.

If an EXC_RETURN value is loaded into the PC when the PE is in Thread mode, the value is treated as an address.

Behavior is UNPREDICTABLE if EXC_RETURN.FType is 0 and the Floating-point Extension register file is not implemented.

Behavior is UNPREDICTABLE if EXC_RETURN[23:7] are not all 1 or if bit[1] is not 0.

Behavior is UNPREDICTABLE if any of the following are true and the Security Extension is not implemented:

- EXC_RETURN.S is 1.
- EXC_RETURN.DCRS is 0.
- EXC_RETURN.ES is 1.

The following integrity checks on exception return are performed on every exception return:

1. In a PE with the Security Extension, the integrity check that is called the EXC_RETURN.ES validation check, as follows:
   - If the PE was in Non-secure state when EXC_RETURN was loaded into the PC and either EXC_RETURN.DCRS is 0 or EXC_RETURN.ES is 1, an INVER SecureFault is generated and the PE sets EXC_RETURN.ES to 0. In a PE without the Main Extension a Secure HardFault is generated.

2. A check that the exception number being returned from, as held in the IPSR, is shown as active in the SHCSR or NVIC_IABRn. If this check fails:
   - In a PE with the Main Extension, an INVPC UsageFault is generated. If the PE includes the Security Extension, the INVPC UsageFault targets the Security state that the exception return instruction was executed in.
   - In a PE without the Main Extension, a HardFault is generated.

3. A check that if the return is to Thread mode, the value that is restored to the IPSR from the RETPSR is zero, or that if the return is to Handler mode, the value that is restored to the IPSR from the RETPSR is non-zero. If this check fails:
   - In a PE with the Main Extension, an INVPC UsageFault is generated. If the PE includes the Security Extension, the INVPC UsageFault targets the Background state.
• In a PE without the Main Extension, a HardFault is generated.

4. If the PE includes the Security Extension, the HardFault targets the Security state that EXC_RETURN.S specifies. If AIRCR.BFHFNMINS is 0 the HardFault targets Secure state, if AIRCR.BFHFNMINS is 1 the exception targets the Security state the exception was returned from.

Note, some steps require additional extensions, as listed in the rule.

RHXSR
When returning from Non-secure state, EXC_RETURN.ES is treated as zero for all purposes other than raising the INVER integrity check.

The extension requirements are - S.

RDQUL
On returning from Non-secure state, if EXC_RETURN.ES causes an INVER integrity check failure, the subsequent EXC_RETURN.DCRS bit that is presented in the LR on entry to the next exception is permitted to be UNKNOWN.

The extension requirements are - S.

ITALJ
Arm recommends that the subsequent EXC_RETURN.DCRS bit that is presented in the LR on entry to the next exception is not UNKNOWN.

R3MC
After the EXC_RETURN.ES validation check has been performed on an exception return:

• If EXC_RETURN.ES is 1, EXC_RETURN.SPSEL is written to CONTROL_S.SPSEL.
• If EXC_RETURN.ES is 0, EXC_RETURN.SPSEL is written to CONTROL_NS.SPSEL.

The extension requirements are - S.

RSGPL
On an exception return that successfully returns to the Background state, with no tail-chaining or failed integrity checks, the Security state is set to EXC_RETURN.S.

The extension requirements are - S.

ICTWL
In a PE with the Security Extension, after a successful exception return to the Background state, the PE is in the correct Security state before the next instruction from the background code is executed. This means that in the case where the Background state is Secure state, there is no need for an SG instruction at the exception return address.

The extension requirements are - S.

IKQUB
In a PE with the Floating-point Extension register file, on exception entry:

1. EXC_RETURN.FType is saved as the inverse of CONTROL.FPCA.
2. CONTROL.FPCA is then cleared to 0 if it was 1.

On exception return, the inverse of EXC_RETURN.FType is written to CONTROL.FPCA.

The extension requirements are - FP.

RCGML
When the following conditions are met on exception return, the PE hardware sets S0-S15 and the FPSCR to 0:

• CONTROL.FPCA is 1.
• FPCR.CLKONRET is 1.
• If the PE implements the Security Extension FPCR_S.LSPACT is 0.

If the PE implements the Security Extension and all these fields are 1 on exception return, the PE generates an LSERR SecureFault instead.

The extension requirements are - FP. Note, a SecureFault requires S.
IsCPEnabled() indicates the prioritization if the access is blocked by multiple registers.

When the following conditions are met on exception return, the PE generates an LSERR SecureFault:

- EXC_RETURN.FType is 0.
- The stack might contain Secure Floating-point context or Secure lazy floating-point context, that would be unstacked on return. That is, FPCCR_S.LSPACT is 1.
- The return is to Non-secure state.

The extension requirements are - FP & S.

A check of FPCCR_S.LSPACT, CPACR.CP10, and the relevant fields in NSACR and CPPWR is undertaken prior to unstacking of the floating-point registers.

The extension requirements are - FP.

The floating-point registers are not modified if the checks prior to unstacking fail.

The extension requirements are - FP.

If the PE abandons unstacking of the floating-point registers to tail-chain into another exception, then if the Security Extension is implemented, the PE clears to zero any floating-point registers that would have been unstacked.

The extension requirements are - FP & S.

If the PE abandons unstacking of the floating-point registers to tail-chain into another exception, then if the Security Extension is not implemented, the floating-point registers that would have been unstacked become UNKNOWN.

The extension requirements are - FP & !S.

Following completion of the requirements of the EXC_RETURN the PE returns to execution and the following occurs:

- The registers pushed to the stack as part of the exception entry are restored from the stack frame (in accordance with the EXC_RETURN flags).
- APSR, EPSR, and IPSR are restored from RETPSR.
- The PC is set to ReturnAddress [31:1]: '0'.
- Bit[0] of the ReturnAddress is discarded.

See also:

B3.18 Exception handling on page 86.

ExceptionReturn()
B3.23 Integrity signature

In a PE with the Floating-point Extension register file, the integrity signature value is:

```
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 1 1 1 1 1 1 0 1 1 1 1 1 0 1 0 0 0 1 0 0 1 0 0 1 0 1 0 1 SFTC
```

Stack Frame Type Check

In a PE with the Floating-point Extension, when returning from a Non-secure exception to Secure state, if the unstacked integrity signature does not match this value, including if SFTC does not match `EXC_RETURN.FType`, a SecureFault is generated.

*The extension requirements are - `S` & `FP`.*

In a PE without the Floating-point Extension register file, the integrity signature value is:

```
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 1 1 1 1 1 1 0 1 1 1 1 1 0 1 0 0 0 1 0 0 1 0 0 1 0 1 0 1 1
```

- In a PE with the Main Extension, when returning from a Non-secure exception to Secure state, if the unstacked integrity signature does not match this value, a SecureFault is generated.
- In a PE without the Main Extension, when returning from a Non-secure exception to Secure state, if the unstacked integrity signature does not match this value, a Secure HardFault is generated.

*The extension requirements are - `S`.*

The integrity signature is an XN address. When performing a function return from Non-secure code, if the integrity signature value is restored to the PC as the function return address, a MemManage fault, if the Main Extension is implemented, or a HardFault, in an implementation without the Main Extension, is generated when the PE attempts execution.

*The extension requirements are - `S`.*

See also:

B3.19 Exception entry, context stacking on page 88.

B3.22 Exception return on page 100.
B3.24 Exceptions during exception entry

During exception entry exceptions can occur, for example asynchronous exceptions, or the exception entry sequence itself might cause an exception, for example a MemManage fault on the push to the stack.

Any exception that occurs during exception entry is a late-arriving exception, and:

- The exception that caused the original entry sequence is the original exception.
- The priority of the code stream running at the time of the original exception is the preempted priority.

When the exception entry sequence itself causes an exception, the latter exception is a derived exception.

The following mechanism is called late-arrival preemption. The PE takes a late-arriving exception during an exception entry if the late-arriving exception is higher priority, including accounting for any priority adjustment by AIRCR.PRIS.

In late-arrival preemption:

- The late-arriving exception uses the exception entry sequence started by the original exception. The original exception remains pending.
- The PE takes the original exception after returning from the late-arriving exception.
- The PE ignores non-terminal faults on taking a derived exception on late-arrival preemption.

The pseudocode DerivedlateArrival() describes this.

For Derived exceptions, late-arrival preemption is mandatory.

For late-arriving asynchronous exceptions, it is IMPLEMENTATION DEFINED whether late-arrival preemption is used. If the PE does not implement late-arrival preemption for late-arriving asynchronous exceptions, late-arriving asynchronous exceptions become pending.

If a higher priority late-arriving Secure exception occurs during entry to a Non-secure exception when the Background state is Secure, it is IMPLEMENTATION DEFINED whether:

- The stacking of the additional state context is rolled back.
- The stacking of the additional state context is completed and EXC_RETURN is set to 0.

The extension requirements are - S.

If the group priority value of a derived exception is higher than or equal to the preempted priority:

- If the derived exception is a DebugMonitor exception, it is IGNORED.
- Otherwise, the PE escalates the derived exception to HardFault or Lockup if the HardFault cannot be taken due to the current priority.

Note, a DebugMonitor Exception requires the DebugMonitor exception.

The architecture does not specify the point during exception entry at which the PE recognizes the arrival of an asynchronous exception.

See also:

B3.9 Exception numbers and exception priority numbers on page 65.
Chapter B3. Programmers’ Model
B3.24. Exceptions during exception entry

B3.13 Priority model on page 76.
B3.18 Exception handling on page 86.
B3.26 Tail-chaining on page 107.
B3.25 Exceptions during exception return

\(I_{KXPV}\) During exception return exceptions can occur, for example asynchronous exceptions, or the exception return might itself cause an exception.

Any exception that occurs during exception return is a late-arriving exception.

When the exception return sequence itself causes an exception, the latter exception is a derived exception.

\(R_{TRFM}\) When a late-arriving exception during exception return has a lower priority value than the priority being returned to, the PE takes the late-arriving exception by using tail-chaining.

\(I_{MBNG}\) The architecture does not specify the point during exception return at which the PE recognizes the arrival of an asynchronous exception. If a PE recognizes an asynchronous exception after an exception return has completed, there is no opportunity to tail-chain the asynchronous exception.

\(R_{MUDH}\) If the priority value of a derived exception during exception return is equal to or higher than the priority being returned to:

- If the derived exception is a DebugMonitor exception, the PE ignores the derived exception.
- Otherwise, the PE escalates the derived exception to HardFault and the escalated exception is tail-chained.

Note, a DebugMonitor Exception requires the DebugMonitor exception.

\(R_{CHFK}\) If the priority value of a derived exception during exception return, after priority escalation if appropriate, is a lower priority value than the execution priority being returned to, the PE uses tail-chaining to take the derived exception.

See also:

B3.9 Exception numbers and exception priority numbers on page 65.

B3.13 Priority model on page 76.

B3.22 Exception return on page 100.

B3.26 Tail-chaining on page 107.

B3.31 Lockup on page 118

DebugMonitor exception.
B3.26 Tail-chaining

Tail-chaining behavior is as follows:

On detecting an EXC_RETURN value in the PC, if there is a pending exception or a derived exception is raised that has a lower priority value than the execution priority being returned to, the PE hardware:

1. Does not unstack the stack.
2. Takes the pending exception or derived exception.
   - The PE will tail-chain any pending exception or derived exception on exception return if the pending or derived exception has a lower priority value than the execution priority being returned to.
     If the pending or derived exception is escalated to HardFault and the execution priority is higher than that of the HardFault the PE will enter Lockup.
   - The PE will tail-chain any synchronous fault on exception return if the synchronous exception has higher priority than the execution priority being returned to.
3. When tail-chaining the PE will not execute any instructions from the background state that has been preempted by the exception.

Tail-chaining is an optimization. It removes unstacking and stacking operations. In the following example the second exception is a tail-chained exception:

All in Non-secure state:

![Diagram](image)

If tail-chaining prevents a derived exception on exception return, the derived exception might instead be generated on the return from the last tail-chained exception.

When the Background state is Secure state, if tail-chaining causes a change of Security state from Secure to Non-secure, additional context is saved on taking the Non-secure exception if it has not already been saved as indicated by EXC_RETURN.DCRS:
In a PE without the FP Extension:

```
<table>
<thead>
<tr>
<th>Secure state</th>
<th>Secure state</th>
<th>Non-secure state</th>
<th>Secure state</th>
</tr>
</thead>
<tbody>
<tr>
<td>State context pushed to stack.</td>
<td>Unstacking operation</td>
<td>Nothing is unstacked.</td>
<td>Additional state context pushed to stack.</td>
</tr>
</tbody>
</table>
```

The extension requirements are - S.

I_TKLM When multiple exceptions are tail-chained, EXC_RETURN.DCRS keeps track of whether the additional context is stacked. The following figure is an example:

```
<table>
<thead>
<tr>
<th>Secure state</th>
<th>Non-secure state</th>
<th>Secure state</th>
<th>Non-secure state</th>
<th>Secure state</th>
</tr>
</thead>
<tbody>
<tr>
<td>State context and additional state context pushed to stack.</td>
<td>Unstacking all additional context is skipped.</td>
<td>PE sets EXC_RETURN.DCRS to 0.</td>
<td>Stacking all additional context is skipped.</td>
<td>PE sets EXC_RETURN.DCRS to 1.</td>
</tr>
</tbody>
</table>
```

a In a PE with the FP Extension, FP context and additional FP context is also stacked if CONTROL.FPCA is 1.

I_TMVF When multiple exceptions are tail-chaining, a Secure tail-chained exception after a Non-secure exception cannot rely on any registers containing the values they had when no exception was active.

The extension requirements are - S.

I_LNPQ Arm recommends that FPCCR.CLRONRET is set to 1, to ensure hardware automatically clears the Floating-point context registers to zero on exception return.

The extension requirements are - FP.

R_JMHS If the PE recognizes a new asynchronous exception while it is tail-chaining, and the new asynchronous exception has a higher priority than the next tailed-chained exception, the PE can, instead, take the new asynchronous exception, using late-arrival preemption.
This rule is true even if the next tail-chained exception is a derived exception on exception return. The PE can, instead, take the new asynchronous exception. If it does, the derived exception becomes pending.

See also:

B3.19 Exception entry, context stacking on page 88.
B3.25 Exceptions during exception return on page 106.
B3.27 Exceptions, instruction resume, or instruction restart

**R\textsubscript{FGRC}**
The PE can take an exception during execution of a Load Multiple or Store Multiple instruction, effectively halting the instruction, and resume execution of the instruction after returning from the exception. This is called *instruction resume*.

*The extension requirements are - M.*

**R\textsubscript{KDDL}**
The PE can abandon execution of a Load Multiple or Store Multiple instruction to take an exception, and after returning from the exception, restart the Load Multiple or Store Multiple instruction again from the start of the instruction. This is called *instruction restart*.

**R\textsubscript{KCMD}**
To support *instruction restart*, singleword load instructions do not update the destination register when the PE takes an exception during execution.

**I\textsubscript{HDQT}**
Instructions that the PE can halt to use instruction resume are called *interrupt-continuable instructions*.

**R\textsubscript{LGFQ}**
The interrupt-continuable instructions are 
\begin{itemize}
  \item \texttt{LDM}, \texttt{LDMDB}, \texttt{STM}, \texttt{STMDB}, \texttt{POP (multiple registers)}, and \texttt{Push (multiple registers)}.
\end{itemize}

*The extension requirements are - M.*

**R\textsubscript{RDHK}**
In a PE with the Floating-point Extension, the floating-point interrupt-continuable instructions are \texttt{VLDM}, \texttt{VLLDM}, \texttt{VLSTM}, \texttt{VSTM}, \texttt{VPOP}, and \texttt{VPUSH}.

*The extension requirements are - FP.*

**R\textsubscript{VF3X}**
Where a fault is taken during the execution of a \texttt{VLLDM} instruction the PE abandons the stacking of the Secure floating-point register contents and save the state so that on return from the fault the instruction can be restarted.

*The extension requirements are - S && FP.*

**R\textsubscript{QWWW}**
It is IMPLEMENTATION DEFINED whether a \texttt{VLLDM} and \texttt{VLSTM} or instruction aborts or completes when an interrupt occurs.

*The extension requirements are - M.*

**R\textsubscript{QVFC}**
When the PE is using instruction resume, \texttt{EPSR.ICI} is set to a non-zero value that is the continuation state of the interrupt-continuable instruction:

\begin{itemize}
  \item For \texttt{LDM}, \texttt{LDMDB}, \texttt{STM}, \texttt{STMDB}, \texttt{POP (multiple registers)}, and \texttt{Push (multiple registers)} instructions, \texttt{EPSR.ICI} contains the number of the first register in the register list that is to be loaded or stored after instruction resume.
  \item For the floating-point instructions \texttt{VLDM}, \texttt{VSTM}, \texttt{VPOP}, and \texttt{VPUSH}, \texttt{EPSR.ICI} contains the number of the lowest numbered doubleword Floating-point Extension register that was not loaded or stored before the PE took the exception.
\end{itemize}

The \texttt{EPSR.ICI} values shown in the following table are *valid* \texttt{EPSR.ICI} values:

\begin{center}
\begin{tabular}{c c c}
\texttt{EPSR[26:25]} & \texttt{EPSR[15:12]} & \texttt{EPSR[11:10]} \\
\hline
\texttt{ICI[7:6]} & \texttt{ICI[5:2]} & \texttt{ICI[1:0]} \\
\hline
0b00 & reg\_num & 0b00 \\
0b00 & 0b0000 & 0b00 \\
\end{tabular}
\end{center}

*Note, some instructions listed require FP.*
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B3.27. Exceptions, instruction resume, or instruction restart

**RXFGH**
Behavior is UNPREDICTABLE if EPSR.ICI contains a valid EPSR.ICI non-zero value and the register number that it contains is either:

- Not in the register list of the interrupt-continuable instructions.
- The first register in the register list of the interrupt-continuable instructions.

The extension requirements are - M.

**RLXGK**
The PE generates an INVSTATE UsageFault if EPSR.ICI contains a valid nonzero value and the instruction being executed is not an instruction which supports interrupt-continuation. A fault is not generated if the instruction is a BKPT instruction.

The extension requirements are - M.

**RJXQ**
If the PE uses instruction resume during a interrupt-continuable instruction, other than a store multiple instruction, then after the exception return, the values of all registers in the register list are UNKNOWN, except for the following:

- Registers that are marked by EPSR.ICI as already loaded.
- The base register.
- The PC.

The extension requirements are - M.

**IJCQ**
If the PE is using instruction restart, Arm recommends that Load Multiple or Store Multiple instructions are not used with data in volatile memory.

**RNXQ**
When a Load Multiple instruction has the PC in its register list, if the PE uses instruction resume or instruction restart during the instruction:

- If the PC is loaded before generation of the exception, the PE restores the PC before taking the exception, so that after the exception the PE returns to either:
  - Continue execution of the Load Multiple instruction, if the PE used instruction resume.
  - Restart the Load Multiple instruction, if the PE used instruction restart.

*Note, Instruction resume requires M.*

**RLSCQ**
In a PE without the Main Extension, if the PE takes any exception during any Load Multiple or Store Multiple instruction, including PUSH (multiple registers) and POP (multiple registers), the PE uses instruction restart and the Base register is restored to the original value.

The extension requirements are - /M.

**RSPG**
In a PE with the Main Extension, if the PE takes an exception during any Load Multiple or Store Multiple instruction, including PUSH (multiple registers) and POP (multiple registers):

- If the instruction is not in an IT block and the exception is an asynchronous exception, the PE uses instruction resume and EPSR.ICI holds the continuation state. The base register is restored to the original value except in the following cases:

  **Interrupt of an instruction that is using SP as the base register**

  The SP that is presented to the exception entry sequence is lower than any element pushed by an STM, or not yet popped by an LDM.

  For Decrement Before (DB) variants of the instruction, the SP is set to the final value. This is the lowest value in the list.

  For Increment After (IA) variants of the instruction, the SP is restored to the initial value. This is the lowest value in the list.
Interrupt of an instruction that is not using SP as the base register

The base register is set to the final value, whether the instruction is a Decrement Before (DB) variant or an Increment After (IA) variant.

- For all other cases:
  - The PE uses instruction restart and the base register is restored to the original value. If the instruction is not in an IT block, EPSR.ICI is cleared to zero.

The extension requirements are - M.

When a Load Multiple instruction includes its Base register in its register list, if the PE takes an exception during the instruction:

- The Base register is restored to the original value, and:
  - If the instruction is in an IT block, the PE uses instruction restart.
  - If the instruction is not in an IT block, and the PE takes the exception after it loads the Base register, EPSR.IT/ICI can be set to an IMPLEMENTATION DEFINED value that will load at least the Base register and subsequent locations again after returning from the interrupt.

The extension requirements are - M.
B3.28 Vector tables

In a PE with the Security Extension, two vector tables are implemented, the Secure Vector table and the Non-secure Vector table, and it is IMPLEMENTATION DEFINED which of the following is true:

- The PE supports configurability of each vector table base, and two Vector Table Offset Registers, VTOR_S and VTOR_NS, are provided for this purpose.
- The PE does not support configurability of either vector table base, and VTOR_S and VTOR_NS are WI.

If the PE supports configurability of each vector table base:

- Exceptions that target Secure state use VTOR_S to determine the base address of the Secure vector table.
- Exceptions that target Non-secure state use VTOR_NS to determine the base address of the Non-secure vector table.

The extension requirements are - S.

In a PE without the Security Extension, a single vector table is implemented, and it is IMPLEMENTATION DEFINED which of the following is true:

- The PE supports configurability of the vector table base, and a single Vector Table Offset Register, VTOR, is provided for this purpose.
- The PE does not support configurability of the vector table base, and VTOR is WI.

The extension requirements are - !S.

Arm recommends that VTOR_S points to memory that is Secure and not Non-secure callable.

The extension requirements are - S.

A vector table contains both:

- The initialization value for the main stack pointer on reset.
- The start address of each exception handler.

The exception number defines the order of entries.

<table>
<thead>
<tr>
<th>Word offset in vector table</th>
<th>Value that is held at offset</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Initial value for the main stack pointer on reset.</td>
</tr>
<tr>
<td>1</td>
<td>Start address for the reset handler.</td>
</tr>
<tr>
<td>Exception number</td>
<td>Start address for the handler for the exception with that number</td>
</tr>
</tbody>
</table>

In a PE with a configurable vector table base, the vector table is naturally aligned to a power of two, with an alignment value that is:

- A minimum of 128 bytes.
- Greater than or equal to (Number of Exceptions supported x4).

Vector fetches for entries beyond the natural alignment of the associated VTOR occur from an UNKNOWN entry within the vector table.

Arm recommends that it is ensured that the vector table and VTOR are aligned so that the entry for the highest
B3.28. Vector tables

taken exception falls within the natural alignment of the table, and at a minimum that the vector table is 128 byte aligned. A PE might impose further restrictions on the VTOR.

\text{R}\text{ZVWS} \text{If a vector fetch causes a Security attribution unit violation or an implementation defined attribution unit violation or a BusFault, a secure VECTTBL HardFault is raised. If the exception priority prevents any secure VECTTBL HardFault preemtping, one of the following occurs:}
\begin{itemize}
  \item The PE enters \text{Lockup} at the priority of the original exception.
  \item The original exception transitions from the pending to the active state.
\end{itemize}

\text{The extension requirements are -} \text{S. Note, SAU and IDAU require M.}

\text{R}\text{XPPT} \text{For all vector table entries other than the entry at offset 0, if bit[0] is not set to 1, the first instruction in the exception results in an INVSTATE UsageFault or a HardFault.}

\text{I}\text{BVSC} \text{For all vector table entries other than the entry at offset 0, bit[0] defines EPSR.T on exception entry. Setting bit[0] to 1 indicates that the exception handler is in the T32 instruction set state.}

See also:

- \text{B8.4 IMPLEMENTATION DEFINED Attribution Unit (IDAU) on page 221.}
- \text{B8.3 Security attribution unit (SAU) on page 220.}
- \text{B3.9 Exception numbers and exception priority numbers on page 65.}
- \text{B3.5.2 Execution Program Status Register (EPSR) on page 60.}
B3.29  Hardware-controlled priority escalation to HardFault

An interrupt is escalated to HardFault in the following way:

- If the priority value of the current execution is greater than the priority value of the fault or interrupt, the fault or interrupt is taken.
- If the priority value of the fault or interrupt is greater than the priority value of the current execution the fault or interrupt is escalated to HardFault.
- If the HardFault cannot be taken the PE enters Lockup.

If a synchronous exception with an equal or lower priority value to execution is pending, the PE hardware escalates it to become a HardFault. This rule applies to all synchronous exceptions and DebugMonitor exceptions that are caused by the BKPT instruction. This rule does not apply to asynchronous exceptions and all other DebugMonitor exceptions.

Note, DebugMonitor exception requires M.

FPCCR.*RDY (not the current execution priority) determines the escalation of synchronous exceptions generated because of lazy floating-point state preservation. This means that an asynchronous exception might be pended.

When current execution has a priority value less than or equal to the configurable priority exceptions, if a disabled configurable priority exception occurs:

- If it is a synchronous exception, the PE hardware escalates the exception to become a HardFault.
- If it is an asynchronous exception, the PE does not escalate the interrupt. The interrupt remains pending.

A fault that has been escalated to a HardFault, and not pended, retains the return address behavior of the original fault and sets HFSR.FORCED to 1.

See also:

- B3.9 Exception numbers and exception priority numbers on page 65.
- DebugMonitor exception.
- B3.31 Lockup on page 118.
- B3.11 Security states, exception banking on page 70.
B3.30 Special-purpose mask registers, PRIMASK, BASEPRI, FAULTMASK, for configurable priority boosting

In a PE with the Main Extension, the PRIMASK, FAULTMASK, and BASEPRI registers can be used as follows. A PE without the Main Extension implements PRIMASK, but does not implement FAULTMASK and BASEPRI.

**PRIMASK**

In a PE without the Security Extension:
- Setting this bit to one boosts the current execution priority to 0, masking all exceptions with an equal or lower priority.

In a PE with the Security Extension:
- Setting PRIMASK_S to one boosts the current execution priority to 0.
- If AIRCR.PRIS is:
  - 0: Setting PRIMASK_NS to one boosts the current execution priority to 0.
  - 1: Setting PRIMASK_NS to one boosts the current execution priority to 0x80.

In a PE with the Security Extension, when the current execution priority is boosted to a particular value, all exceptions with an equal or lower priority are masked.

**FAULTMASK**

In a PE without the Security Extension:
- Setting this bit to one boosts the current execution priority to -1, masking all exceptions with an equal or lower priority.

In a PE with the Security Extension, if AIRCR.BFHFNMIN is:
- 0: Setting FAULTMASK_S to one boosts the current execution priority to -1.
- If AIRCR.PRIS is:
  - 0: Setting FAULTMASK_NS to one boosts the current execution priority to 0.
  - 1: Setting FAULTMASK_NS to one boosts the current execution priority to 0x80.
- 1: Setting FAULTMASK_S to one boosts the current execution priority to -3.
  - Setting FAULTMASK_NS to one boosts the current execution priority to -1.

In a PE with the Security Extension, when the current execution priority is boosted to a particular value, all exceptions with an equal or lower priority are masked.

**BASEPRI**

In a PE without the Security Extension:
- This field can be set to a priority number between 1 and the maximum supported priority number. This boosts the current execution priority to that number, masking all exceptions with an equal or lower priority.

In a PE with the Security Extension:
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B3.30. Special-purpose mask registers, PRIMASK, BASEPRI, FAULTMASK, for configurable priority boosting

- BASEPRI_S can be set to a priority number between 1 and the maximum supported priority number.
- If AIRCR.PRIS is:
  0: BASEPRI_NS can be set to a priority number between 1 and the maximum supported priority number.
  1: BASEPRI_NS can be set to a priority number between 1 and the maximum supported priority number.
  The value in BASEPRI_NS is then mapped to the bottom half of the priority range, so that the current
  execution priority is boosted to the mapped-to value in the bottom half of the priority range, that is from
  0x80 to the supported maximum.

In a PE with the Security Extension, when the current execution priority is boosted to a particular value, all
exceptions with an equal or lower priority are masked.

Note, FAULTMASK and BASEPRI require M.

The PRIMASK, FAULTMASK, and BASEPRI priority boosting mechanisms only boost the group priority, not the
subpriority.

Note, FAULTMASK and BASEPRI require M.

Without the Security Extension:
- An exception return sets FAULTMASK to 0.

The extension requirements are - S && M.

With the Security Extension:
- An exception return sets FAULTMASK to 0 if the raw execution priority is greater than or equal to 0.
  EXC_RETURN.ES indicates which banked instance of FAULTMASK is set to 0.

The extension requirements are - S && M.

The raw execution priority is:
- The execution priority minus the effects of any configurable PRIMASK, FAULTMASK, or BASEPRI priority
  boosting.

The extension requirements are - M.

The requested execution priority for a Security state is negative when any of the following are true:
- The banked FAULTMASK bit is 1, including when AIRCR.PRIS is also 1.
- A HardFault is active.
- An NMI is active and targets the Security state for which the requested execution priority is being calculated.

Note, FAULTMASK requires M.

See also:

B3.13 Priority model on page 76.

B3.9 Exception numbers and exception priority numbers on page 65.
B3.31 Lockup

**Lockup** is a PE state where the PE stops executing instructions in response to an error for which escalation to an appropriate HardFault handler is not possible because of the current execution priority. An example is a synchronous exception that escalates to a Secure HardFault, but cannot escalate to a Secure HardFault because a Secure HardFault is already active.

Arm recommends that an implementation provides a **LOCKUP** signal that, when the PE is in lockup, signals to the external system that the PE is in lockup.

When the PE is in lockup:
- **DHCSR.S_LOCKUP** reads as 1.
- The **PC** reads as 0xEFFFFFFE. This is an XN address.
- The PE stops fetching and executing instructions.
- If the implementation provides an external **LOCKUP** signal, **LOCKUP** is asserted HIGH.

Exit from lockup is only by one of the following:
- A Cold reset.
- A Warm reset.
- Entry to Debug state.
- Preemption by another exception.

*Note, entry to Debug state requires Halting debug.*

Exit from lockup causes both **DHCSR.S_LOCKUP** and, if implemented, the external **LOCKUP** signal, to be deasserted.

On an exit from lockup by entry to Debug state, or by preemption by another exception, the return address is 0xEFFFFFFE.

*Note, entry to Debug state requires Halting debug.*

After exit from lockup by entry to Debug state, or by preemption by another exception, a subsequent return from Debug state or that exception without modifying the return address attempts to execute from 0xEFFFFFFE. Execution from this address is guaranteed to generate an IACCVIOL MemManage fault, causing the PE to reenter lockup if the execution priority has not been modified. Modification of the return address would enable execution to be resumed, however Arm recommends treating entry to lockup as fatal and requiring the PE to be reset.

*Note, entry to Debug state requires Halting debug.*

See also:
- B3.13 *Priority model* on page 76.
- Chapter B11 *Debug* on page 229.

### B3.31.1 Instruction-related lockup behavior

**Instruction execution**
A synchronous exception results in lockup when:

- The synchronous exception would otherwise escalate to a Secure HardFault and any of the following is true:
  - Secure HardFault is already active.
  - NMI is active and AIRCR.BFHFNMINS is 0.
  - FAULTMASK_S.FM is 1.
  - Non-secure HardFault is active and AIRCR.BFHFNMINS is 0.
- The synchronous exception would otherwise escalate to a Non-secure HardFault and any of the following is true:
  - Non-secure HardFault or Secure HardFault is already active.
  - NMI is active.
  - FAULTMASK_NS.FM or FAULTMASK_S.FM is 1.

The extension requirements are - S. Note, FAULTMASK requires M.

If the Security Extension is not implemented, a synchronous exception results in lockup when:

- The synchronous exception would otherwise escalate to HardFault and any of the following is true:
  - HardFault is already active.
  - NMI is active.
  - FAULTMASK is always 1.

The extension requirements are - !S.

Entry to lockup from an exception causes:

- Any Fault Status Registers associated with the exception to be updated.
- No update to the pending exception state or to the active exception state.
- The PC to be set to 0xEFFFFFFE.
- EPSR.IT to become UNKNOWN.

In addition, HFSR.FORCED is not changed.

Asynchronous BusFaults do not cause lockup.

When a BusFault does not cause lockup, the value that is read or written to the location that generated the BusFault is UNKNOWN.

ITSTATE does not advance when the PE is in lockup.

Floating-point lazy Floating-point context preservation

When FPCCR.LSPACT is 1, a NOCP UsageFault, AU violation, MPU violation, or synchronous BusFault during lazy Floating-point context preservation causes lockup if any of the following is true:

- FPCCR.HFRDY is 0, the *RDY bit associated with the original exception is 0, and the current execution priority is high enough to prevent preemption.

The extension requirements are - FP. Note, an MPU violation requires MPU, an SAU violation requires S.

When FPCCR.LSPEN is 0, any faults that are caused by floating-point register reads or writes during exception entry or exception return are handled as faults on stacking or unstacking respectively.
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B3.31. Lockup

The extension requirements are - **FP**.

### B3.31.2 Exception-related lockup behavior

#### Vector or stack pointer error on reset

**R_{BHVG}**

On reset, if reading the vector table to obtain either the vector for the reset handler or the initialization value for the main stack pointer causes a BusFault, the PE enters lockup in HardFault with the following behavior:

- **HFSR.VECTTBL** is set to 1.
- In a PE with the Security Extension, Secure HardFault is made active. That is, **SHCSR.S.HARDFaulTACT** is set to 1.
- In a PE without the Security Extension, HardFault is made active. That is, **SHCSR.HARDFaulTACT** is set to 1.
- An **UNKNOWN** value is loaded into the main stack pointer.
- The **IPSR** is set to 0.
- **EPSR.T** is **UNKNOWN**.
- **EPSR.IT** is set to zero.
- The **PC** is set to **0xEFFFFFFE**.

*Note, a Secure HardFault requires S.*

#### Errors on preemption and stacking for exception entry

**R_{VKTX}**

An **AU** violation, **MPU** violation, NOCP UsageFault, STKOF UsageFault, LSERR SecureFault, or synchronous BusFault during context stacking causes lockup when:

- The exception would escalate to a Secure HardFault if any of the following is true:
  - Secure HardFault is already active.
  - NMI is active and **AIRCR.BHFHNMINS** is 0.
  - **FAULTMASK_S.FM** is 1.
  - Non-secure HardFault is active and **AIRCR.BFHFNMINS** is 0.
- The exception would escalate to a Non-secure HardFault if any of the following is true:
  - Non-secure HardFault or Secure HardFault is already active.
  - NMI is active.
  - **FAULTMASK_NS.FM** or **FAULTMASK_S.FM** is 1.

In these cases, the point of PE lockup is when, after the exception to be taken has been chosen, the handler for that exception is entered. These cases do not in themselves cause any additional exception to become pending.

*The extension requirements are - **S**. Note, an AU violation requires S, an MPU violation requires MPU, a UsageFault requires M, a SecureFault requires S.*

**R_{GSSB}**

When an **AU** violation, **MPU** violation, NOCP UsageFault, STKOF UsageFault, LSERR SecureFault, or synchronous BusFault occurs during context stacking, it is IMPLEMENTATION DEFINED whether the PE continues to stack any of the remaining context.

*The extension requirements are - **S**. Note, an AU violation requires S, an MPU violation requires MPU, a UsageFault requires M, a SecureFault requires S, LSERR requires FP.*

**R_{GJJG}**

At the point of encountering an **AU** violation, **MPU** violation, NOCP UsageFault, STKOF UsageFault, LSERR SecureFault, or synchronous bus error during context stacking, the PE:

- Updates any Fault Status Registers associated with the error.
- Does not change **HFSR.FORCED**.
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B3.31. Lockup

At the point of lockup:

- All state, including the LR, IPSR, and active and pending bits, is modified as though the fault on context stacking had never occurred, other than the following:
  - EPSR.T becomes UNKNOWN.
  - EPSR.IT is set to zero.
  - The PC is set to 0xEFFFFFFE.

The extension requirements are - S. Note, an AU violation requires S, an MPU violation requires MPU, a UsageFault requires M, a SecureFault requires S, LSERR requires FP.

Vector read error on NMI or HardFault entry

On entry to an NMI or HardFault, if reading the vector table to obtain the vector for the NMI or HardFault handler causes a bus error, the PE enters lockup with the following behavior:

- HFSR.VECTTBL is set to 1.
- The IPSR is updated to hold the exception number of the exception taken.
- The active bit of the exception that is taken is set to 1.
- The pending bit of the exception that is taken is cleared to 0.
- EPSR.T is UNKNOWN.
- EPSR.IT is set to zero.
- The LR is set to the EXC_RETURN value that would have been used had the fault not occurred.
- The PC is set to 0xEFFFFFFE.

Because AU violations on vector reads are required to be treated as late-arriving, they cannot cause lockup, and instead result in a higher priority exception being taken. Vector reads always use the default memory map and cannot generate MPU violations.

Integrity checks on exception return

A fault that is generated by a failed integrity check on exception return is generated after either the active bit for the returning exception, or the active bit for NMI or HardFault, has been cleared to 0, and if applicable, after FAULTMASK has also been cleared to 0. A fault that is generated by a failed integrity check on exception return causes lockup when:

- The exception would escalate to a Secure HardFault and any of the following is true:
  - Secure HardFault is already active.
  - NMI is active and AIRCR.BFHFNMINS is 0.
  - FAULTMASK_S.FM is 1.
  - Non-secure HardFault is active and AIRCR.BFHFNMINS is 0.
- The exception would escalate to a Non-secure HardFault and any of the following is true:
  - Non-secure HardFault or Secure HardFault is already active.
  - NMI is active.
  - FAULTMASK_NS.FM or FAULTMASK_S.FM is 1.

The extension requirements are - S.

When the PE enters lockup because of a fault that is generated by a failed integrity check, the PE:

- Updates any Fault Status Registers associated with the error.
• Sets IPSR to 0, if EXC_RETURN for the returning exception indicated a return to Thread mode.
• Sets IPSR to 3, if EXC_RETURN for the returning exception indicated a return to Handler mode.
• Sets the stack pointer that is used for unstacking to the value it would have had if the fault had not occurred.
  – If the XPSR load faults, the SP is 64-bit aligned.
• Updates CONTROL.FPCA, based on EXC_RETURN.FType.
• CONTROL.SFPA becomes UNKNOWN.
• Sets the PC to 0xEFFFFFFE.

In addition, the APSR, EPSR, FPSCR, R0-R12, LR, and S0-S31 are UNKNOWN.

**Note, CONTROL.FPCA and SFPA, FPSCR and S0-S31 require FP.**

### Errors when unstacking state on exception return

**R6E5J**

Context unstacking is performed after any clearing of exception active bits or FAULTMASK, that is required by the exception return, has been made visible. A synchronous exception during context unstacking causes lockup when:

• The exception would escalate to a Secure HardFault and any of the following is true:
  – Secure HardFault is already active.
  – FAULTMASK_S.FM is 1.
  – Non-secure HardFault is active and AIRCR.BFHFNMINS is 0.

• The exception would escalate to a Non-secure HardFault and any of the following is true:
  – Non-secure HardFault or Secure HardFault is already active.
  – NMI is active.
  – FAULTMASK_NS.FM or FAULTMASK_S.FM is 1.

The extension requirements are - **S**

**R5FCQ**

When a synchronous exception during context unstacking causes lockup, the PE:

• Updates any Fault Status Registers associated with the error.
• Sets IPSR to 0, if EXC_RETURN for the returning exception indicated a return to Thread mode.
• Sets IPSR to 3, if EXC_RETURN for the returning exception indicated a return to Handler mode.
• Sets the stack pointer that is used for unstacking to the value it would have had if the fault had not occurred.
  – If the XPSR load faults, the SP is 64-bit aligned.
• Updates CONTROL.FPCA, based on EXC_RETURN.
• Sets the PC to 0xEFFFFFFE.

In addition, the APSR, EPSR, FPSCR, R0-R12, LR, and S0-S31 are UNKNOWN.

See also:

B3.22 Exception return on page 100.
B3.32 Context Synchronization Event

The architecture requires a Context synchronization event to guarantee visibility of any change to any memory-mapped register described in the architecture. Following a Content synchronization event a completed write to a memory-mapped register is visible to an indirect read by an instruction appearing in program order after the context synchronization event.

Between any change to a memory-mapped register and a subsequent Content synchronization event, it is UNPREDICTABLE whether an indirect read of the register by the PE uses the old or new values.

Where multiple changes are made to memory-mapped registers before a Content synchronization event, each value might independently be the old or new value.

Where unsynchronized values apply to different areas of architectural functionality, or IMPLEMENTATION DEFINED functionality, those areas might independently treat the values as being either the old or new value.

The choice between the behaviors is IMPLEMENTATION DEFINED and might vary for each use of the unsynchronized value.
B3.33 Coprocessor support

R\textsubscript{BSLX} Coprocessor support is \textit{OPTIONAL}.

\textit{The extension requirements are - M.}

I\textsubscript{JBMG} When coprocessors are not supported, the fields in CPACR, NSACR, and CPPWR that are associated with the unsupported coprocessor are RAZ/WI.

\textit{The extension requirements are - M.}

R\textsubscript{XSQH} The architecture supports 0-16 coprocessors, CP0 to CP15.

\textit{The extension requirements are - M.}

R\textsubscript{RLJDH} CP0 to CP7 are \textit{IMPLEMENTATION DEFINED}.

\textit{The extension requirements are - M.}

R\textsubscript{RXPBQ} It is \textit{IMPLEMENTATION DEFINED} whether CP0 to CP7 can be used from both Secure and Non-secure states or whether the coprocessor is enabled for only Secure or Non-secure state.

\textit{The extension requirements are - M. Note, Secure state requires S.}

R\textsubscript{QSRC} Arm reserves CP8 to CP15.

\textit{The extension requirements are - M.}

R\textsubscript{RLXKM} CP10 to CP11 are reserved to support the Floating-point Extension, and CP10 controls the CP11 Floating-point instructions.

\textit{The extension requirements are - M.}

R\textsubscript{LPMK} The state that is associated with Floating-point unit described in CPPWR SU10 applies to S registers, D registers, and FPSCR.

\textit{The extension requirements are - FP.}

R\textsubscript{XXDG} Instructions that are issued to unimplemented or disabled coprocessors result in a NOCP UsageFault.

\textit{The extension requirements are - M.}

R\textsubscript{RHLV} If a coprocessor cannot complete an instruction, an UNDEFINSTR UsageFault is generated.

\textit{The extension requirements are - M.}

See also:

\textit{Chapter B4 Floating-point Support on page 125.}

\textit{CPACR, Coprocessor Access Control Register}

\textit{CPPWR, Coprocessor Power Control Register}
Chapter B4
Floating-point Support

This chapter specifies the Armv8-M Floating-point support rules. It contains the following sections:

B4.1 The optional Floating-point Extension, FPv5 on page 126.
B4.2 About the Floating-point Status and Control Registers on page 128.
B4.3 Registers for Floating-point data processing, S0-S31, or D0-D15 on page 129.
B4.4 Floating-point standards and terminology on page 130.
B4.5 Floating-point data representable on page 131.
B4.6 Floating-point encoding formats, half-precision, single-precision, and double-precision on page 132.
B4.7 The IEEE 754 Floating-point exceptions on page 134.
B4.8 The Flush-to-zero mode on page 135.
B4.9 The Default NaN mode, and NaN handling on page 137.
B4.10 The Default NaN on page 138.
B4.11 Combinations of Floating-point exceptions on page 139.
B4.12 Priority of Floating-point exceptions relative to other Floating-point exceptions on page 140.
The optional Floating-point Extension defines a Floating Point Unit (FPU). Coprocessors 10 and 11 support the Extension.

Floating-point is sometimes abbreviated to FP.

The version of Floating-point Extension that is supported is FPv5.

FPv5 provides all of the following:
- Single-precision arithmetic operations.
- Optional double-precision arithmetic operations.
- Conversions between integer, double-precision, single-precision, and half-precision formats.
- Registers for Floating-point processing S0-S31, or D0-D15.
- Data transfers, between Arm general-purpose registers and FPv5 Extension registers S0-S31, or D0-D15, of single-precision and double-precision values.
- A Flush-to-zero mode that software can enable or disable.
- An optional alternative half-precision interpretation of the IEEE 754 half-precision encoding format.

FPv5 adds the following System registers:
- The FPSCR, to the CP10 and CP11 System register space.
- The FPCAR, FPCCR, FPDSCR, MVFR0, MVFR1, and MVFR2, to the System Control Block (SCB).

When the Floating-point Extension is implemented, some software tools might require the following information:

<table>
<thead>
<tr>
<th>Extension</th>
<th>Single-precision arithmetic operations only</th>
<th>Single and double-precision arithmetic operations</th>
</tr>
</thead>
<tbody>
<tr>
<td>FPv5</td>
<td>FPv5-SP-D16-M</td>
<td>FPv5-D16-M</td>
</tr>
</tbody>
</table>

When the Floating-point Extension is implemented, software can interrogate MVFR0, MVFR1, and MVFR2 to discover the Floating-point features that are implemented.

To use the Floating-point Extension, software must enable access to CP10, by writing to CPACR.CP10.

The value of CPACR.CP11 is UNKNOWN if it is not programmed to the same value as CPACR.CP10.
B4.9 The Default NaN mode, and NaN handling on page 137.

B4.6 Floating-point encoding formats, half-precision, single-precision, and double-precision on page 132.
### B4.2 About the Floating-point Status and Control Registers

The register map of the coprocessor System register space is as follows.

<table>
<thead>
<tr>
<th>Location</th>
<th>Register</th>
<th>Information</th>
</tr>
</thead>
<tbody>
<tr>
<td>0b0001</td>
<td>FPSCR.[N,Z,C,V]</td>
<td>Access to flags</td>
</tr>
</tbody>
</table>

All locations that are not explicitly listed in this table are reserved, and accesses to these locations result in **UNPREDICTABLE** behavior.

The extension requirements are - **FP**.

Software can use **VMRS** and **VMSR** instructions to access the Floating-point Status and Control registers.

The extension requirements are - **FP**.

Execution of Floating-point instructions that generate Floating-point exceptions update the appropriate status fields of **FPSCR**.

The extension requirements are - **FP**.

See also:
- **B3.33 Coprocessor support on page 124**.
- **B4.1 The optional Floating-point Extension, FPv5 on page 126**.

**FPSCR, Floating Point Status and Control Register**.
### B4.3 Registers for Floating-point data processing, S0-S31, or D0-D15

The registers that FPv5 adds for Floating-point processing are visible as either:

- 16 double-precision registers, D0-D15.

These map as follows:

<table>
<thead>
<tr>
<th>S0-S31</th>
<th>D0-D15</th>
</tr>
</thead>
<tbody>
<tr>
<td>S0</td>
<td></td>
</tr>
<tr>
<td>S1</td>
<td></td>
</tr>
<tr>
<td>S2</td>
<td></td>
</tr>
<tr>
<td>S3</td>
<td></td>
</tr>
<tr>
<td>S4</td>
<td></td>
</tr>
<tr>
<td>S5</td>
<td></td>
</tr>
<tr>
<td>S6</td>
<td></td>
</tr>
<tr>
<td>S7</td>
<td></td>
</tr>
<tr>
<td>S28</td>
<td>D0</td>
</tr>
<tr>
<td>S29</td>
<td>D1</td>
</tr>
<tr>
<td>S30</td>
<td>D2</td>
</tr>
<tr>
<td>S31</td>
<td>D3</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>D14</td>
</tr>
<tr>
<td></td>
<td>D15</td>
</tr>
</tbody>
</table>

The extension requirements are - **FP**.

After a Warm reset, the values of S0-S31 or D0-D15 are **UNKNOWN**.

The extension requirements are - **FP**.

See also:

- **B4.1 The optional Floating-point Extension, FPv5** on page 126.
- **B3.18 Exception handling** on page 86.
B4.4 Floating-point standards and terminology

There are two editions of the IEEE 754 standard:


In this manual, references to IEEE 754 that do not include the year apply to either edition.

The extension requirements are - FP.

The Floating-point terminology that this manual uses differs from that used in IEEE 754-2008 as follows:

<table>
<thead>
<tr>
<th>This manual</th>
<th>IEEE 754-2008</th>
</tr>
</thead>
<tbody>
<tr>
<td>Normalized</td>
<td>Normal</td>
</tr>
<tr>
<td>Denormal, or denormalized</td>
<td>Subnormal</td>
</tr>
<tr>
<td>Round towards Minus Infinity (RM)</td>
<td>roundTowardsNegative</td>
</tr>
<tr>
<td>Round towards Plus Infinity (RP)</td>
<td>roundTowardsPositive</td>
</tr>
<tr>
<td>Round towards Zero (RZ)</td>
<td>roundTowardZero</td>
</tr>
<tr>
<td>Round to Nearest (RN)</td>
<td>roundTiesToEven</td>
</tr>
<tr>
<td>Round to Nearest with Ties to Away</td>
<td>roundTiesToAway</td>
</tr>
<tr>
<td>Rounding mode</td>
<td>Rounding-direction attribute</td>
</tr>
</tbody>
</table>

The extension requirements are - FP.

The following is called Arm standard Floating-point operation:

- IEEE 754-2008 plus the following configuration:
  - Flush-to-zero mode enabled.
  - Default NaN mode enabled.
  - Round to Nearest mode selected.
  - Alternative half-precision interpretation not selected.

The extension requirements are - FP.

See also:


B4.8 The Flush-to-zero mode on page 135.

B4.9 The Default NaN mode, and NaN handling on page 137.

B4.6 Floating-point encoding formats, half-precision, single-precision, and double-precision on page 132.
B4.5 Floating-point data representable

FPv5 supports the following, as defined by IEEE 754:

- Normalized numbers.
- Denormalized numbers.
- Zeros, +0 and -0.
- Infinities, $+\infty$ and $-\infty$.
- NaNs, signaling NaN and quiet NaN.

The extension requirements are - FP.

See also:

B4.4 Floating-point standards and terminology on page 130.


B4.6 Floating-point encoding formats, half-precision, single-precision, and double-precision on page 132.
B4.6 Floating-point encoding formats, half-precision, single-precision, and double-precision

The half-precision, single-precision, and double-precision encoding formats are those defined by IEEE 754-2008, in addition to an alternative half-precision format.

The extension requirements are - FP.

The half-precision encoding format is:

![Half-precision encoding format diagram]

The extension requirements are - FP.

The single-precision encoding format is:

![Single-precision encoding format diagram]

The extension requirements are - FP.

The double-precision encoding format is:

![Double-precision encoding format diagram]

The extension requirements are - FP.

The interpretations of the half-precision, single-precision, and double-precision encoding formats are as follows.

**Half-precision**

There are two interpretations of the half-precision encoding formats:

- The interpretation that is defined by IEEE 754-2008.
- An alternative half-precision interpretation, indicated by FPSCR.AHP.

**Single-precision**

The interpretation that is defined by IEEE 754-2008.

**Double-precision**
### B4.6. Floating-point encoding formats, half-precision, single-precision, and double-precision

The interpretation that is defined by IEEE 754-2008. See the following table:

<table>
<thead>
<tr>
<th>E (biased exponent)</th>
<th>T (trailing significand)</th>
<th>S (sign bit)</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>Zero for all formats.</td>
<td>Non-zero</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>-</td>
<td>Zero</td>
<td>0</td>
<td>-</td>
</tr>
<tr>
<td>-</td>
<td>-</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>Zero (&lt; E \leq 0x1F), if one of the half precision formats.</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Zero (&lt; E \leq 0xFF), if single-precision format.</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>Zero (&lt; E \leq 0x7FF), if double-precision format.</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>0x1F, if half-precision format, IEEE interpretation.</td>
<td>Non-zero</td>
<td>-</td>
<td>0</td>
</tr>
<tr>
<td>0xFF, if single-precision format.</td>
<td>-</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>0x7FF, if double-precision format.</td>
<td>Zero</td>
<td>0</td>
<td>-</td>
</tr>
<tr>
<td>-</td>
<td>Zero</td>
<td>1</td>
<td>-</td>
</tr>
<tr>
<td>0x1F, if half-precision, alternative half-precision interpretation.</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

The extension requirements are - `FP`.

**R\textsubscript{GP&H}**

The value of a normalized number is equal to:

- **Half-precision**: \((-1)^S \times 2^{(E-15)} \times (1.T)\)
- **Single-precision**: \((-1)^S \times 2^{(E-127)} \times (1.T)\)
- **Double-precision**: \((-1)^S \times 2^{(E-1023)} \times (1.T)\)

The value of a denormalized number is equal to:

- **Half-precision**: \((-1)^S \times 2^{-14} \times (0.T)\)
- **Single-precision**: \((-1)^S \times 2^{-126} \times (0.T)\)
- **Double-precision**: \((-1)^S \times 2^{-1022} \times (0.T)\)

The extension requirements are - `FP`.

**R\textsubscript{FIXED}**

Denormalized numbers can be flushed to zero. FPv5 provides a Flush-to-zero mode.

The extension requirements are - `FP`.

See also:


B4.5 *Floating-point data representable on page 131.*
B4.7 The IEEE 754 Floating-point exceptions

The IEEE 754 Floating-point exceptions are:

**Invalid Operation**: This exception is as IEEE 754-2008 (7.2) describes.

**Division by zero**: This exception is as IEEE 754-2008 (7.3) describes, with the following assumption:
- For the reciprocal and reciprocal square root estimate functions the dividend is assumed to be +1.0.

**Overflow**: This exception is as IEEE 754-2008 (7.4) describes.

**Underflow**: This exception is as IEEE 754-2008 (7.5) describes, with the additional clarification that:
- Assessing whether a result is tiny and non-zero is done before rounding.

**Inexact**: This exception is as IEEE 754-2008 (7.6) describes.

*The extension requirements are - FP.*

The criteria for the Underflow exception to be generated are different in **Flush-to-zero mode**.

*The extension requirements are - FP.*

The corresponding status flags for the IEEE 754 Floating-point exceptions are **FPSCR.[IOC, DZC, OFC, UFC, IXC].**

*The extension requirements are - FP.*

See also:


**B4.8 The Flush-to-zero mode** on page 135.
Chapter B4. Floating-point Support

B4.8. The Flush-to-zero mode

Software can enable **Flush-to-zero mode** by setting FPSCR.FZ to 1.
The extension requirements are - **FP**.

Using **Flush-to-zero mode** is a deviation from IEEE 754.
The extension requirements are - **FP**.

Half-precision Floating-point numbers are exempt from **Flush-to-zero mode**.
The extension requirements are - **FP**.

When **Flush-to-zero mode** is enabled, all single-precision denormalized inputs and double-precision denormalized inputs to Floating-point operations are treated as though they are zero, that is they are flushed to zero.
The extension requirements are - **FP**.

When an input to a Floating-point operation is flushed to zero, the PE generates an Input Denormal exception.
The extension requirements are - **FP**.

Input Denormal exceptions are only generated in **Flush-to-zero mode**.
The extension requirements are - **FP**.

When **Flush-to-zero mode** is enabled, the sequence of events for an input to a Floating-point operation is:

1. Flush to Zero processing takes place. If appropriate, the input is flushed to zero and the PE generates an Input Denormal exception.
2. Tests for the generation of any other Floating-point exceptions are done after Flush to Zero processing.

The extension requirements are - **FP**.

When **Flush-to-zero mode** is enabled, the result of a Floating-point operation is treated as if it is zero if, before rounding, it satisfies the condition:

\[ 0 < \text{Abs(result)} < \text{MinNorm}, \]

where:

- **MinNorm** is \(2^{-126}\) for single-precision.
- **MinNorm** is \(2^{-1022}\) for double-precision.

The result is said to be flushed to zero.
The extension requirements are - **FP**.

When the result of a Floating-point operation is flushed to zero, the PE generates an Underflow exception.
The extension requirements are - **FP**.

In **Flush-to-zero mode**, the PE generates Underflow exceptions only when a result is flushed to zero. This uses different criteria than when **Flush-to-zero mode** is disabled.
The extension requirements are - **FP**.

When a Floating-point number is flushed to zero, the sign is preserved. That is, the sign bit of the zero matches the sign bit of the number being flushed to zero.
The extension requirements are - **M && FP**.

The PE does not generate an Inexact exception when a Floating-point number is flushed to zero.
The extension requirements are - **FP**.
The corresponding status flag for the Input Denormal exception is FPSCR.IDC.

The extension requirements are - FP.

See also:

B4.7 The IEEE 754 Floating-point exceptions on page 134.
B4.9 The Default NaN mode, and NaN handling

FPSCR
Software can enable Default NaN mode by setting FPSCR.DN to 1.
The extension requirements are - FP.

DJVH
Using Default NaN mode is a deviation from IEEE 754.
The extension requirements are - FP.

RQMQC
When Default NaN mode is enabled, the Default NaN is the result of both:
• All Floating-point operations that produce an untrapped Invalid Operation exception.
• All Floating-point operations whose inputs include at least one quiet NaN but no signaling NaNs.
The extension requirements are - FP.

NPRL
IEEE 754 specifies that:
• An operation that produces an untrapped Invalid Operation exception returns a quiet NaN as its result.
When Default NaN mode is disabled, behavior complies with this and adds:
• If the Invalid Operation exception was generated because one of the inputs to the operation was a signaling NaN, the quiet NaN result is equal to the first signaling NaN input with its most significant bit set to 1.
• The quiet NaN result is the Default NaN otherwise.
The first signaling NaN input means the first argument, in the left-to-right ordering of arguments, that is passed to the pseudocode function describing the operation.
The extension requirements are - FP.

RCBSS
IEEE 754 specifies that:
• An operation using a Quiet NaN as an input, but no signaling NaNs as inputs, returns one of its quiet NaN inputs as its result.
When Default NaN mode is disabled, behavior complies with this and adds:
• The Quiet NaN result is the first Quiet NaN input.
The first quiet NaN input means the first argument, in the left-to-right ordering of arguments, that is passed to the pseudocode function describing the operation.
The extension requirements are - FP.

LXLF
Depending on the Floating-point operation, the exact value of a Quiet NaN result might differ in both sign and the number of T bits from its source.
The extension requirements are - FP.

See also:
B4.10 The Default NaN on page 138.
B4.6 Floating-point encoding formats, half-precision, single-precision, and double-precision on page 132.
B4.10 The Default NaN

The Default NaN is:

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>S</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>E</td>
<td>0x1F</td>
<td>0xFF</td>
<td>0x7FF</td>
</tr>
</tbody>
</table>

The extension requirements are - FP.

See also:

B4.6 Floating-point encoding formats, half-precision, single-precision, and double-precision on page 132.
B4.9 The Default NaN mode, and NaN handling on page 137.
B4.11 Combinations of Floating-point exceptions

In compliance with IEEE 754:

- An Inexact Floating-point exception can occur with an Overflow Floating-point exception.
- An Inexact Floating-point exception can occur with an Underflow Floating-point exception.

The extension requirements are - \textbf{FP}.

An Input Denormal exception can occur with other Floating-point exceptions.

The extension requirements are - \textbf{FP}.

See also:

- B4.7 The IEEE 754 Floating-point exceptions on page 134.
- B4.8 The Flush-to-zero mode on page 135.
B4.12 Priority of Floating-point exceptions relative to other Floating-point exceptions

Some Floating-point instructions specify more than one Floating-point operation. In these cases, an exception on one operation is higher priority than an exception on another operation when generation of the second exception depends on the result of the first operation. Otherwise, it is UNPREDICTABLE which exception is higher priority.

The extension requirements are - FP.

See also:

B4.7 The IEEE 754 Floating-point exceptions on page 134.
Chapter B5
Memory Model

This chapter specifies the Armv8-M memory model architecture rules. It contains the following sections:

B5.1 Memory accesses on page 143.
B5.2 Address space on page 144.
B5.3 Endianness on page 145.
B5.4 Alignment behavior on page 147.
B5.5 Atomicity on page 148.
B5.6 Concurrent modification and execution of instructions on page 150.
B5.7 Access rights on page 152.
B5.8 Observability of memory accesses on page 154.
B5.9 Completion of memory accesses on page 156.
B5.10 Ordering requirements for memory accesses on page 157.
B5.11 Ordering of implicit memory accesses on page 158.
B5.12 Ordering of explicit memory accesses on page 159.
B5.13 Memory barriers on page 160.
B5.14 Normal memory on page 165.
B5.15 Cacheability attributes on page 167.
B5.16 Device memory on page 168.
B5.17 Device memory attributes on page 170.
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B5.18 *Shareability domains* on page 173.
B5.19 *Shareability attributes* on page 175.
B5.20 *Memory access restrictions* on page 176.
B5.21 *Mismatched memory attributes* on page 177.
B5.22 *Load-Exclusive and Store-Exclusive accesses to Normal memory* on page 179.
B5.23 *Load-Acquire and Store-Release accesses to memory* on page 180.
B5.24 *Caches* on page 182.
B5.25 *Cache identification* on page 184.
B5.26 *Cache visibility* on page 185.
B5.27 *Cache coherency* on page 186.
B5.28 *Cache enabling and disabling* on page 187.
B5.29 *Cache behavior at reset* on page 188.
B5.30 *Behavior of Preload Data (PLD) and Preload Instruction (PLI) instructions with caches* on page 189.
B5.31 *Branch predictors* on page 190.
B5.32 *Cache maintenance operations* on page 191.
B5.33 *Ordering of cache maintenance operations* on page 195.
B5.34 *Branch predictor maintenance operations* on page 196.
Chapter B5. Memory Model

B5.1 Memory accesses

**The memory accesses that are referred to in describing the memory model are instruction fetches from memory and load or store data accesses.**

**The instruction operation uses the MemA() or MemU() helper functions. If the Main Extension is not implemented unaligned accesses using the MemU() helper functions generate an alignment fault.**

A memory access is governed by:

- Whether the access is a read or a write.
- The address alignment.
- Data endianness.
- Memory attributes.

See also:

- B5.11 Ordering of implicit memory accesses on page 158.
- B5.12 Ordering of explicit memory accesses on page 159.
- B5.14 Normal memory on page 165.
- B5.16 Device memory on page 168.
- B5.20 Memory access restrictions on page 176.
- B6.2 The System region of the system address map on page 199.
The address space is a single, flat address space of $2^{32}$ bytes.

In the address space, byte addresses are unsigned numbers in the range $0-2^{32}-1$.

If an address calculation overflows or underflows the address space, it wraps around. Address calculations are modulo $2^{32}$.

Normal sequential execution cannot overflow the top of the address space, because the top of memory always has the Execute Never (XN) memory attribute.

One or more accesses that target or wrap around the top or bottom bytes of memory, access a sequence of words at increasing memory addresses, effectively incrementing the address by four for each load or store. If this calculation overflows the top of the address space, the result is UNPREDICTABLE.

Note, The encodings of some instructions require M, the encodings of some instructions require FP.

Where an exception entry or tail-chaining accesses bytes on the stack that span the top or bottom of the 32-bit memory address space, it is IMPLEMENTATION DEFINED whether stack limit checking is applied.

See also:

Chapter B6 The System Address Map on page 197.
B5.3 Endianness

In memory:

The following figures show the relationship between:

- The word at address A.
- The halfwords at addresses A and A+2.
- The bytes at addresses A, A+1, A+2, and A+3.

Data arranged in a little-endian format

<table>
<thead>
<tr>
<th>31</th>
<th>24</th>
<th>23</th>
<th>16</th>
<th>15</th>
<th>8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Word at address A</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Halfword at address A+2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Byte at address A+3</td>
<td>Byte at address A+2</td>
<td>Byte at address A+1</td>
<td>Byte at address A</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Most significant byte</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Least significant byte</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Least significant byte</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Data arranged in a big-endian format

<table>
<thead>
<tr>
<th>31</th>
<th>24</th>
<th>23</th>
<th>16</th>
<th>15</th>
<th>8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Word at address A</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Halfword at address A</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Byte at address A</td>
<td>Byte at address A+1</td>
<td>Byte at address A+2</td>
<td>Byte at address A+3</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Most significant byte</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Least significant byte</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Least significant byte</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Instruction alignment and byte ordering

<table>
<thead>
<tr>
<th>15</th>
<th>8</th>
<th>7</th>
<th>0</th>
<th>15</th>
<th>8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>T32 instruction, hw1&lt;sup&gt;b&lt;/sup&gt;</td>
<td></td>
<td></td>
<td>T32 instruction, hw2&lt;sup&gt;b&lt;/sup&gt;</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>Byte at address A+1</td>
<td>Byte at address A</td>
<td></td>
<td>Byte at address A+3</td>
<td>Byte at address A+2</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

a) Bits[15:0]: this is hw1 for a T32 instruction with a 16-bit encoding

b) Bits[31:0]: this is hw1 and hw2 for a T32 instruction with a 32-bit encoding

Instruction fetches are always little-endian, which means that the PE assumes a little-endian arrangement of instructions in memory.
All accesses to the Private Peripheral Bus (PPB) are always little-endian, which means that the PE assumes a little-endian arrangement of the PPB registers.

The endianness of data accesses is IMPLEMENTATION DEFINED, as indicated by AIRCR.ENDIANNESS.

AIRCR.ENDIANNESS is either:

- Implemented with a static value.
- Configured by a hardware input on reset.

Instructions that cause a memory access that crosses the PPB boundary are CONSTRAINED UNPREDICTABLE if AIRCR.ENDIANNESS is set to 1. The permitted behavior is one of the following:

- The instruction behaves as a NOP.
- The instruction raises an UNALIGNED UsageFault.
- If the instruction that crossed the PPB boundary was a load, the value of the destination register becomes UNKNOWN.
- If the instruction that crossed the PPB boundary was a store, the value of the memory locations accessed becomes UNKNOWN.

Note, a UsageFault requires M.

For data accesses, the following table shows the data element size that endianness applies to, for endianness conversion purposes.

<table>
<thead>
<tr>
<th>Instruction class</th>
<th>Instructions</th>
<th>Element size</th>
</tr>
</thead>
<tbody>
<tr>
<td>Load or store byte</td>
<td>LDR{S}B{T}, LDA, LDAEXB, STL, STLEXB, STRB{T}, TBB, LDREX, STREXB</td>
<td>Byte</td>
</tr>
<tr>
<td>Load or store halfword</td>
<td>LDR{S}H{T}, LDAH, LDAEXH, STLH, STLEXH, STRH{T}, TBH, LDREXH, STREXH</td>
<td>Halfword</td>
</tr>
<tr>
<td>Load or store word</td>
<td>LDR{T}, LDA, LDAEX, STL, STLEX, STR{T}, LDREX, STREX, VLDR.F32, VSTR.F32</td>
<td>Word</td>
</tr>
<tr>
<td>Load or store two words</td>
<td>LDRD, STRD, VLDR.F64, VSTR.F64</td>
<td></td>
</tr>
<tr>
<td>Load or store multiple words</td>
<td>LDM{IA, DB}, STM{IA, DB} POP (multiple registers), LDC, STC, VLDM VSTM, VPUSH, VPOP, BLX, BLXNS, BX, BXNS VLLDM, VLSTM</td>
<td>Word</td>
</tr>
</tbody>
</table>

The following instructions change the endianness of data that is loaded or stored:

- REV
  Reverse word (four bytes) register, for transforming 32-bit representations.
- REVSH
  Reverse halfword and sign extend, for transforming signed 16-bit representations.
- REV16
  Reverse packed halfwords in a register for transforming unsigned 16-bit representations.
B5.4 Alignment behavior

All instruction fetches are halfword-aligned.

The following are unaligned data accesses that always generate an alignment fault:

- Non halfword-aligned `LDAH, LDREXH, LDAEXH, STLH, STLEXH, and STREXH`.
- Non word-aligned `LDRX, LDAEX, STLEX, STREX, LDRD, LDMIA, LDMDB, POP (multiple registers), LDC, VLDR, VLDM, VPOP, LDA, STL, STMIA, STMDB, PUSH (multiple registers), STC, VSTR, VSTM, VPUSG, VLLDM, and VLSTM`.

If `CCR.UNALIGN_TRP` is set to 1, the following are unaligned data accesses that generate an alignment fault:

- Non halfword-aligned `LDR{S}{H}{T}, and STRH{T}`.
- Non halfword-aligned `TBH`.
- Non word-aligned `LDR{T}, and STR{T}`.

Unaligned accesses are only supported if the Main Extension is implemented.

Accesses to Device memory are always aligned.

If the Main Extension is not implemented, unaligned accesses generate an alignment HardFault.

Alignment faults are synchronous and generate an UNALIGNED UsageFault.

The constrained unpredictable behavior of unaligned loads and stores is one of the following:

- Generate an UNALIGNED UsageFault.
- Perform the specified load or store to the unaligned memory location.

Unaligned loads and stores perform the specified load and store to the unaligned memory location.

See also:

B5.14 Normal memory on page 165.
B5.16 Device memory on page 168.
B5.5 Atomicity

B5.5.1 Single-copy atomicity

Store operations are single-copy atomic if, when they overlap bytes in memory:

1. All of the writes from one of the stores are inserted into the coherence order of each overlapping byte.
2. All of the writes from another of the stores are inserted into the coherence order of each overlapping byte.
3. Step 2 repeats, for each single-copy store atomic operation that overlaps.

The following data accesses are single-copy atomic:

- All byte accesses.
- All halfword accesses to halfword-aligned locations.
- All word accesses to word-aligned locations.

Instruction fetches are single-copy atomic at halfword granularity.

For instructions that access a sequence of word-aligned words, each word access is single-copy atomic.

For instructions that access a sequence of word-aligned words, the architecture does not require two or more subsequent word accesses to be single-copy atomic.

B5.5.2 Multi-copy atomicity

In a multiprocessing environment, writes to memory are multi-copy atomic if all of the following are true:

- All writes to the same location are observed in the same order by all observers, although some of the observers might not observe all of the writes.
- A read of a location does not return the value of a write to that location until all observers have observed that write.

Writes to Normal memory are not required to be multi-copy atomic.

Writes to Device memory with the Gathering attribute are not required to be multi-copy atomic.

Writes to Device memory with the non-Gathering attribute that is single-copy atomic are also multi-copy atomic.

See also:

B5.16 Device memory on page 168.
B5.14 Normal memory on page 165.
B5.5. Atomicity

B5.23 Load-Acquire and Store-Release accesses to memory on page 180.
B5.6 Concurrent modification and execution of instructions

The Armv8 architecture limits the set of instructions that can be executed by one thread of execution as they are being modified by another thread of execution without requiring explicit synchronization.

Unless otherwise stated, concurrent modification and execution of instructions results in a constrained unpredictable choice of any behavior that can be achieved by executing any sequence of instructions from the same Security state or the same Privilege level.

For instructions that can be concurrently modified, the PE executes either:

- The original instruction.
- The modified instruction.

A 16-bit instruction can be concurrently modified, where the 16-bit instruction before modification and the 16-bit modification is any of the following:

- B.
- BX.
- BLX.
- BKPT.
- NOP.
- SVC.

The hw1 of a 32-bit BL immediate instruction can be concurrently modified to the most significant halfword of another BL immediate instruction.

The hw1 of a 32-bit BL immediate instruction can be concurrently modified to a 16-bit B, BLX, BKPT, or SVC instruction. This modification also works in reverse.

The hw2 of a 32-bit BL immediate instruction can be concurrently modified to the hw2 of another BL instruction with a different immediate.

The hw2, of a 32-bit B immediate instruction with a condition field can be concurrently modified to the hw2 of another 32-bit B immediate instruction with a condition field with a different immediate.

The hw2 of a 32-bit B immediate instruction without a condition field can be concurrently modified to the hw2 of another 32-bit B immediate instruction without a condition field.

See also:

B5.3 Endianness on page 145.

B.
BL.
Chapter B5. Memory Model

B5.6. Concurrent modification and execution of instructions

\textbf{BLX, BLXNS.}
B5.7 Access rights

An instruction fetch or memory access is subject to the following checks in the following order:

1. Alignment.
2. SAU or IDAU, or both.
3. MPU.

An exception is generated, instead of normal execution of the fetching and decoding process, if one of the following occurs.

<table>
<thead>
<tr>
<th>Priority</th>
<th>Fault type</th>
<th>Cause</th>
</tr>
</thead>
<tbody>
<tr>
<td>Highest</td>
<td>One of the following SecureFaults:</td>
<td>AU violation</td>
</tr>
<tr>
<td></td>
<td>• INVEP</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• INVTRAN</td>
<td></td>
</tr>
<tr>
<td></td>
<td>↓</td>
<td></td>
</tr>
<tr>
<td></td>
<td>The following MemManage fault:</td>
<td>MPU violation</td>
</tr>
<tr>
<td></td>
<td>• IACCVIOL</td>
<td></td>
</tr>
<tr>
<td></td>
<td>↓</td>
<td></td>
</tr>
<tr>
<td></td>
<td>The following BusFault:</td>
<td>System fault</td>
</tr>
<tr>
<td></td>
<td>• IBUSERR</td>
<td></td>
</tr>
<tr>
<td></td>
<td>↓</td>
<td></td>
</tr>
<tr>
<td></td>
<td>One of the following:</td>
<td>FPB hit</td>
</tr>
<tr>
<td></td>
<td>• DebugMonitor exception</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• Halted Debug Entry</td>
<td></td>
</tr>
<tr>
<td></td>
<td>↓</td>
<td></td>
</tr>
<tr>
<td></td>
<td>The following SecureFault:</td>
<td>SG check</td>
</tr>
<tr>
<td></td>
<td>• INVEP</td>
<td></td>
</tr>
<tr>
<td></td>
<td>↓</td>
<td></td>
</tr>
<tr>
<td></td>
<td>The following UsageFault:</td>
<td>T32 state check</td>
</tr>
<tr>
<td></td>
<td>• INVSTATE</td>
<td></td>
</tr>
<tr>
<td>Lowest</td>
<td>One of the following UsageFaults:</td>
<td>Undefined instruction</td>
</tr>
<tr>
<td></td>
<td>• UNDEFINSTR</td>
<td></td>
</tr>
<tr>
<td></td>
<td>• NOCP</td>
<td></td>
</tr>
</tbody>
</table>

Note, a Secure fault requires S, a MemManage fault requires M & MPU, a Halted Debug Entry fault can only occur if Halting Debug is implemented, a DebugMonitor exception require DebugMonitor, UsageFault and BusFault require M, HardFault when !M.

If a memory access fails its alignment check, the fetch is not presented to the SAU.

The extension requirements are - S.

If an instruction fetch or memory access fails its AU check, the fetch is not presented to the relevant MPU for comparison.

The extension requirements are - S && MPU.

If an instruction fetch or memory access fails its MPU check, it is not issued to the memory system.

The extension requirements are - MPU.
See also:

B3.9 Exception numbers and exception priority numbers on page 65.

Chapter B8 The Armv8-M Protected Memory System Architecture on page 213.
### B5.8 Observability of memory accesses

For a PE, the following mechanisms are treated as independent observers:

- The mechanism that performs reads from or writes to memory.
- The mechanism that causes an instruction cache to be filled from memory or that fetches instructions to be executed directly from memory. These accesses are treated as reads.

The set of observers that can observe a memory access is not defined by the PE architecture.

In the context of observability, *subsequent* means whichever of the following descriptions is appropriate:

- After the point in time where the location is observed by the observer.
- After the point in time where the location is globally observed.

A write to a location in memory is *observed* by an observer when:

- A subsequent read of the location by the same observer would return the value that was written by the observed write or written by a write to that location by any observer that is sequenced in the coherence order of the location after the observed write.
- A subsequent write of the location by the same observer would be sequenced in the coherence order of the location after the observed write.

A write to a location in memory is *globally observed* for a Shareability domain or set of observers when:

- A subsequent read of the location by any observer in that Shareability domain that is capable of observing the write would return the value that is written by the globally observed write or by a write to that location by any observer that is sequenced in the coherence order of the location after the globally observed write.
- A subsequent write to the location by any observer in that Shareability domain would be sequenced in the coherence order of the location after the globally observed write.

For Device-nGnRnE memory, a read or write of a memory-mapped location in a peripheral is observed, and globally observed, only when the read or write:

- Meets the general observability conditions.
- Can begin to affect the state of the memory-mapped peripheral.
- Can trigger all associated side-effects, whether they affect other peripheral devices, PEs, or memory.

A read of a location in memory is *observed* by an observer when a subsequent write to the location by the same observer would have no effect on the value that is returned by the read.

A read of a location in memory is *globally observed* for a Shareability domain when a subsequent write to the location by any observer in that Shareability domain that is capable of observing the write would have no effect on the value that is returned by the read.

Multiple writes to the same register will be observed in the same order by all observers. The architecture does not
guarantee that all observers will observe all of the writes.

\textbf{R}_{\text{SBGRZ}} \quad \text{Explicit synchronization is not required on an external read or write by an external agent to be observable to a following external read or write by that agent to the same register using the same address.}

\textbf{R}_{\text{TXSK}} \quad \text{Explicit synchronization is not required for serial external accesses, either reads or writes, by a single external agent for any registers that are accessible as external system control registers.}

See also:

B5.16 \textit{Device memory} on page 168.

B5.17 \textit{Device memory attributes} on page 170.
B5.9 Completion of memory accesses

R\text{XCTL} A read or write is complete for a Shareability domain when the following conditions are true:
- The read or write is globally observed for that Shareability domain.
- All instruction fetches by observers within the Shareability domain have observed the read or write.

R\text{CMQ} A cache or branch predictor maintenance instruction is complete for a Shareability domain when the effects of the instruction are globally observed for that Shareability domain.

R\text{SFLM} The completion of a memory access to Device memory other than Device-nGnRnE does not guarantee the visibility of the side-effects of the access to all observers.

R\text{MBK} The mechanism that ensures the visibility of the side-effects of the access to all observers is \text{IMPLEMENTATION DEFINED}.

See also:
- B5.18 Shareability domains on page 173.
- B5.16 Device memory on page 168.
- B5.17 Device memory attributes on page 170.
B5.10 Ordering requirements for memory accesses

Armv8-M defines access restrictions in the permitted ordering of memory accesses. These restrictions depend on the memory attributes of the accesses involved.

For all accesses to all memory types, the only stores by an observer that can be observed by another observer are those stores that have been architecturally executed.

Reads and writes can be observed in any order provided that, if an address dependency exists between two reads or between a read and a write, then those memory accesses are observed in program order by all observers within the common Shareability domain of the memory addresses being accessed.

Speculative writes by an observer cannot be observed by another observer.

For Device memory with the non-Reordering attribute, memory accesses arrive at a single peripheral in program order.

Memory accesses caused by instruction fetches are not required to be observed in program order, unless they are separated by a context synchronization event.

A register data dependency between the value that is returned by a load instruction and the address that is used by a subsequent memory transaction enforces an order between that load instruction and the subsequent memory transaction.

See also:

- B5.11 Ordering of implicit memory accesses on page 158.
- B5.12 Ordering of explicit memory accesses on page 159.
- B5.14 Normal memory on page 165.
- B5.16 Device memory on page 168.
- B5.18 Shareability domains on page 173.
B5.11 Ordering of implicit memory accesses

There are no ordering requirements for implicit accesses to any type of memory.

See also:

B5.1 Memory accesses on page 143.
B5.12 Ordering of explicit memory accesses

R\textsubscript{SBNM} For all memory types, for accesses from a single observer, the requirements of uniprocessor semantics are maintained.

R\textsubscript{WTRP} For all types of memory, if there is a control dependency between a direct read and a subsequent direct write, the two accesses are observed in program order by any observer in the common Shareability domain of the two accesses.

R\textsubscript{XGNP} For all types of memory, if the value returned by a direct read computes data that is written by a subsequent direct write, the two accesses are observed in program order by any observer in the common Shareability domain of the two accesses.

R\textsubscript{MBNW} It is impossible for an observer to observe a write from a store that both:

\begin{itemize}
  \item Has not been executed.
  \item Will not be executed.
\end{itemize}

See also:

B5.1 Memory accesses on page 143.
B5.14 Normal memory on page 165.
B5.16 Device memory on page 168.
B5.17 Device memory attributes on page 170.
B5.18 Shareability domains on page 173.
B5.19 Shareability attributes on page 175.


## B5.13 Memory barriers

The Arm architecture supports out-of-order completion of instructions.

Armv8 supports the following memory barriers:

- **Instruction Synchronization Barrier (ISB).**
- **Data Memory Barrier (DMB).**
- **Data Synchronization Barrier (DSB).**
- **Consumption of Speculative Data Barrier (CSDB).**
- **Physical Speculative Store Bypass Barrier (PSSBB).**
- **Speculative Store Bypass Barrier (SSBB).**

The **DMB** and **DSB** memory barriers affect reads and writes to the memory system that are generated by Load/Store instructions and data or unified cache maintenance instructions that are executed by the PE. Instruction fetches are not explicit accesses.

### B5.13.1 Instruction Synchronization Barrier

An **ISB** ensures that all instructions that come after the **ISB** instruction in program order are fetched from the cache or memory after the **ISB** instruction has completed.

See also:

`InstructionSynchronizationBarrier()`.  
Context synchronization event

### B5.13.2 Data Memory Barrier

The required Shareability for a **DMB** is *Full system*, and applies to all observers in the Shareability domain.

A **DMB** only affects memory accesses and the operation of data cache and unified cache maintenance instructions, and has no effect on the ordering of any other instructions.

A **DMB** that ensures the completion of cache maintenance instructions has an access type of both loads and stores.

A **DMB** instruction creates two groups of memory accesses, Group A and Group B, and does not affect memory accesses that are in not in Group A or Group B:

**Group A** contains:

- All explicit memory accesses of the required access types from observers in the same Shareability domain as **PEe** that are observed by **PEe** before the **DMB** instruction.
- All loads of required access types from an observer **PEx** in the same required Shareability domain as **PEe**
that have been observed by any given different observer, PEy, in the same required Shareability domain as PEe before PEy has performed a memory access that is a member of Group A.

**Group B** contains:

- All explicit memory accesses of the required access types by PEe that occur in program order after the DMB instruction.
- All explicit memory accesses of the required access types by any given observer PEx in the same required Shareability domain as PEe that can only occur after a load by PEx has returned the result of a store that is a member of Group B.

Any observer with the same required Shareability domain as PEe observes all members of Group A before it observes any member of Group B to the extent that those group members are required to be observed, as determined by the Shareability and Cacheability of the memory addresses accessed by the group members.

If members of Group A and members of Group B access the same memory-mapped peripheral of arbitrary system-defined size, then members of Group A that are accessing Device or Normal Non-cacheable memory arrive at that peripheral before members of Group B that are accessing Device or Normal Non-cacheable memory. Where the members of Group A and Group B that are to be ordered are from the same PE, a DMB provides for this guarantee.

See also:

DataMemoryBarrier().

B5.18 Shareability domains on page 173.

### B5.13.3 Data Synchronization Barrier

ICNFG The **DSB** is a memory barrier that synchronizes the execution stream with memory accesses.

RHKJ The required Shareability for a **DSB** is Full system and applies to all observers in the Shareability domain.

RVLBFA **DSB** instruction creates two groups of memory accesses, Group A and Group B, and does not affect memory accesses that are in not in Group A or Group B:

**Group A** contains:

- All explicit memory accesses of the required access types from observers in the same Shareability domain as PEe that are observed by PEe before the **DSB** instruction.
- All loads of required access types from an observer PEx in the same required Shareability domain as PEe that have been observed by any given different observer, PEy, in the same required Shareability domain as PEe before PEy has performed a memory access that is a member of Group A.

**Group B** contains:

- All explicit memory accesses of the required access types by PEe that occur in program order after the **DSB** instruction.
- All explicit memory accesses of the required access types by any given observer PEx in the same required Shareability domain as PEe that can only occur after a load by PEx has returned the result of a store that is a member of Group B.

Any observer with the same required Shareability domain as PEe observes all members of Group A before it observes any member of Group B to the extent that those group members are required to be observed, as determined
by the Shareability and Cacheability of the memory addresses accessed by the group members.

If members of Group A and members of Group B access the same memory-mapped peripheral of arbitrary system-defined size, then members of Group A that are accessing Device or Normal Non-cacheable memory arrive at that peripheral before members of Group B that are accessing Device or Normal Non-cacheable memory. Where the members of Group A and Group B that are to be ordered are from the same PE, a DSB provides for this guarantee.

R\textsubscript{DSBGR} A DSB completes when all of the following conditions apply:

- All explicit memory accesses that are observed by PE\textsubscript{e} before the DSB is executed and are of the required access types, and are from observers in the same required Shareability domain as PE\textsubscript{e}, are complete for the set of observers in the required Shareability domain.
- If the required access types of the DSB is reads and writes, then all cache and branch predictor maintenance instructions that are issued by PE\textsubscript{e} before the DSB are complete for the required Shareability domain.
- All explicit accesses to the System Control Space that result in a context altering operation issued by PE\textsubscript{e} before the DSB are complete.

R\textsubscript{DSBEX} No instruction that appears in program order after the DSB instruction can execute until the DSB completes.

See also:

DataSynchronizationBarrier().

B5.18 Shareability domains on page 173.

**B5.13.4 Consumption of Speculative Data Barrier**

R\textsubscript{CTSR} The CSDB is a memory barrier that prevents instructions that appear in program order after the barrier completes from determining any part of the value of data derived from speculatively-executed load instructions that appeared in program order before completion of the CSDB memory barrier.

*The extension requirements are - M.*

I\textsubscript{LZDK} When a CSDB instruction is executed but before the CSDB completes and there are three instructions:

1. A load instruction speculatively executed in program order before the barrier that might or might not be architecturally executed.
2. A Conditional Move instruction that has passed its condition code check and does not have an address dependency for an input register on the speculatively-executed load.
3. A load, store, data or instruction preload appearing in program order after the barrier, which has an address dependency on the Conditional Move instruction.

The speculative execution of the load, store, data or instruction preload does not influence the allocation of cache entries to determine any part of the value of the speculatively executed load instruction by an evaluation of the cache entries which have been allocated or evicted.

*The extension requirements are - M.*

I\textsubscript{DDTH} When a CSDB instruction is executed but before the CSDB completes and there are three instructions:

1. A load instruction speculatively executed in program order before the barrier that might or might not be architecturally executed.
2. A Conditional Move instruction that has no dependency to pass the condition tests or for an input register on the speculatively executed load.
3. An indirect branch instruction, appearing in program order after the barrier, that is dependent on the Conditional Move instruction for the target address of the indirect branch.

The speculative execution of the indirect branch does not influence the allocation of cache entries to determine any part of the value of the speculatively executed load instruction by an evaluation of the cache entries which have been allocated or evicted.

The extension requirements are - M.

A CSDB instruction cannot be executed speculatively.

The extension requirements are - M.

A CSDB can be inserted speculatively and completed when it is known not to be speculative.

The extension requirements are - M.

The CSDB instruction is not available in an implementation without the Main Extension.

Note, !M.

Arm recommends that a combination of DSB SYS and an ISB is inserted to prevent consumption of speculative data.

Note, !M.

**B5.13.5 Physical Speculative Store Bypass Barrier**

The PSSBB prevents speculative loads from:

- Returning data older than the most recent store to the same physical address appearing in program order before the load.
- Returning data from stores using the same physical address appearing in program order after the load.

The extension requirements are - M.

The PSSBB is not available in an implementation without the Main Extension.

Note, !M.

**B5.13.6 Speculative Store Bypass Barrier**

The SSBB prevents speculative loads from:

- Returning data older than the most recent store to the same address appearing in program order before the load.
- Returning data from stores using the same address appearing in program order after the load.

The extension requirements are - M.

The SSBB is not available in an implementation without the Main Extension.

Note, !M.

**B5.13.7 Synchronization requirements for System Control Space**
A DSB guarantees that all writes to the System Control Space have been completed.

A DSB does not guarantee that the side effects of writes to the System Control Space are visible.

A Context synchronization event guarantees that the side effects of any completed writes to the System Control Space are visible after the Context synchronization event.

See also:

B6.3 The System Control Space (SCS) on page 201.
B5.14 Normal memory

Memory locations that are idempotent have the following properties:

- Read accesses can be repeated with no side-effects.
- Repeated read accesses return the last value that is written to the resource being read.
- Read accesses can fetch additional memory locations with no side-effects.
- Write accesses can be repeated with no side-effects, if the contents of the location that is accessed are unchanged between the repeated writes or as the result of an exception.
- Unaligned accesses can be supported.
- Accesses can be merged before accessing the target memory system.

The PE is permitted to treat regions of memory assigned the memory type Normal memory as idempotent.

Normal memory can be marked as Cacheable or Non-cacheable. Normal memory is assigned Cacheability attributes.

Normal Non-cacheable memory is always treated as shareable.

Speculative data accesses to Normal memory are permitted.

A write to Normal memory completes in finite time.

A write to a Non-cacheable Normal memory location reaches the endpoint for that location in the memory system in finite time.

A completed write to Normal memory is globally observed for the Shareability domain in finite time without the requirement for cache maintenance instructions or memory barriers.

For multi-register Load/Store instructions that access Normal memory, the architecture does not define the order in which the registers are accessed.

There is no requirement for the memory system beyond the PE to be able to identify the size of the elements accessed.

See also:

- B5.1 Memory accesses on page 143.
- B5.18 Shareability domains on page 173.
- B5.15 Cacheability attributes on page 167.
- B5.22 Load-Exclusive and Store-Exclusive accesses to Normal memory on page 179.
MAIR_ATTR, Memory Attributes Indirection Register Attributes.
B5.15 Cacheability attributes

The architecture provides Cacheability attributes that are defined independently for each of two conceptual levels of cache:

- The Inner cache.
- The Outer cache.

The Cacheability attributes are:

- Non-cacheable.
- Write-Through Cacheable.
- Write-Back Cacheable.

It is IMPLEMENTATION DEFINED whether Write-Through Cacheable and Write-Back Cacheable can have the additional attribute Transient or Non-transient.

The Transient attribute is a memory hint that indicates that the benefit of caching is for a short period. The architecture does not define what is meant by a short period.

Cacheability attributes other than Non-cacheable can be complemented by the following cache allocation hints, which are independent for read and write accesses:

- Read-Allocate, Transient Read-Allocate, or No Read-Allocate.
- Write-Allocate, Transient Write-Allocate, or No Write-Allocate.

The architecture does not require an implementation to make any use of cache allocation hints.

Any cacheable Normal memory region is treated as Read-Allocate, No Write-Allocate unless it is explicitly assigned other cache allocation hints.

A Cacheable location with no Read-Allocate and no Write-Allocate hints is not the same as a Non-cacheable location. A Non-cacheable location has coherency guarantees for all observers within the system that do not apply to a location that is Cacheable, no Read-Allocate, no Write-Allocate.

All data accesses to Non-cacheable Normal memory locations are data coherent to all observers.

See also:

B5.14 Normal memory on page 165.
**B5.16 Device memory**

Device memory is a *memory type* that is assigned to regions of memory where accesses can have side-effects.

Device memory is not cacheable.

Device memory is always treated as shareable.

Speculative data accesses cannot be made to Device memory. However, for instructions that access a sequence of word-aligned words, the accesses might occur multiple times.

Speculative instruction fetches can be made to Device memory, unless the location is marked as execute-never.

Any unaligned access to Device memory generates an UNALIGNED UsageFault exception.

Device memory is assigned a combination of *Device memory attributes*.

A write to Device memory completes in finite time.

A write to a Device memory location reaches the endpoint for that location in the memory system in finite time.

A completed write to a Device memory location is globally observed for the Shareability domain in finite time without the requirement for cache maintenance instructions or barriers.

If the content of a Device memory location changes without a direct write to the location, the change is observed for the Shareability domain in finite time.

For an instruction fetch from Device memory, if a branch causes the Program Counter to point to an area of memory that is not marked as Execute-never, the implementation can either:

- Treat the fetch as if it is to a location in Normal Non-cacheable memory.
- Take an IACCVIOL MemManage fault.

*Note, a MemManage fault requires M.*

There is no requirement for the memory system beyond the PE to be able to identify the size of the elements that are accessed, for instructions that load the following from Device memory:

- More than one general-purpose register.
- One or more registers from the floating-point register file.
For an LDM, STM, LRD, or STRD instruction with a register list that includes the PC, the architecture does not define the order in which the registers are accessed.

For an LDM, STM, VLDM, or VSTM instruction with a register list that does not include the PC, all registers are accessed in the order that they appear in the register list, for Device memory with the non-Reordering attribute.

See also:
B5.1 Memory accesses on page 143.
B5.19 Shareability attributes on page 175.
B5.17 Device memory attributes on page 170.
B5.18 Shareability domains on page 173.
B5.17 Device memory attributes

Each Device memory region is assigned a combination of Device memory attributes. The attributes are:


Reordering, R and nR: The Reordering and non-Reordering attributes.

Early Write Acknowledgement, E and nE: The Early Write Acknowledgement and no Early Write Acknowledgement attributes.

Each Device memory region is assigned one of the combinations in the following table:

<table>
<thead>
<tr>
<th>Memory Ordering</th>
<th>Name</th>
<th>nG</th>
<th>nR</th>
<th>nE</th>
<th>G</th>
<th>R</th>
<th>E</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strong</td>
<td>Device-nGnRnE</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>弱</td>
<td>Device-nGnRnE</td>
<td>Y</td>
<td>Y</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Y</td>
</tr>
<tr>
<td></td>
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<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>弱</td>
<td>Device-nGnRnE</td>
<td>Y</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Y</td>
<td>Y</td>
</tr>
<tr>
<td>Weak</td>
<td>Device-GRE</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Y</td>
<td>Y</td>
<td>Y</td>
</tr>
</tbody>
</table>

Weaker memory can be accessed according to the rules specified for stronger memory:

- Memory with the:
  - G attribute can be accessed according to the rules specified for the nG attribute.
  - nG attribute cannot be accessed according to the rules specified for the G attribute.
- Memory with the:
  - R attribute can be accessed according to the rules specified for the nR attribute.
  - nR attribute cannot be accessed according to the rules specified for the R attribute.

Because the nE attribute is a hint:

- An implementation is permitted to perform an access with the E attribute in a manner consistent with the requirements specified by the nE attribute.
- An implementation is permitted to perform an access with the nE attribute in a manner consistent with the relaxations allowed by the E attribute.

For Device-GRE and Device-nGRE memory, the use of barriers is required to order accesses.

See also:

B5.17.1 Gathering and non-Gathering Device memory attributes on page 171.

B5.17.2 Reordering and non-Reordering Device memory attributes on page 171.

B5.17.3 Early Write Acknowledgement and no Early Write Acknowledgement Device memory attributes on page 172.

B5.16 Device memory on page 168.
B5.17.1 Gathering and non-Gathering Device memory attributes

G attribute

\[ R_{GBSX} \]
If multiple accesses of the same type, read or write, are to:

- The same location, with the G attribute, they can be merged into a single transaction.
- Different locations, all with the G attribute, they can be merged into a single transaction.

\[ R_{GCMX} \]
Gathering of accesses that are separated by a memory barrier is not permitted.

\[ R_{GUSSD} \]
Gathering of accesses that are generated by a Load-Acquire/Store-Release is not permitted.

\[ R_{MEKJ} \]
A read can come from intermediate buffering of a previous write if:

- The accesses are not separated by a DMB or DSB barrier.
- The accesses are not separated by any other ordering construction that requires that the accesses are in order, for example a combination of Load-Acquire and Store-Release.
- The accesses are not generated by a Store-Release instruction.

\[ I_{ISRDS} \]
The architecture only defines programmer visible behavior. Therefore, if a programmer cannot tell whether Gathering has occurred, Gathering can be performed.

nG attribute

\[ R_{GVTF} \]
Multiple accesses to a memory location with the nG attribute cannot be merged into a single transaction.

\[ R_{NGTD} \]
A read of a memory location with the nG attribute cannot come from a cache or a buffer, but comes from the endpoint for that address in the memory system.

See also:

B5.23 Load-Acquire and Store-Release accesses to memory on page 180.

B5.17.2 Reordering and non-Reordering Device memory attributes

R attribute

\[ R_{RPTB} \]
This attribute imposes no restrictions or relaxations.

nR attribute

\[ R_{DFXL} \]
If the access is to a:

- Peripheral, it arrives at the peripheral in program order. If there is a mixture of accesses to Device nGnRE
B5.17. Device memory attributes

and Device-nGnRnE in the same peripheral, these accesses occur in program order.
• Non-peripheral, this attribute imposes no restrictions or relaxations.

\[ I_{BDMB} \]
The IMPLEMENTATION DEFINED size of the single peripheral is the same as applies for the ordering guarantee that is provided by the DMB instruction.

\[ R_{NDHC} \]
The non-Reordering attribute does not require any additional ordering, other than the ordering that applies to Normal memory, between:
• Accesses with the non-Reordering attribute and accesses with the Reordering attribute.
• Accesses with the non-Reordering attribute and accesses to Normal memory.
• Accesses with the non-Reordering attribute and accesses to different peripherals of IMPLEMENTATION DEFINED size.

B5.17.3 Early Write Acknowledgement and no Early Write Acknowledgement Device memory attributes

E attribute

\[ R_{PVSH} \]
The E attribute imposes no restrictions or relaxations.

nE attribute

\[ R_{FWFR} \]
Assigning the nE attribute recommends that only the endpoint of the write access returns a write acknowledgement of the access, and that no earlier point in the memory system returns a write acknowledgement.

\[ I_{FQWQ} \]
The E attribute is treated as a hint. Arm strongly recommends that this hint is not ignored by a PE, but is made available for use by the system.

See also:
B5.13 Memory barriers on page 160.
B5.18 Shareability domains

There are two conceptual Shareability domains:

- The Inner Shareability domain.
- The Outer Shareability domain.

The following diagram shows the Shareability domains:

- All observers in an Inner Shareability domain are data coherent for data accesses to memory that has the **Inner-shareable Shareability attribute**.
- All observers in an Outer Shareability domain are data coherent for data accesses to memory that has the **Outer-shareable Shareability attribute**.
- Each observer is a member of only a single Inner Shareability domain.
- Each observer is a member of only a single Outer Shareability domain.
- All members of the same Inner Shareability domain are always members of the same Outer Shareability domain.
- Accesses to a shareable memory location are coherent within the Shareability domain of that location.
- An Inner Shareability domain is a subset of an Outer Shareability domain, although it is not required to be a proper subset.
Hardware is required to ensure coherency and ordering within the Shareability domain if all of the following apply:

- Before writing to a location not using the Write-Back attribute, a location in the caches that might have been written with the Write-Back attribute by an agent has been invalidated or cleaned.
- After writing the location with the Write-Back attribute, the location has been cleaned from the caches to make the write visible to external memory.
- Before reading the location with a cacheable attribute, the cache location has been invalidated, or cleaned and invalidated.
- A `DMB` barrier instruction has been executed, with a scope that applies to the common Shareability of the accesses, between any accesses to the same memory location that use different attributes.

See also:

**B5.8 Observability of memory accesses** on page 154.

**B5.19 Shareability attributes** on page 175.
B5.19 Shareability attributes

Each Normal cacheable memory region is assigned one of the following Shareability attributes:

- Non-shareable.
- Inner-shareable.
- Outer-shareable.

For Non-shareable memory, hardware is not required to make data accesses by different observers coherent. If a number of observers share the memory, cache maintenance instructions, in addition to the barrier operations that are required to ensure memory ordering, can ensure that the presence of caches does not lead to coherency issues.

Non-cacheable Normal memory locations are always treated as Outer Shareable.

See also:

- B5.1 Memory accesses on page 143.
- B5.14 Normal memory on page 165.
- B5.16 Device memory on page 168.
- B5.18 Shareability domains on page 173.
- B5.32 Cache maintenance operations on page 191.
B5.20 Memory access restrictions

For accesses to any two bytes that are accessed by the same instruction, the two bytes have the same memory type and Shareability attributes, otherwise behavior is a CONSTRAINED UNPREDICTABLE choice of the following:

- All memory accesses that were generated by the instruction use the memory type and Shareability attributes that are associated with the first address that is accessed by the instruction.
- All memory accesses that were generated by the instruction use the memory type and Shareability attributes that are associated with the last address that is accessed by the instruction.
- Each memory access that is generated by the instruction uses the memory type and Shareability attribute that is associated with its own address.
- The instruction executes as a NOP.
- The instruction generates an alignment fault caused by the memory type.

Except for possible differences in cache allocation hints, Arm deprecates having different Cacheability attributes for accesses to any two bytes that are generated by the same instruction.

If the accesses of an instruction that cause multiple accesses to any type of Device memory cross the boundary of a memory region then the behavior is a CONSTRAINED UNPREDICTABLE choice of the following:

- All memory accesses that are generated by the instruction are performed as if the presence of the boundary had no effect on memory accesses.
- All memory accesses that are generated by the instruction are performed as if the presence of the boundary had no effect on memory accesses, except that there is no guarantee of ordering between memory accesses.
- The instruction executes as a NOP.
- The instruction generates an alignment fault caused by the memory type.

See also:

B5.1 Memory accesses on page 143.
Chapter B5. Memory Model

B5.21 Mismatched memory attributes

Memory locations are accessed with mismatched attributes if all accesses to the location do not use a common definition of all the following memory attributes of that location:

- Memory type - Device or Normal.
- Shareability.
- Cacheability, for the same level of the Inner or Outer cache, but excluding any cache allocation hints.

When a memory location is accessed with mismatched attributes, the only permitted effects are one or more of the following:

- Uniprocessor semantics for reads and writes to that memory location might be lost. This means:
  - A read of the memory location by one agent might not return the value that was most recently written to that memory location by the same agent.
  - Multiple writes to the memory location by one agent with different memory attributes might not be ordered in program order.
- There might be a loss of coherency when multiple agents attempt to access a memory location.
- There might be a loss of the properties that are derived from the memory type.
- If all Load-Exclusive/Store-Exclusive instructions that are executed across all threads to access a given memory location do not use consistent memory attributes, the exclusive monitor state becomes UNKNOWN.
- Bytes that are written without the Write-Back cacheable attribute and that are within the same Write-Back granule as bytes that are written with the Write-Back cacheable attribute might have their values reverted to the old values as a result of cache Write-Back.

The loss of the properties that are associated with mismatched memory type attributes refers only to the following properties of Device memory that are additional to the properties of Normal memory:

- Prohibition of speculative read accesses.
- Prohibition on Gathering.
- Prohibition on Reordering.

If the only memory type mismatch that is associated with a memory location across all users of the memory location is between different types of Device memory, then all accesses might take the properties of the weakest Device memory type.

Any agent that reads a memory location with mismatched attributes using the same common definition of the Shareability and Cacheability attributes is guaranteed to access it coherently, to the extent required by that common definition of the memory attributes, only if all the following conditions are met:

- All aliases to the memory location with write permission both use a common definition of the Shareability and Cacheability attributes for the memory location, and have the Inner Cacheability attribute the same as the Outer Cacheability attribute.
- All aliases to a memory location use a definition of the Shareability attributes that encompasses all the agents with permission to access the location.
The possible permitted effects that are caused by mismatched attributes for a memory location are defined more precisely if all the mismatched attributes define the memory location as one of:

- Any Device memory type.
- Normal Inner Non-cacheable, Outer Non-cacheable memory.

In these cases, the only permitted software-visible effects of the mismatched attributes are one or more of the following:

- Possible loss of properties that are derived from the memory type when multiple agents attempt to access the memory location.
- Possible reordering of memory transactions to the same memory location with different memory attributes, potentially leading to a loss of coherency or uniprocessor semantics. Any possible loss of coherency or uniprocessor semantics can be avoided by inserting DMB barrier instructions between accesses to the same memory location that might use different attributes.

If the mismatched attributes for a location mean that multiple cacheable accesses to the location might be made with different Shareability attributes, then ordering and coherency are guaranteed only if:

- Each PE that accesses the location with a cacheable attribute performs a clean and invalidate of the location before and after accessing that location.
- A DMB barrier with scope that covers the full Shareability of the accesses is placed between any accesses to the same memory location that use different attributes.

If multiple agents attempt to use Load-Exclusive or Store-Exclusive instructions to access a location, and the accesses from the different agents have different memory attributes associated with the location, the exclusive monitor state becomes UNKNOWN.

Arm strongly recommends that software does not use mismatched attributes for aliases of the same location. An implementation might not optimize the performance of a system that uses mismatched aliases.

See also:

- Chapter B8 The Armv8-M Protected Memory System Architecture on page 213.
- B5.18 Shareability domains on page 173.
- B5.15 Cacheability attributes on page 167.
- B5.16 Device memory on page 168.
- B5.14 Normal memory on page 165.
- B5.22 Load-Exclusive and Store-Exclusive accesses to Normal memory on page 179.
B5.22 Load-Exclusive and Store-Exclusive accesses to Normal memory

For Normal memory that is:

- Non-shareable, it is IMPLEMENTATION DEFINED whether Load-Exclusive and Store-Exclusive instructions take account of the possibility of accesses by more than one observer.
- Shareable, Load-Exclusive, and Store-Exclusive instructions take account of the possibility of accesses by more than one observer.

See also:

B5.14 Normal memory on page 165.
B5.1 Memory accesses on page 143.
Chapter B5. Memory Model

B5.23 Load-Acquire and Store-Release accesses to memory

The following table summarizes the Load-Acquire/Store-Release instructions.

<table>
<thead>
<tr>
<th>Data type</th>
<th>Load-Acquire</th>
<th>Store-Release</th>
<th>Load-Acquire Exclusive</th>
<th>Store-Release Exclusive</th>
</tr>
</thead>
<tbody>
<tr>
<td>32-bit word</td>
<td>LDA</td>
<td>STL</td>
<td>LDAEX</td>
<td>STLEX</td>
</tr>
<tr>
<td>16-bit halfword</td>
<td>LDAH</td>
<td>STLH</td>
<td>LDAEXH</td>
<td>STLEXH</td>
</tr>
<tr>
<td>8-bit byte</td>
<td>LDAB</td>
<td>STLB</td>
<td>LDAEXB</td>
<td>STLEXB</td>
</tr>
</tbody>
</table>

A Store-Release followed by a Load-Acquire is observed in program order by each observer within the Shareability domain of the memory address being accessed by the Store-Release and the memory address being accessed by the Load-Acquire.

For a Load-Acquire, observers in the Shareability domain of the address that is accessed by the Load-Acquire observe accesses in the following order:

1. The read caused by the Load-Acquire.
2. Reads and writes caused by loads and stores that appear in program order after the Load-Acquire for which the Shareability of the address that is accessed by the load or store requires that the observer observes the access.

There are no other ordering requirements on loads or stores that appear before the Load-Acquire.

For a Store-Release, observers in the Shareability domain of the address that is accessed by the Store-Release observe accesses in the following order:

1. All of the following for which the Shareability of the address that is accessed requires that the observer observes the access:
   - Reads and writes caused by loads and stores that appear in program order before the Store-Release.
   - Writes that were observed by the PE executing the Store-Release before it executed the Store-Release.
2. The write caused by the Store-Release.

There are no other ordering requirements on loads or stores that appear in program order after the Store-Release.

All Store-Release instructions are multi-copy atomic when they are observed with Load-Acquire instructions.

A Load-Acquire to an address in a memory-mapped peripheral of an arbitrary system-defined size that is defined as any type of Device memory access ensures that all memory accesses using Device memory types to the same memory-mapped peripheral that are architecturally required to be observed after the Load-Acquire will arrive at the memory-mapped peripheral after the memory access of the Load-Acquire.

A Store-Release to an address in a memory-mapped peripheral of an arbitrary system-defined size that is defined as any type of Device memory access ensures that all memory accesses using Device memory types to the same
memory-mapped peripheral that are architecturally required to be observed before the Store-Release will arrive at the memory-mapped peripheral before the memory access of the Store-Release.

If a Load-Acquire to a memory address in a memory-mapped peripheral of an arbitrary system-defined size that is defined as any type of Device memory access has observed the value that is stored to that address by a Store-Release, then any memory access to the memory-mapped peripheral that is architecturally required to be ordered before the memory access of the Store-Release will arrive at the memory-mapped peripheral before any memory access to the same peripheral that is architecturally required to be ordered after the memory access of the Load-Acquire.

Load-Acquire and Store-Release access only a single data element.

Load-Acquire and Store-Release accesses are single-copy atomic.

If a Load-Acquire or Store-Release instruction accesses an address that is not aligned to the size of the data element being accessed, the access generates an alignment fault.

A Store-Release Exclusive instruction only has the release semantics if the store is successful.

See also:

B5.18 Shareability domains on page 173.
B5.16 Device memory on page 168.
Chapter B5. Memory Model

B5.24 Caches

When a memory location is marked with a Normal Cacheable memory attribute, determining whether a copy of the memory location is held in a cache can depend on many aspects of the implementation, such as the following factors:

- The size, line length, and associativity of the cache.
- The cache allocation algorithm.
- Activity by other elements of the system that can access the memory.
- Speculative instruction fetching algorithms.
- Speculative data fetching algorithms.
- Interrupt behaviors.

An implementation can include multiple levels of cache, up to a maximum of seven levels, in a hierarchical memory system.

The lower the cache level, the closer the cache is to the PE.

Entries for addresses with a Normal cacheable attribute can be allocated to an enabled cache at any time.

The allocation of a memory address to a cache location is IMPLEMENTATION DEFINED.

A cache entry covers at least 16 bytes and no more than 2KB of contiguous address space, aligned to its size.

Where a breakdown in coherency can occur, data coherency of the caches is controlled in an IMPLEMENTATION DEFINED manner.

The architecture cannot guarantee whether:

- A memory location that is present in the cache remains in the cache.
- A memory location that is not present in the cache is brought into the cache.

If the cache is disabled, no new allocation of memory locations into the cache occurs.

The allocation of a memory location into a cache cannot cause the most recent value of that memory location to become invisible to an observer, if it had previously been visible to that observer.

If the cache is enabled, it is guaranteed that no memory location that does not have a cacheable attribute is allocated into the cache.

If the cache is enabled, it is guaranteed that no memory location is allocated to the cache if the access permissions
for that location are so that the location cannot be accessed by reads and cannot be accessed by writes.

RSCCKQ Any cached memory location is not guaranteed to remain incoherent with the rest of memory.

RSDKXH If an implementation permits cache hits when the Cacheability control fields force all memory locations to be treated as Non-cacheable, then the cache initialization routine:

• Provides a mechanism to ensure the correct initialization of the caches.
• Is documented clearly as part of the documentation of the device.

In particular, if an implementation permits cache hits when the Cacheability controls force all memory locations to be treated as Non-cacheable, and the cache contents are not invalidated at reset, the initialization routine avoids any possibility of running from an uninitialized cache. It is acceptable for an initialization routine to require a fixed instruction sequence to be placed in a restricted range of memory.

RMDDBP It is UNPREDICTABLE whether the location is returned from cache or from memory when:

• The location is not marked as cacheable but is contained in the cache. This situation can occur if a location is marked as Non-cacheable after it has been allocated into the cache.
• The location is marked as cacheable and might be contained in the cache, but the cache is disabled.

RMDINN The architecture allows copies of control values or data values to be cached. The existence of such copies can lead to CONSTRAINED UNPREDICTABLE behavior, if the cache has not been correctly invalidated following a change of the control or data values.

Unless explicitly stated otherwise, the behavior of the PE is consistent with:

• The old value.
• The new value.
• An amalgamation of the old and new values.

IIBMQ The choice between the behaviors might, in some implementations, vary for each use of a control or data value.

See also:

B5.25 Cache identification on page 184.
B5.28 Cache enabling and disabling on page 187.
B5.15 Cacheability attributes on page 167.
B5.29 Cache behavior at reset on page 188.
B5.33 Ordering of cache maintenance operations on page 195.
B5.21 Mismatched memory attributes on page 177.
B5.25 Cache identification

A PE controls the implemented caches using:

- A single Cache Type Register, CTR.
- A single Cache Level ID Register, CLIDR.
- A single Cache Size Selection Register, CSSELR.
- For each implemented cache, across all levels of caching, a Cache Size Identification Register, CCSIDR.

The number of levels of cache is IMPLEMENTATION DEFINED and can be determined from the Cache Level ID Register.

Cache sets and Cache ways are numbered from 0. Usually the set number is an IMPLEMENTATION DEFINED function of an address.
B5.26 Cache visibility

**R\textsubscript{QLVB}**

A completed write to a memory location that is Non-cacheable or Write-Through Cacheable for a level of cache made by an observer accessing the memory system inside the level of cache is visible to all observers accessing the memory system outside the level of cache without the need of explicit cache maintenance.

**R\textsubscript{RCHC}**

A completed write to a memory location that is Non-cacheable for a level of cache made by an observer accessing the memory system outside the level of cache is visible to all observers accessing the memory system inside the level of cache without the need of explicit cache maintenance.

See also:

B5.15 Cacheability attributes on page 167.
B5.27 Cache coherency

Data coherency of caches is ensured:

- When caches are not used.
- As a result of cache maintenance operations.
- By the use of hardware coherency mechanisms to ensure coherency of data accesses to memory for cacheable locations by observers in different Shareability domains.

Hardware is not required to ensure coherency between instruction caches and memory, even for regions of memory with the Shareability attribute.

See also:

- B5.32 Cache maintenance operations on page 191.
- B5.13 Memory barriers on page 160.
- B5.19 Shareability attributes on page 175.
B5.28 Cache enabling and disabling

The Configuration and Control Register, CCR, enables and disables caches across all levels of cache that are visible to the PE.

It is IMPLEMENTATION DEFINED whether the CCR.DC and CCR.IC bits affect the memory attributes that are generated by an enabled MPU.

The extension requirements are - M && MPU.

An implementation can use control bits in the Auxiliary Control Register, ACTLR, for finer-grained control of cache enabling.

For instruction fetches and data accesses, NS-Attr determines which banked instance, either Secure or Non-secure, of CCR.IC or CCR.DC is used.

If the MPU is disabled, MPU_CTRL.ENABLE == 0, the CCR.DC and CCR.IC bits determine the cache state for cacheable regions of the default address map.

The extension requirements are - M && MPU.

See also:
B5.25 Cache identification on page 184.
B5.24 Caches on page 182.
B5.29 Cache behavior at reset on page 188.
B3.14 Secure address protection on page 80.
B5.29 Cache behavior at reset

R\text{SCFK} All caches are disabled at reset.

R\text{JMBT} An implementation can require the use of a specific cache initialization routine to invalidate its storage array before it is enabled:

- The exact form of any required cache initialization routine is \text{IMPLEMENTATION DEFINED}.
- If a required initialization routine is not performed, the state of an enabled cache is \text{UNPREDICTABLE}.

R\text{TVKQ} If an implementation permits cache hits when the cache is disabled, the cache initialization routine provides a mechanism to ensure the correct initialization of the caches.

R\text{CJOV} If an implementation permits cache hits when the cache is disabled and the cache contents are not invalidated at reset, the initialization routine avoids any possibility of running from an uninitialized cache.

I\text{JSQQ} An initialization routine can require a fixed instruction sequence to be placed in a restricted range of memory.

I\text{JCTD} Arm recommends that whenever an invalidation routine is required, it is based on the Armv8-M cache maintenance operations.

See also:

- B5.24 Caches on page 182.
- B5.28 Cache enabling and disabling on page 187.
- B5.32 Cache maintenance operations on page 191.
B5.30 Behavior of Preload Data (PLD) and Preload Instruction (PLI) instructions with caches

ICQLR PLD and PLI are memory system hints and their effect is IMPLEMENTATION DEFINED.

ITPPK The instructions PLD and PLI do not generate exceptions but the memory system operations might generate an imprecise fault (asynchronous exception) because of the memory access.

RQNGJ A PLD instruction does not cause any effect to the caches or memory other than the effects that, for permission or other reasons, can be caused by the equivalent load from the same location with the same context and at the same privilege level and Security state.

RSFHK A PLD instruction does not access Device-nGnRnE or Device-nGnRE memory.

RSHILN A PLI instruction does not cause any effect to the caches or memory other than the effects that, for permission or other reasons, can be caused by the fetch resulting from changing the PC to the location specified by the PLI instruction with the same context and at the same privilege level and Security state.

RMRFG A PLI instruction cannot access memory that has the Device-nGnRnE or Device-nGnRE attribute.

See also:

PLD, PLDW (immediate).
PLD (literal).
PLD, PLDW (register).
PLI (immediate, literal).
PLI (register).
B5.31 Branch predictors

I\textsubscript{GTPB} Branch predictor hardware typically uses a form of cache to hold branch information.

R\textsubscript{MTBD} Branch predictors are not architecturally visible.

I\textsubscript{CVCV} The BPI\texttt{ALL} operation is provided for timing and determinism

See also:

B5.34 Branch predictor maintenance operations on page 196.
B5.32 Cache maintenance operations

Cache maintenance operations act on particular memory locations.

Following a Clean operation, updates made by an observer that controls the cache are made visible to other observers that can access memory at the point to which the operation is performed.

The cleaning of a cache entry from a cache can overwrite memory that has been written by another observer only if the entry contains a location that has been written to by an observer in the Shareability domain of that memory location.

Following an invalidate operation, updates made visible by observers that access memory at the point to which the invalidate is defined are made visible to an observer that controls the cache.

An invalidate operation might result in the loss of updates to the locations affected by the operation that have been written by observers that access the cache.

If the address of an entry on which the invalidate operates does not have a Normal cacheable attribute, or if the cache is disabled, then an invalidate operation ensures that this address is not present in the cache.

If the address of an entry on which the invalidate operates has the Normal cacheable attribute, the cache invalidate operation cannot ensure that the address is not present in an enabled cache.

A clean and invalidate operation behaves as the execution of a clean operation followed immediately by an invalidate operation. Both operations are performed to the same location.

The clean operation cleans from the level of cache that is specified through at least the next level of cache away from the PE.

The invalidate operation invalidates only at the level specified.

For set/way operations and for All (entire cache) operations, the cache maintenance operation is to the next level of caching.

For address operations, the cache maintenance operation is to the point of coherency (PoC) or to the point of unification (PoU) depending on the settings in CLIDR.[LoC,LOUU].

Data cache maintenance operations affect data caches and unified caches.
Instruction cache maintenance operations only affect instruction caches.

Cache maintenance operations are memory mapped, 32-bit write-only operations.

Cache maintenance operations can have one of the following side-effects:
- Any location in the cache might be cleaned.
- Any unlocked location in the cache might be cleaned and invalidated.

The ICIMVAU, DCIMVAC, DCCMVAU, DCCMVAC, and DCCIMVAC operations require the physical address in the memory map but it does not have to be cache-line aligned.

For DCISW, DCCSW, and DCCISW, the STR operation identifies the cache line to which it applies by specifying the following:
- The cache set the line belongs to.
- The way number of the line in the set.
- The cache level.

The format of the register data for a set/way operation is:

```
Way  31–A 32–A  B–1  L–1  3 2 1 0

SBZ  Set  SBZ  Level
```

Where:

- \( A = \log_2(\text{ASSOCIATIVITY}) \), rounded up to the next integer if necessary.
- \( B = L + S \).
- \( L = \log_2(\text{LINELEN}) \).
- \( S = \log_2(\text{NSETS}) \), rounded up to the next integer if necessary. ASSOCIATIVITY, LINELEN (line length, in bytes), and NSETS (number of sets) have their usual meanings and are the values for the cache level being operated on.

The values of \( A \) and \( S \) are rounded up to the next integer.

- **Level** = ((Cache level to operate on)-1). For example, this field is 0 for operations on an L1 cache, or 1 for operations on an L2 cache.
- **Set** = The number of the set to operate on.
- **Way** = The number of the way to operate on.
  - If \( L == 4 \) then there is no SBZ field between the set and level fields in the register.
  - If \( A == 0 \) there is no way field in the register, and register bits[31:B] are SBZ.
  - If the level, set, or way field in the register is larger than the size implemented in the cache, then the effect of the operation is UNPREDICTABLE.
After the completion of an instruction cache maintenance operation, a context synchronization event guarantees that the effects of the cache maintenance operation are visible to all instruction fetches that follow the context synchronization event.

Arm recommends that, wherever possible, all caches that require maintenance to ensure coherency are included in the caches affected by the architecturally-defined cache maintenance operations.

It is IMPLEMENTATION DEFINED whether the DCIMVAC and DCISW operations, when performed from Non-secure state either:

- Clean any data that might be Secure data before invalidating it.
- Do not invalidate Secure data.

The extension requirements are - S.

ICIALLU, ICIMVAU, DCCMVAU, DCCIMVAC, DCCSW, DCCISW, and BPIALL operations on Secure data might be ignored if the operation was performed from Non-secure state.

The extension requirements are - S.

The following is the sequence of cache cleaning operations for a line of self-modifying code.

```
; Enter this code with <Rx> containing the new 32-bit instruction and <Ry>; containing the address of the instruction.
; Use STRH in the first line instead of STR for a 16-bit instruction.
STR <Rx>, [<Ry>] ; Write instruction to memory
DSB ; Ensure write is visible
MOV <Rt>, 0xE000E000 ; Create pointer to base of System Control Space
STR <Ry>, [<Rt>,#0xF64] ; Clean data cache by address to point of unification
DSB ; Ensure visibility of the data cleaned from the cache
STR <Ry>, [<Rt>,#0xF58] ; Invalidate instruction cache by address to PoU
STR <Ry>, [<Rt>,#0xF78] ; Invalidate branch predictor
DSB ; Ensure completion of the invalidations
ISB ; Synchronize fetched instruction stream
```

If the Security attribution of memory is changed, it is IMPLEMENTATION DEFINED whether cache maintenance operations are required to keep the system state valid.

The extension requirements are - S.

In the cache maintenance instructions that operate by Set/Way, if any index argument is larger than the value supported by the implementation, then the behavior is CONSTRAINED UNPREDICTABLE and one of the following occurs:

- The instruction generates a BusFault.
- The instruction performs cache maintenance on one of the following:
  - No cache lines.
  - A single arbitrary cache line.
  - Multiple arbitrary cache lines.

Note, a BusFault requires M.

See also:
Cache Maintenance Operations.

Cache Maintenance Operations (NS alias).

B5.8 Observability of memory accesses on page 154.

B5.15 Cacheability attributes on page 167.
B5.33 Ordering of cache maintenance operations

RGCB All cache and branch predictor maintenance operations that do not specify an address execute, relative to each other, in program order.

GXNL All cache maintenance operations that specify an address:

- Execute in program order relative to all cache operations that do not specify an address.
- Execute in program order relative to all cache maintenance operations that specify the same address.
- Can execute in any order relative to cache maintenance operations that specify a different address.

RTJG There is no restriction on the ordering of data or unified cache maintenance operation by address relative to any explicit load or store.

RMJPP There is no restriction on the ordering of a data or unified cache maintenance operation by set/way relative to any explicit load or store.

VXXZ A DSB instruction can be inserted to enforce ordering as required.

GSBG For the ICiALLU operation, the value in the register specified by the STR instruction that performs the operation is ignored.

ESQZ In a PE with the Security Extension, if cache maintenance operations are required when the security attribution of memory is changed, the following sequence of steps can be followed:

1. If the attribution of the address range changes from Secure to Non-secure, ensure that memory does not contain any data that is to remain secure.
2. Execute a DSB instruction.
3. Clean the affected lines in data or unified caches using the DCC* instruction.
4. Execute a DSB instruction.
5. Change the security attribution of the address range.
6. Execute a DSB instruction.
7. Invalidate the affected lines in all caches using the DCI* and ICI* instructions.
8. Execute a Context synchronization event.

See also:

B5.13.3 Data Synchronization Barrier on page 161.
B8.2 Security attribution on page 217.
B5.32 Cache maintenance operations on page 191.
B5.34  Branch predictor maintenance operations

Branch predictor maintenance operations are independent of cache maintenance operations.

A Context synchronization event event that follows a branch predictor maintenance operation guarantees that the effects of the branch predictor maintenance operation are visible to all instructions after the Context synchronization event.

For the BPIALL operation, the value in the register specified by the STR instruction that performs the operation is ignored.

As a side-effect of a branch predictor maintenance operation, any entry in the branch predictor might be invalidated.

See also:
Cache Maintenance Operations.
Cache Maintenance Operations (NS alias).
BPIALL, Branch Predictor Invalidate All.
B5.13 Memory barriers on page 160.
DSB.
This chapter specifies the Armv8-M system address map rules. It contains the following sections:

B6.1 System address map on page 198.
B6.2 The System region of the system address map on page 199.
B6.3 The System Control Space (SCS) on page 201.
B6.1 System address map

The address space is divided into the following regions:

<table>
<thead>
<tr>
<th>Address</th>
<th>Region</th>
<th>Memory type</th>
<th>XN?</th>
<th>Cache</th>
<th>Shareability</th>
<th>Example usage</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00000000</td>
<td>Code</td>
<td>Normal</td>
<td>-</td>
<td>WT RA</td>
<td>Non-shareable</td>
<td>Typically ROM or flash memory.</td>
</tr>
<tr>
<td>0x1FFFFFFF</td>
<td>SRAM</td>
<td>Normal</td>
<td>-</td>
<td>WB WA</td>
<td>Non-shareable</td>
<td>SRAM region typically used for on-chip RAM.</td>
</tr>
<tr>
<td>0x20000000</td>
<td>Peripheral</td>
<td>Device, nGnRE</td>
<td>XN</td>
<td>-</td>
<td>Shareable</td>
<td>On-chip peripheral address space.</td>
</tr>
<tr>
<td>0x3FFFFFFF</td>
<td>RAM</td>
<td>Normal</td>
<td>-</td>
<td>WA RA</td>
<td>Non-shareable</td>
<td>Memory with write-back, write allocate cache attribute for L2 and L3 cache support.</td>
</tr>
<tr>
<td>0x40000000</td>
<td>Peripheral</td>
<td>Device, nGnRE</td>
<td>XN</td>
<td>-</td>
<td>Shareable</td>
<td>Peripherals accessible to all masters.</td>
</tr>
<tr>
<td>0x5FFFFFFF</td>
<td>RAM</td>
<td>Normal</td>
<td>-</td>
<td>WT RA</td>
<td>Non-shareable</td>
<td>Memory with Write-Through cache attribute.</td>
</tr>
<tr>
<td>0xA0000000</td>
<td>Device</td>
<td>Device, nGnRE</td>
<td>XN</td>
<td>-</td>
<td>Shareable</td>
<td>Peripherals accessible only to the PE.</td>
</tr>
<tr>
<td>0xE0000000</td>
<td>System PPB</td>
<td>Device, nGnRE</td>
<td>XN</td>
<td>-</td>
<td>Shareable</td>
<td>1 MB region reserved as the PPB. This supports key resources, including the System Control Space, and debug features.</td>
</tr>
<tr>
<td>0xE0FFFFFFFF</td>
<td>System Vendor_SYS</td>
<td>Device, nGnRE</td>
<td>XN</td>
<td>-</td>
<td>Shareable</td>
<td>Vendor System Region.</td>
</tr>
</tbody>
</table>

WA - Write-Through.

RA - Read-allocate.

WBWA - Write-back, write-allocate.

XN - Write-back, write-allocate.

The term boundary is used to indicate the divide between memory regions stated in the system address map.

An access that crosses a boundary is UNPREDICTABLE. This rule also applies to the 0xFFFFFFFF - 0x00000000 boundary.

An unaligned or multi-word access that crosses a 0.5GB memory region boundary is UNPREDICTABLE.

See also:

B6.2 The System region of the system address map on page 199.

B5.2 Address space on page 144.

B5.1 Memory accesses on page 143.

B5.24 Caches on page 182.
B6.2 The System region of the system address map

The system region of the system address map is as follows:

- **SCB†**: Secure and Non-Secure
- **SCS††**: Secure and Non-Secure
- **PPB†††**: Private Peripheral Bus
- **IMPLEMENTATION DEFINED** vendor system region, Vendor_SYS

† System Control Block (SCB).
†† System Control Space (SCS).
††† Private Peripheral Bus (PPB).
**Chapter B6. The System Address Map**

**B6.2. The System region of the system address map**

---

**R**

In a PE without the Security Extension, the Non-secure SCS is RAZ/WI and any unprivileged access to the Non-secure SCS results in a BusFault.

The extension requirements are - \( M \land \neg S \). Note, if \( \neg M \) a HardFault is generated.

---

**I**

Arm recommends that Vendor_SYS is divided as follows:

- 0xE0100000-0xEFFFFFFF is reserved.
- Vendor resources start at 0xF0000000.

---

**R**

Unprivileged access to the PPB causes BusFault errors unless otherwise stated. Unprivileged accesses can be enabled to the Software Trigger Interrupt Register in the System Control Space by programming a control bit in the Configuration and Control Register.

---

**R**

If the exception entry context stacking, exception return context unstacking, lazy floating-point state preservation, or the stacking or unstacking of a FNC_RETURN stack frame, results in an access to an address within the PPB space the behavior of the access is **CONSTRAINED UNPREDICTABLE** and is one of the following:

- Generates a BusFault.
- Perform the specified access to the PPB space.

This does not apply to the **VLSTM** instruction.

---

See also:

- B6.1 System address map on page 198.
- B6.3 The System Control Space (SCS) on page 201.
- STIR, Software Triggered Interrupt Register.
- CCR, Configuration and Control Register.
- B11.1.2 Debug resources on page 232.
B6.3 The System Control Space (SCS)

The System Control Space (SCS) provides registers for control, configuration, and status reporting.

The Secure view of the NS alias is identical to the Non-secure view of normal addresses unless otherwise stated.

The extension requirements are - S.

Privileged accesses to unimplemented registers are RES0.

Unprivileged accesses to unimplemented registers will generate a BusFault unless otherwise stated.

The extension requirements are - M.

The side effects of any access to the SCS that performs a context-altering operation take effect when the access completes. A DSB instruction can be used to guarantee completion of a previous SCS access.

A context synchronization event guarantees that the side effects of a previous SCS access are visible to all instructions in program order following the context synchronization event.

See also:

B6.2 The System region of the system address map on page 199.

System Control Block.

System Control Block (NS alias).

Debug Control Block.

Debug Control Block (NS alias).

STIR, Software Triggered Interrupt Register.

SYST_CSR, SysTick Control and Status Register.

Chapter B10 Nested Vectored Interrupt Controller on page 225.

Chapter B8 The Armv8-M Protected Memory System Architecture on page 213.
Chapter B7
Synchronization and Semaphores

This chapter specifies the Armv8-M architecture rules for exclusive access instructions and non-blocking synchronization of shared memory. It contains the following sections:

B7.1 Exclusive access instructions on page 203.
B7.2 The local monitors on page 204.
B7.3 The global monitor on page 206.
B7.4 Exclusive access instructions and the monitors on page 210.
B7.5 Load-Exclusive and Store-Exclusive instruction constraints on page 211.
B7.1 Exclusive access instructions

Armv8 provides non-blocking synchronization of shared memory, using synchronization primitives for accesses to both Normal and Device memory.

The synchronization primitives and associated instructions are as follows:

<table>
<thead>
<tr>
<th>Function</th>
<th>T32 instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>Load-Exclusive</td>
<td></td>
</tr>
<tr>
<td>Byte</td>
<td>LDREXB, LDAEXB</td>
</tr>
<tr>
<td>Halfword</td>
<td>LDREXH, LDAEXH</td>
</tr>
<tr>
<td>Word</td>
<td>LDREX, LDAEX</td>
</tr>
<tr>
<td>Store-Exclusive</td>
<td></td>
</tr>
<tr>
<td>Byte</td>
<td>STREXB, STLEXB</td>
</tr>
<tr>
<td>Halfword</td>
<td>STREXH, STLEXH</td>
</tr>
<tr>
<td>Word</td>
<td>STREX, STLEX</td>
</tr>
<tr>
<td>Clear-Exclusive</td>
<td>CLREX</td>
</tr>
</tbody>
</table>

A Load-Exclusive instruction performs a load from memory, and:

- The executing PE marks the memory address for exclusive access.
- The local monitor of the executing PE transitions to the Exclusive Access state.

The size of the marked memory block is called the Exclusives reservation granule (ERG), and is an IMPLEMENTATION DEFINED value that is of a power of 2 size, in the range 4 - 512 words.

A marked block of the ERG is created by ignoring the least significant bits of the memory address. A marked address is any address within this marked block.

In some implementations the CTR identifies the Exclusives reservation granule. Where this is not the case, the Exclusives reservation granule is treated as having the maximum of 512 words.

See also:

B7.2 The local monitors on page 204.
B7.3 The global monitor on page 206.
B7.4 Exclusive access instructions and the monitors on page 210.
B7.5 Load-Exclusive and Store-Exclusive instruction constraints on page 211.
B7.2 The local monitors

R_{QTPP} Any non-aborted attempt by the same PE to use a Store-Exclusive instruction to modify any address is guaranteed to clear the marking.

R_{NJWC} When a PE writes using any instruction other than a Store-Exclusive instruction:
- If the write is to a physical address that is not marked as Exclusive Access by its local monitor and that local monitor is in the Exclusive Access state, it is IMPLEMENTATION DEFINED whether the write affects the state of the local monitor.
- If the write is to a physical address that is marked as Exclusive Access by its local monitor, it is IMPLEMENTATION DEFINED whether the write affects the state of the local monitor.

R_{PFFT} It is IMPLEMENTATION DEFINED whether a store to a marked physical address causes a mark in the local monitor to be cleared if that store is by an observer other than the one that caused the physical address to be marked.

R_{EXSH} The state machine for the local monitor is shown here.

The local monitor only transitions to the Exclusive Access state as the result of the architectural execution of one of the operations shown in the diagram.

Any transition of the local monitor to the Open Access state that is not caused by the architectural execution of an operation shown here does not indefinitely delay forward progress of execution.

R_{WYBJ} The local monitor does not hold any physical address, but instead treats any access as matching the address of the previous Load-Exclusive instruction.

R_{JWQG} A local monitor implementation can be unaware of Load-Exclusive and Store-Exclusive instructions from other PEs.

R_{KZQW} The architecture does not require a load instruction by another PE that is not a Load-Exclusive instruction to have
any effect on the local monitor.

**R** It is IMPLEMENTATION DEFINED whether the transition from Exclusive Access to Open Access state occurs when the `Store` or `StoreExcl` is from another observer.

**R** The architecture permits a local monitor to transition to the Open Access state as a result of speculation, or from some other cause.

**R** An exception return clears the local monitor.

See also:

B7.4 *Exclusive access instructions and the monitors on page 210.*
B7.3 The global monitor

For each PE in the system, the global monitor:
- Can hold at least one marked block.
- Maintains a state machine for each marked block it can hold.

For each PE, the architecture only requires global monitor support for a single marked address. Any situation that might benefit from the use of multiple marked addresses on a single PE is CONSTRAINED UNPREDICTABLE.

The global monitor can either reside in a block that is part of the hardware on which the PE executes or exist as a secondary monitor at the memory interfaces.

The IMPLEMENTATION DEFINED aspects of the monitors mean that the global monitor and the local monitor can be combined into a single unit, provided that the unit performs the global monitor and the local monitor functions defined in this manual.

For shareable memory locations, in some implementations and for some memory types, the properties of the global monitor require functionality outside the PE. Some system implementations might not implement this functionality for all locations of memory. In particular, this can apply to:
- Any type of memory in the system implementation that does not support hardware cache coherency.
- Non-cacheable memory, or memory treated as Non-cacheable, in an implementation that does support hardware cache coherency.

In such a system, it is defined by the system:
- Whether the global monitor is implemented.
- If the global monitor is implemented, which address ranges or memory types it monitors.

The only memory types for which it is architecturally guaranteed that a global exclusive monitor is implemented are:
- Inner Shareable, Inner Write-Back, Outer Write-Back Normal memory with Read allocation hint and Write allocation hint and not transient.
- Outer Shareable, Inner Write-Back, Outer Write-Back Normal memory with Read allocation hint and Write allocation hints and not transient.

The set of memory types that support atomic instructions includes all of the memory types for which a global monitor is implemented.

If the global monitor is not implemented for an address range or memory type, then performing a Load-Exclusive/Store-Exclusive instruction to such a location, in the absence of any other fault, has one or more of the following effects:
- The instruction generates BusFault.
- The instruction generates a DACCVIOL MemManage fault.
- The instruction is treated as a NOP.
• The Load-Exclusive instruction is treated as if it were accessing a Non-shareable location, but the state of the local monitor becomes UNKNOWN.
• The Store-Exclusive instruction is treated as if it were accessing a Non-shareable location, but the state of the local monitor becomes UNKNOWN.
• The value held in the result register of the Store-Exclusive instruction becomes UNKNOWN.

Note, a MemManage Fault requires M && MPU, a BusFault requires M.

For write transactions generated by non-PE observers that do not implement exclusive accesses or other atomic access mechanisms, the effect that writes have on the global monitor and the local monitor that are used by an Arm PE is IMPLEMENTATION DEFINED. The writes might not clear the global monitors of other PEs for:
• Some address ranges.
• Some memory types.

### B7.3.1 Load-Exclusive and Store-Exclusive

The global monitor only supports a single outstanding exclusive access to shareable memory for each PE.

The architecture does not require a load instruction by another PE, that is not a Load-Exclusive instruction, to have any effect on the global monitor.

A Load-Exclusive instruction by one PE has no effect on the global monitor state for any other PE.

A Store-Exclusive instruction performs a conditional store to memory:
• The store is guaranteed to succeed only if the physical address accessed is marked as exclusive access for the requesting PE and both the local monitor and the global monitor state machines for the requesting PE are in the Exclusive Access state. In this case:
  – A status value of 0 is returned to a register to acknowledge the successful store.
  – The final state of the global monitor state machine for the requesting PE is IMPLEMENTATION DEFINED.
  – If the address accessed is marked for exclusive access in the global monitor state machine for any other PE then that state machine transitions to the Open Access state.
• If no address is marked as exclusive access for the requesting PE, the store does not succeed:
  – A status value of 1 is returned to a register to indicate that the store failed.
  – The global monitor is not affected and remains in Open Access state for the requesting PE.
• If a different physical address is marked as exclusive access for the requesting PE, it is IMPLEMENTATION DEFINED whether the store succeeds or not:
  – If the store succeeds a status value of 0 is returned to a register, otherwise a value of 1 is returned.
  – If the global monitor state machine for the PE was in the Exclusive Access state before the Store-Exclusive instruction it is IMPLEMENTATION DEFINED whether that state machine transitions to the Open Access state.

In a shared memory system, the global monitor implements a separate state machine for each PE in the system. The state machine for accesses to shareable memory by PE(n) can respond to all the shareable memory accesses visible to it.
Chapter B7. Synchronization and Semaphores

B7.3. The global monitor

In a shared memory system, the global monitor implements a separate state machine for each observer that can generate a Load-Exclusive or a Store-Exclusive instruction in the system.

Whenever the global monitor state for a PE changes from Exclusive access to Open access, an event is generated and held in the Event register for that PE. This register is used by the Wait for Event mechanism.

B7.3.2 Load-Exclusive and Store-Exclusive in Shareable memory

A Load-Exclusive instruction from shareable memory performs a load from memory, and causes the physical address of the access to be marked as exclusive access for the requesting PE. This access can also cause the exclusive access mark to be removed from any other physical address that has been marked by the requesting PE.

The state machine for PE(n) in a global monitor is as follows.

\[
\begin{align*}
\text{Open Access} & \quad \text{Exclusive Access} \\
\text{CLREX}(n) & \quad \text{CLREX}(n) \\
\text{LoadExcl}(x,n) & \quad \text{StoreExcl}(\text{Marked_address},n) \quad \text{Store}(\text{Marked_address},n) \\
\text{StoreExcl}(x,n) & \quad \text{StoreExcl}(!\text{Marked_address},n) \quad \text{Store}(x,n) \\
\text{Store}(x,n) & \quad \text{CLREX}(n) \\
\text{Store}(x,!n) & \quad \text{CLREX}(!n) \\
\end{align*}
\]

\[\text{‡StoreExcl}(\text{Marked_address},n) \text{ clears the monitor only if the StoreExcl updates memory}\]

Operations marked * are possible alternative IMPLEMENTATION DEFINED options.

In the diagram:
- \text{LoadExcl} represents any Load-Exclusive instruction
- \text{StoreExcl} represents any Store-Exclusive instruction
- \text{Store} represents any other store instruction.

Any \text{LoadExcl} operation updates the marked address to the most significant bits of the address \(x\) used for the operation.

Whether a Store-Exclusive instruction successfully updates memory or not depends on whether the address accessed matches the marked shareable memory address for the PE issuing the Store-Exclusive instruction, and whether the local monitor and the global monitor are in the exclusive state.

When the global monitor is in the Exclusive Access state, it is IMPLEMENTATION DEFINED whether a \text{CLREX} instruction causes the global monitor to transition from Exclusive Access to Open Access state.

A Load-Exclusive instruction can only update the marked shareable memory address for the PE issuing the Load-Exclusive instruction.
Chapter B7. Synchronization and Semaphores

B7.3. The global monitor

It is IMPLEMENTATION DEFINED:

- Whether a modification to a Non-shareable memory location can cause a global monitor to transition from Exclusive Access to Open Access state.
- Whether a Load-Exclusive instruction to a Non-shareable memory location can cause a global monitor to transition from Open Access to Exclusive Access state.

See also:

B7.4 Exclusive access instructions and the monitors on page 210.
B7.4 Exclusive access instructions and the monitors

R\textsubscript{VXRN} The Store-Exclusive instruction defines the register to which the status value of the monitors is returned.

R\textsubscript{DTBH} A Store-Exclusive instruction performs a conditional store to memory that depends on the state of the local monitor:

- **If the local monitor is in the Exclusive Access state:**
  - If the address of the Store-Exclusive instruction is the same as the address that has been marked in the monitor by an earlier Load-Exclusive instruction, then the store occurs. Otherwise, it is IMPLEMENTATION DEFINED whether the store occurs.
  - A status value is returned to a register:
    - If the store took place the status value is 0.
    - Otherwise, the status value is 1.
  - The local monitor of the executing PE transitions to the Open Access state.

- **If the local monitor is in the Open Access state:**
  - No store takes place.
  - A status value of 1 is returned to a register.
  - The local monitor remains in the Open Access state.

R\textsubscript{DFNB} A Store-Exclusive instruction performs a store to Shareable memory that depends on the state of both the local monitor and the global monitor:

- **If both the local monitor and the global monitor are in the Exclusive Access state:**
  - If the address of the Store-Exclusive instruction is the same as the address that has been marked in the monitor by an earlier Load-Exclusive instruction, then the store occurs. Otherwise, it is IMPLEMENTATION DEFINED whether the store occurs.
  - A status value is returned to a register:
    - If the store took place the status value is 0.
    - Otherwise, the status value is 1.
  - The local monitor of the executing PE transitions to the Open Access state.

- **If either the local monitor or the global monitor is in the Open Access state:**
  - No store takes place.
  - A status value of 1 is returned to a register.
  - The local monitor of the executing PE transitions to the Open Access state.
  - The global monitor that is associated with the executing PE transitions to the Open Access state.

See also:

B7.2 *The local monitors* on page 204.
B7.3 *The global monitor* on page 206.
B7.5 Load-Exclusive and Store-Exclusive instruction constraints

The Load-Exclusive and Store-Exclusive instructions are intended to work together as a pair, for example a LDREX/STREX pair or a LDREXB/STREXB pair.

The architecture does not require an address or size check as part of the IsExclusiveLocal() function.

If two StoreExc instructions are executed without an intervening LoadExcl instruction the second StoreExcl instruction returns a status value of 1.

The architecture does not require every LoadExcl instruction to have a subsequent StoreExcl instruction.

If the transaction size of a StoreExcl instruction is different from the preceding LoadExcl instruction in the same thread of execution, behavior is a CONstrained UNPREDICTABLE choice of:

• The StoreExcl either passes or fails, and the status value returned by the StoreExcl is UNKNOWN.
• The block of data of the size of the larger of the transaction sizes used by the LoadExcl/StoreExcl pair at the address accessed by the LoadExcl/StoreExcl pair, is UNKNOWN.

The hardware only ensures that a LoadExcl/StoreExcl pair succeeds if the LoadExcl and the StoreExcl have the same transaction size.

Forward progress can only be made using LoadExcl/StoreExcl loops if, for any LoadExcl/StoreExcl loop within a single thread of execution if both of the following are true:

• There are no explicit memory accesses, pre-loads, direct or indirect register writes, cache maintenance instructions, SVC instructions, or exception returns between the Load-Exclusive and the Store-Exclusive.
• The following conditions apply between the Store-Exclusive having returned a fail result and the retry of the Load-Exclusive:
  – There are no stores to any location within the same Exclusives reservation granule that the Store-Exclusive is accessing.
  – There are no direct or indirect register writes, other than changes to the flag fields in APSR or FPSCR, caused by data processing or comparison instructions.
  – There are no direct or indirect cache maintenance instructions, SVC instructions, or exception returns.

The exclusive monitor can be cleared at any time without an application-related cause, provided that such clearing is not systematically repeated so as to prevent the forward progress in finite time of at least one of the threads that is accessing the exclusive monitor.

Keeping the LoadExcl and the StoreExcl operations close together in a single thread of execution minimizes the chance of the exclusive monitor state being cleared between the LoadExcl instruction and the StoreExcl instruction. Therefore, for best performance, Arm strongly recommends a limit of 128 bytes between LoadExcl and StoreExcl instructions in a single thread of execution.
Chapter B7. Synchronization and Semaphores

B7.5. Load-Exclusive and Store-Exclusive instruction constraints

The architecture sets an upper limit of 2048 bytes on the Exclusives reservation granule that can be marked as exclusive.

For performance reasons, Arm recommends that objects that are accessed by exclusive accesses are separated by the size of the exclusive reservations granule.

After taking a BusFault or a MemManage fault, the state of the exclusive monitors is UNKNOWN.

The extension requirements are - M.

For the memory location accessed by a LoadExcl/StoreExcl pair, if the memory attributes for a StoreExcl instruction are different from the memory attributes for the preceding LoadExcl instruction in the same thread of execution, behavior is CONSTRAINED UNPREDICTABLE.

The effect of a data or unified cache invalidate, clean, or clean and invalidate instruction on a local exclusive monitor or a global exclusive monitor that is in the Exclusive Access state is CONSTRAINED UNPREDICTABLE, and the instruction might clear the monitor, or it might leave it in the Exclusive Access state. For address-based maintenance instructions, this also applies to the monitors of other PEs in the same Shareability domain as the PE executing the cache maintenance instruction, as determined by the Shareability domain of the address being maintained.

Arm strongly recommends that implementations ensure that the use of such maintenance instructions by a PE in the Non-secure state cannot cause a denial of service on a PE in the Secure state.

In the event of repeatedly-contending LoadExcl/StoreExcl instruction sequences from multiple PEs, an implementation ensures that forward progress is made by at least one PE.
Chapter B8
The Armv8-M Protected Memory System Architecture

This chapter specifies the Armv8-M Protected Memory System Architecture (PMSAv-8) rules, and in particular the rules for the optional Memory Protection Unit (MPU) and the optional Security Attribution Unit (SAU). It contains the following sections:

B8.1 Memory Protection Unit on page 214.
B8.2 Security attribution on page 217.
B8.3 Security attribution unit (SAU) on page 220.
B8.4 IMPLEMENTATION DEFINED Attribution Unit (IDAU) on page 221.
B8.1 Memory Protection Unit

RHPNKR In an implementation that includes the Protected Memory System Architecture (PMSA), system address space is protected by a Memory Protection Unit (MPU).

\textit{The extension requirements are - MPU.}

RTPJMB PMSAv8-M only supports a unified memory model. All enabled regions support instruction and data accesses.

\textit{The extension requirements are - MPU.}

RHBNGR Memory attributes are determined from the default system address map or by using an MPU.

\textit{The extension requirements are - MPU.}

REXCHR MPU support in Armv8-M is optional.

\textit{The extension requirements are - MPU.}

RMCCLR The default memory map can be configured to provide a background region for privileged accesses.

\textit{The extension requirements are - MPU.}

RJVJCR When the MPU is disabled or not present, accesses use memory attributes from the default system address map.

\textit{The extension requirements are - !MPU.}

RKLHLR If the MPU is enabled, attributes for memory accesses that hit in a single region are provided by the hit region.

\textit{The extension requirements are - MPU.}

RCBEMR The MPU divides the memory into regions.

\textit{The extension requirements are - MPU.}

RJVCNR An individual MPU region is defined by:

\begin{equation}
\text{Address} \geq \text{MPU\_RBAR\_BASE\:'00000'} \text{ and } \text{Address} \leq \text{MPU\_RLAR\_LIMIT\:'11111'}
\end{equation}

\textit{The extension requirements are - MPU.}

RMIDSR The number of supported MPU regions is IMPLEMENTATION DEFINED.

\textit{The extension requirements are - S \&\& MPU.}

RWTCLR Because the MPU\_TYPE register is banked, an implementation can have a different number of MPU regions, including no MPU regions, for each Security state.

\textit{The extension requirements are - MPU.}

RXGFKR All MPU regions are aligned to a multiple of 32 bytes.

\textit{The extension requirements are - MPU.}

RBPGBR The PE can fetch and execute instructions from each MPU region according to the value of MPU\_RBAR\_XN.

\textit{The extension requirements are - MPU.}

RMBPHR Accesses to the following region of memory 0xE0000000-0xE00FFFFFF, the \textit{Private Peripheral Bus} (PPB) always use memory attributes from the default system address map.

\textit{The extension requirements are - MPU.}
Unless otherwise stated, all load, store, and instruction fetch transactions are subject to an MPU check.

The extension requirements are - MPU.

If MPU_CTRL.ENABLE is zero, MPU checks are carried out against the default address map and not against any defined MPU regions.

The extension requirements are - MPU.

The MPU check is one of a number of checks carried out on any load, store or instruction fetch transaction including alignment, security attribution checks, and a check for any BusFaults.

The extension requirements are - MPU.

Exception vector reads from the Vector Address Table always use the default address map and are not subject to an MPU check.

The extension requirements are - MPU.

If MPU_CTRL.HFNMIENA is set to 0, any load, store or instruction fetch transaction where the requested execution priority is negative will use the Default Address Map for MPU checks.

The extension requirements are - MPU.

Any load, store or instruction fetch transactions to the PPB, within the range 0xE0000000-0xE00FFFFF, are not subject to an MPU check but are checked against the default address map. Instruction fetches to this region generate an XN MemManage fault.

The extension requirements are - MPU.

Any MPU region lookup performed for a load, store or instruction fetch transaction will generate a precise MemManage Fault if any of the following is true:

- The address accessed by the load, store or instruction fetch transaction matches more than one MPU region.
- The load, store or instruction fetch transaction does not match all of the access conditions for the MPU region being accessed.
- The load, store or instruction fetch transaction matches a background region or the default memory map.

The extension requirements are - MPU.

The MPU is restricted in how it can change the default memory map attributes associated with System space, that is, for addresses in the region 0xE0100000-0xFFFFFFFF. Unless otherwise stated, system space is always XN (Execute Never) and it is always Device-nGnR. If the MPU maps this to a type other than Device-nGnRnE, it is UNKNOWN whether the region is treated as Device-nGnRE or as Device-nGnRnE.

The extension requirements are - MPU.

Unless otherwise stated for data accesses, the MPU memory attribution and privilege checking uses the configuration registers that correspond to the current Security state of the PE.

The extension requirements are - MPU && S.

For instruction fetches, the MPU memory attribution and privilege checking uses the configuration registers associated with the security of the target address.

The extension requirements are - MPU.

Setting MPU_CTRL.HFNMIENA, to zero disables the MPU if the requested priority for the handler of the HardFault, NMI and exceptions that the MPU is associated with is negative.

The extension requirements are - MPU.
Setting the MPU_RNR_REGION field to a value that does not correspond to an implemented memory region is CONSTRAINED UNPREDICTABLE as follows:

- Any subsequent read of MPU_RNR_REGION returns an UNKNOWN value.
- Any read of a register that is in an unimplemented region returns an UNKNOWN value.
- Any write to a register indirection by MPU_RNR_REGION causes all state that is indirection by that register to become UNKNOWN.

The extension requirements are - MPU.

See also:

- B6.1 System address map on page 198.
- B5.7 Access rights on page 152.
- B5.17 Device memory attributes on page 170.
- B5.19 Shareability attributes on page 175.
- B5.20 Memory access restrictions on page 176.
- B5.21 Mismatched memory attributes on page 177.
- B5.22 Load-Exclusive and Store-Exclusive accesses to Normal memory on page 179.
- B5.23 Load-Acquire and Store-Release accesses to memory on page 180.

MPU_CTRL, MPU Control Register.

TT_RESP, Test Target Response Payload.
Chapter B8. The Armv8-M Protected Memory System Architecture

B8.2 Security attribution

The Secure Attribution Unit and the Implementation Defined Attribution Unit are collectively referred to as the Attribution Unit (AU).

The extension requirements are - S.

The Security Extension defines three levels of memory security attribution. In ascending order of security, these are:

1. Non-secure.
2. Secure and Non-secure callable.
3. Secure and not Non-secure callable.

The extension requirements are - S.

The following units can provide security attribution information:

- A Security attribution unit (SAU) inside the PE.
- An IMPLEMENTATION DEFINED attribution unit (IDAU) external to the PE. The presence of such a unit is IMPLEMENTATION DEFINED.

The extension requirements are - S.

The attribution information from the SAU is used unless the IDAU specifies attributes with a higher security, in which case the IDAU attributes override the SAU attributes. This rule does not apply to architecturally defined ranges exempt from memory attribution.

The extension requirements are - S.

An attribution unit (AU) violation is defined as being a violation raised by either the SAU or the IDAU.

The extension requirements are - S.

All boundaries between address ranges with different security attributes are aligned to 32-byte boundaries.

The extension requirements are - S.

The behavior of the following address ranges is fixed, so they are exempt from memory attribution by both the SAU and IDAU:

0xF0000000 - 0xFFFFFFFF

If the PE implements the Security Extension, this memory range is always marked as Secure and not Non-secure callable for instruction fetches.

If the Security Extension is not present, this range is marked as Non-secure.

Ranges exempt from checking security violation

The following address ranges are marked with the Security state indicated by NS-Req, that is, the current state of the PE for non-debug accesses. This marking sets the NS-Attr to NS-Req:

0xE0000000 - 0xE0002FFF: ITM, DWT, FPB.
0xE000E000 - 0xE000EFFF: SCS range.
0xE002E000 - 0xE002EFFF: SCS NS alias range.
0xE0040000 - 0xE0041FFF: TPIU, ETM.
0xE00FF000 - 0xE00FFFFF: ROM table.
0xE0000000 - 0xEFFFFFFF: for instruction fetch only.
Additional address ranges specified by the IDAU.

The extension requirements are - S. Note, some address ranges require DB.

The Security attribution and MPU check sequence, for all data accesses which are not instruction fetches and accesses for instruction fetches are shown in the following diagrams.
If the memory transaction is lazy state preservation then NS-req is determined by FPCCR.S. If the memory transaction is an exception vector fetch access NS-Req is set to the Security state of the exception. Unless otherwise specified, in all other cases it is the current Security state.

*The extension requirements are - S.*

See also:

B8.3 *Security attribution unit (SAU)* on page 220.

B8.4 *IMPLEMENTATION DEFINED Attribution Unit (IDAU)* on page 221.
The SAU configuration defines an IMPLEMENTATION DEFINED number of memory regions. The number of regions is indicated by `SAU_TYPE.SREGION`.

The extension requirements are - `S`.

The memory regions defined by the SAU configuration are referred to as `SAU_REGIONn`, where `n` is a number from 0 - `(SAU_TYPE.SREGION-1)`.

The extension requirements are - `S`.

The SAU region configuration fields can only be accessed indirectly using the window registers, `SAU_RNR` shown in the following table.

<table>
<thead>
<tr>
<th>SAU region configuration field</th>
<th>Associated window register field</th>
</tr>
</thead>
<tbody>
<tr>
<td><code>SAU_REGIONn.ENABLE</code></td>
<td><code>SAU_RLAR.ENABLE</code></td>
</tr>
<tr>
<td><code>SAU_REGIONn.NSC</code></td>
<td><code>SAU_RLAR.NSC</code></td>
</tr>
<tr>
<td><code>SAU_REGIONn.BADDR</code></td>
<td><code>SAU_RBAR.BADDR</code></td>
</tr>
<tr>
<td><code>SAU_REGIONn.LADDR</code></td>
<td><code>SAU_RLAR.LADDR</code></td>
</tr>
</tbody>
</table>

The extension requirements are - `S`.

When the SAU is enabled, an address is defined as matching a region in the SAU if the following is true:

```
Address >= SAU_REGIONn.BADDR: '00000' && Address <= SAU_REGIONn.LADDR: '11111'.
```

The extension requirements are - `S`.

Memory is marked as Secure by default. However, if the address matches a region with `SAU_REGIONn.ENABLE` set to 1 and `SAU_REGIONn.NSC` set to 0, then memory is marked as Non-secure.

The extension requirements are - `S`.

An address that matches multiple SAU regions is marked as Secure and not Not-secure callable regardless of the attributes specified by the regions that matched the address.

The extension requirements are - `S`.

When the SAU is not enabled:

- Addresses are not checked against the SAU regions.
- The attribution of the address space is determined by the `SAU_CTRL.ALLNS` field.

The extension requirements are - `S`.

To permit lockdown of the SAU configuration, it is IMPLEMENTATION DEFINED whether `SAU_RLAR`, `SAU_RBAR`, `SAU_CTRL`, and `SAU_RNR` are writable.

The extension requirements are - `S`.

Setting the `SAU_RNR.REGION` field to a value that does not correspond to an implemented memory region is CONSTRAINED UNPREDICTABLE as follows:

- Any subsequent read of `SAU_RNR.REGION` returns an UNKNOWN value.
- Any read of a register that is in an unimplemented region returns an UNKNOWN value.
- Any write to a register indrected by `SAU_RNR.REGION` causes all state that is indrected by that register to become UNKNOWN.

The extension requirements are - `S`. 
The IDAU can provide the following Security attribution information for an address:

- Security attribution exempt. This specifies that the address is exempt from security attribution. This information is combined with the address ranges that are architecturally required to be exempt from attribution.
- Non-secure. This specifies if the address is Secure or Non-secure.
- Non-secure callable. This specifies if code at the address can be called from Non-secure state. This attribute is only valid if the address is marked as Secure.
- Region number. This is the region number that matches the address, and is only used by the \texttt{TT} instruction.
- Region number valid. This specifies that the region number is valid. This field has no effect on the attribution of the address, and is only used by the \texttt{TT} instruction.

The extension requirements are - \texttt{S}.

See also:
\texttt{TT}, \texttt{TTT}, \texttt{TTA}, \texttt{TTAT}.

B8.2 Security attribution on page 217.
Chapter B9
The System Timer, SysTick

This chapter specifies the Armv8-M system timer rules. It contains the following section:

B9.1 The system timer, SysTick on page 223.
Chapter B9. The System Timer, SysTick

B9.1 The system timer, SysTick

• In a PE without the Main Extension and without the Security Extensions, either:
  • No system timers are implemented.
  • One system timer, SysTick, is implemented.

  The extension requirements are - \(!M \&\& !S\).

• In a PE without the Main Extension but with the Security Extension, one of the following is true:
  • No system timers are implemented.
  • One system timer, SysTick, is implemented. ICSR.STTNS determines which Security state owns the SysTick.
  • Two system timers are implemented:
    – SysTick, Secure instance.
    – SysTick, Non-secure instance.

  The extension requirements are - \(!M \&\& S\).

• In a PE with the Main Extension but without the Security Extension, one system timer, SysTick, is implemented.

  The extension requirements are - \(M \&\& ST \&\& !S\).

• In a PE with the Main and Security Extensions, two system timers are implemented:
  • SysTick, Secure instance.
  • SysTick, Non-secure instance.

  The extension requirements are - \(M \&\& S \&\& ST\).

There are the following SysTick registers:

• SysTick Control and Status Register (SYST_CSR).
• SysTick Reload Value Register (SYST_RVR).
• SysTick Current Value Register (SYST_CVR).
• SysTick Calibration Value Register (SYST_CALIB).

In a PE with the Security Extension and a SysTick instance dedicated to each Security state, these registers are banked.

  The extension requirements are - \(ST\).

Each implemented SysTick is a 24-bit decrementing, wrap-on-zero, clear-on-write counter:

• When enabled, the counter counts down from the value in SYST_CVR, SYST_CVR. When it reaches zero, SYST_CVR is reloaded with the value held in SYST_RVR on the next clock edge.
• Reading SYST_CVR returns the value of the counter at the time of the read access.
• When the counter reaches zero, it sets SYST_CSR.COUNTFLAG to 1. Reading SYST_CSR.COUNTFLAG clears it to 0.
• A write to SYST_CVR clears both SYST_CVR and SYST_CSR.COUNTFLAG to 0. SYST_CVR is then reloaded with the value held in SYST_RVR on the next clock edge.

  The extension requirements are - \(ST\).

Writing the value zero to SYST_RVR disables the SysTick on the next wrap-on-zero. The value zero is held by the counter after the wrap. This is true even when SYST_CSR.ENABLE is 1.

  The extension requirements are - \(ST\).
A write to SYST_CVR does not cause a SysTick exception.

The extension requirements are - ST.

Setting SYST_CSR.TICKINT to 1 causes the SysTick exception to become pending on the SysTick reaching zero.

The extension requirements are - ST.

Arm recommends that before enabling a SysTick by SYST_CSR.ENABLE, software writes the required counter value to the SYST_RVR, and then writes to the SYST_CVR to clear the SYST_CVR to zero.

The extension requirements are - ST.

Software can optionally use SYST_CALIB.TENMS to scale the counter to other clock rates within the dynamic range of the counter.

The extension requirements are - ST.

When the PE is halted in Debug state, any implemented SysTicks do not decrement.

The extension requirements are - ST & Halting debug.

Each implemented SysTick is clocked by a reference clock, either the PE clock or an external system clock. It is IMPLEMENTATION DEFINED which clock is used as the external reference clock. Arm recommends that if an external system clock is used, the relationship between the PE clock and the external clock is documented, so that system timings can be calculated taking into account metastability, clock skew, and jitter.

The extension requirements are - ST.
Chapter B10

Nested Vectored Interrupt Controller

This chapter specifies the Armv8-M Nested Vectored Interrupt Controller (NVIC) rules. It contains the following sections:

B10.1 NVIC definition on page 226.
B10.2 NVIC operation on page 227.
B10.1 NVIC definition

An Armv8-M PE includes an integral interrupt controller.

The Interrupt Controller Type Register (ICTR) defines the number of external interrupt lines that are supported.

See also:

ICTR, Interrupt Controller Type Register.
B10.2 NVIC operation

R_{SHVX} It is IMPLEMENTATION DEFINED which NVIC interrupts are implemented.

R_{SFCR} When a particular NVIC interrupt line is not implemented, the registers that are associated with it are reserved.

R_{CCIVJ} Only an interrupt that is both pending and enabled with sufficient priority can preempt PE execution.

R_{CVJS} The following events on the input associated with an interrupt cause the pending state associated with the interrupt to become set:
- The input is HIGH while the active state associated with the interrupt is clear.
- The input transitions from LOW to HIGH while the active state associated with the interrupt is set.

I_{HTFS} The Armv8-M interrupt behavior provides compatibility with both active-high level-sensitive and pulse-sensitive interrupt signaling:
- For level-sensitive interrupts, the associated exception handler runs one time for each occurrence as long as the level is cleared before the exception handler returns. If the level of the input is HIGH after the exception handler returns, the exception will be pended again.
- For pulse-sensitive interrupts, the associated exception handler runs one time only, regardless of the number of pulses that the NVIC sees before the exception handler is entered. If a pulse occurs after the exception handler has been entered, the exception will be pended again.

I_{RQVQ} For some implementations, pulse-sensitive interrupt signals are held long enough to ensure that the PE can sample them reliably.

R_{QKFW} All NVIC interrupts have a programmable priority value and an associated exception number.

R_{HGUH} NVIC interrupts can be enabled and disabled by writing to their corresponding Interrupt Set-Enable or Interrupt Clear-Enable register bit field.

R_{WGDJ} An implementation can hard-wire interrupt enable bits to zero if the associated interrupt line does not exist.

R_{SSDJ} An implementation can hard-wire interrupt enable bits to one if the associated interrupt line cannot be disabled.

R_{HRJY} It is IMPLEMENTATION DEFINED for each NVIC interrupt line supported whether an NVIC interrupt supports either or both setting and clearing of the associated pending state under software control.

See also:

B3.9 Exception numbers and exception priority numbers on page 65.
B3.13 Priority model on page 76.
Nested Vectored Interrupt Controller Block.
Nested Vectored Interrupt Controller Block (NS alias).
Chapter B11
Debug

This chapter specifies the Armv8-M debug rules. It contains the following sections:

B11.1 Debug feature overview on page 230.
B11.2 Accessing debug features on page 235.
B11.3 Debug authentication interface on page 239.
B11.4 Debug event behavior on page 249.
B11.5 Debug state on page 262.
B11.6 Exiting Debug state on page 265.
B11.7 Multiprocessor support on page 266.
B11.1 Debug feature overview

The debug configuration of an implementation is IMPLEMENTATION DEFINED.

The following table sets out the optional features of the Armv8-M debug architecture.

<table>
<thead>
<tr>
<th>Feature</th>
<th>Main Extension</th>
<th>Baseline Implementation</th>
</tr>
</thead>
<tbody>
<tr>
<td>DebugMonitor exception</td>
<td>Always implemented</td>
<td>Never implemented</td>
</tr>
<tr>
<td>Halting debug</td>
<td>Optional</td>
<td>Optional</td>
</tr>
<tr>
<td>EDBGREQ</td>
<td>Optional</td>
<td>Requires Halting debug</td>
</tr>
<tr>
<td>Flash Patch and Breakpoint unit - FPB</td>
<td>Optional</td>
<td>Requires Halting debug</td>
</tr>
<tr>
<td>Data Watchpoint and Trace Unit - DWT</td>
<td>Optional</td>
<td>Requires Halting debug</td>
</tr>
<tr>
<td>Debug functionality - DWT-D</td>
<td>Optional</td>
<td>Requires ITM and Debug functionality</td>
</tr>
<tr>
<td>Trace functionality - DWT-T</td>
<td>Requires ITM and Debug functionality</td>
<td>Never implemented</td>
</tr>
<tr>
<td>Instrumentation Trace Macrocell - ITM</td>
<td>Optional</td>
<td>Never implemented</td>
</tr>
<tr>
<td>Cross Trigger Interface - CTI</td>
<td>Requires ETM or Halting Debug</td>
<td>Requires ETM or Halting Debug</td>
</tr>
<tr>
<td>Trace Port Interface Unit - TPIU</td>
<td>Requires ETM or ITM</td>
<td>Requires ETM</td>
</tr>
<tr>
<td>Embedded Trace Macrocell - ETM</td>
<td>Optional</td>
<td>Optional</td>
</tr>
</tbody>
</table>

The following optional debug components are not part of the Armv8-M architecture:

- The Cross-Trigger Interface (CTI).
- The CoreSight basic trace router (MTB).
- The Embedded Trace Macrocell (ETM).

Note, CTI requires Halting debug or ETM.

The recommended Debug implementation levels are:

- Minimum.
- Basic.
- Comprehensive.
- Program trace.

**Minimum**

In an implementation that includes the Main Extension, the minimum level contains support for the DebugMonitor exception, including:

- The BKPT instruction.
- DEMCR Monitor debug features.
- Monitor entry from External debug requests.
- DFSR.

DHCSR, DCRSR, DCRDR, and the Halting debug features in DFSR and DEMCR are RES0. ID_DFR0 is RAZ.

In an implementation that does not include the Main Extension there is no debug support.

DFSR, DHCSR, DCRSR, DCRDR, and DEMCR are RES0. ID_DFR0 is RAZ.
Basic

In an implementation that includes the Main Extension, the basic level adds support for Halting debug with:
- A Debug Access Port and ROM table.
- DHCSR, DCRSR, DCRDR, and the Halting debug features in DEMCR are implemented.
- FPB with at least two breakpoints.
- DWT with at least:
  - One watchpoint that supports instruction, data address, and data value matching.
  - DWT_PCSR.
- Optional support for a CTI in a multiprocessor system.

Support for the basic implementation is identified by ID_DFR0.

In an implementation that does not include the Main Extension, the basic level adds support for Halting debug with:
- A Debug Access Port and ROM table.
- SHCSR, DFSR, DHCSR, DCRSR, DCRDR, and DEMCR are implemented. Access for the PE is IMPDEF.
- FPB with at least two breakpoints.
- DWT with at least:
  - One watchpoint that supports instruction, data address, and data value matching.
  - DWT_PCSR.
- Optional support for a CTI in a multiprocessor system.

Support for the basic implementation is identified by ID_DFR0.

Comprehensive

In an implementation that includes the Main Extension, the comprehensive level adds basic trace support with:
- An ITM.
- DWT with:
  - Trace support.
  - Profiling support.
  - Cycle counter.
  - TPIU.

In an implementation that does not include the Main Extension, there is no support for the comprehensive level.

Program trace

In an implementation that includes the Main Extension, Program trace adds support for ETMs.

In an implementation that does not include the Main Extension, Program trace adds supports for ETMs and TPIUs.

The extension requirements are - DB.

See also:
B11.1.1 Debug mechanisms on page 232.
Chapter B11. Debug

B11.1. Debug feature overview

Halting debug.

DebugMonitor exception.

B11.4.4 Breakpoint instructions on page 260.

B12.1 Instrumentation Trace Macrocell on page 268.

B12.2 Data Watchpoint and Trace unit on page 277.

B12.3 Embedded Trace Macrocell on page 297.

B12.4 Trace Port Interface Unit on page 298.

B12.5 Flash Patch and Breakpoint unit on page 300.

DEMCR, Debug Exception and Monitor Control Register.

DFSR, Debug Fault Status Register.

DHCSR, Debug Halting Control and Status Register.

DCRDR, Debug Core Register Data Register.

DCRSR, Debug Core Register Select Register.

ID_DFR0, Debug Feature Register.

DWT_PCSR, DWT Program Control Sample Register.

**B11.1.1 Debug mechanisms**

**R**

Armv8-M supports a range of invasive and non-invasive debug mechanisms. The *invasive debug mechanisms* are:

- The ability to halt the PE. This provides a run-stop debug model.
- Debugging code using the DebugMonitor exception. This provides less intrusive debug than halting the PE.

The *non-invasive debug techniques* are:

- Generating application trace by writing to the *Instrumentation Trace Macrocell* (ITM), causing a low level of intrusion.
- Non-intrusive program trace and profiling.

*The extension requirements are -* DB. Note, M is required for the DebugMonitor exception and ITM.*

**I**

When the PE is halted, it is in *Debug state*.

*The extension requirements are -* Halting debug.*

**I**

When the PE is not halted, it is in *Non-debug state*.

*The extension requirements are -* Halting debug.*

See also:

**B11.2 Accessing debug features on page 235.**

**B11.1.2 Debug resources**

**R**

In the system address map, debug resources are in the *Private Peripheral Bus* (PPB) region.

**R**

Except for the resources in the SCS, each debug component occupies a fixed 4KB address region.
Chapter B11. Debug

B11.1. Debug feature overview

The extension requirements are - DB.

The debug resources in the SCS are:

- The Debug Control Block (DCB).
- Debug controls in the System Control Block (SCB).

The extension requirements are - DB.

If the Main Extension is implemented, then support for DebugMonitor is implemented. If the Main Extension is not implemented, then DebugMonitor is not supported.

The extension requirements are - DB. Note, M is required for DebugMonitor exception.

ROM table entries identify which optional debug components are implemented.

The extension requirements are - DB.

The addresses of the optional debug resources are:

<table>
<thead>
<tr>
<th>Address range</th>
<th>Debug Resource</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xE00000000-0xE0000FFF</td>
<td>Instrumentation Trace Macrocell (ITM)</td>
</tr>
<tr>
<td>0xE00010000-0xE0001FFF</td>
<td>Data Watchpoint and Trace (DWT) Unit</td>
</tr>
<tr>
<td>0xE00020000-0xE0002FFF</td>
<td>Flashpatch and Breakpoint Unit (FPB)</td>
</tr>
<tr>
<td>0xE000E000-0xE00E000FF</td>
<td>Secure SCS</td>
</tr>
<tr>
<td>0xE000E0D00-0xE00E0D8F</td>
<td>Secure System Control Block (SCB)</td>
</tr>
<tr>
<td>0xE000ED0F0-0xE00E0EFF</td>
<td>Secure Debug Control Block (DCB)</td>
</tr>
<tr>
<td>0xE002E000-0xE002E0FF</td>
<td>Non-secure SCS</td>
</tr>
<tr>
<td>0xE002ED00-0xE002ED8F</td>
<td>Non-secure System Control Block (SCB)</td>
</tr>
<tr>
<td>0xE002EDF0-0xE002EEFF</td>
<td>Non-secure Debug Control Block (DCB)</td>
</tr>
<tr>
<td>0xE0040000-0xE004000FF</td>
<td>Trace Port Interface Unit (TPIU),</td>
</tr>
<tr>
<td></td>
<td>when not implemented as a shared resource otherwise reserved.</td>
</tr>
<tr>
<td>0xE0041000-0xE00410FF</td>
<td>Embedded Trace Macrocell (ETM)</td>
</tr>
<tr>
<td>0xE0042000-0xE00420FF</td>
<td>IMPLEMENTATION DEFINED</td>
</tr>
<tr>
<td>0xE00FF000-0xE00FFFFF</td>
<td>ROM table</td>
</tr>
</tbody>
</table>

The extension requirements are - DB.

See also:

- B12.1 Instrumentation Trace Macrocell on page 268.
- B12.2 Data Watchpoint and Trace unit on page 277.
- B12.5 Flash Patch and Breakpoint unit on page 300.
- Chapter B6 The System Address Map on page 197.
- B11.2.2 Debug System registers on page 237.
- B12.4 Trace Port Interface Unit on page 298.
- B12.3 Embedded Trace Macrocell on page 297.
- B11.2.1 ROM table on page 235.
- B11.2 Accessing debug features on page 235.

B11.1.3 Trace
Chapter B11. Debug

B11.1. Debug feature overview

Trace can be generated by using the:

- Embedded Trace Macrocell (ETM).
- Instrumentation Trace Macrocell (ITM).
- Data Watchpoint and Trace (DWT) unit.

The extension requirements are - $ETM \oplus ITM \oplus DWT$. Note, ITM requires $M$.

A debug implementation that generates trace includes a trace sink, such as a TPIU.

The extension requirements are - $(ETM \oplus ITM \oplus DWT) \&\& TPIU$. Note, ITM requires $M$.

A TPIU can be either the Armv8-M TPIU implementation, or an external system resource.

The extension requirements are - $ETM \oplus ITM \oplus DWT$.

See also:


The applicable ETM Architecture Specification.
Chapter B11. Debug

B11.2 Accessing debug features

The mechanism by which an external debugger accesses the PE and system is IMPLEMENTATION DEFINED.

The extension requirements are - DB.

A debugger can use a Debug Access Port (DAP) interface, such as that provided by the Arm® Debug Interface v5 Architecture Specification (ADIv5), to interrogate a system for memory access ports (MEM-APs). The base register in a memory access port provides the address of the ROM table, or the first of a series of ROM tables in a ROM table hierarchy. The memory access port can then fetch the ROM table entries. Arm recommends implementation of an ADIv5 DAP for compatibility with tools.

The extension requirements are - DB.

Writes from a DAP are complete when the DAP reports them as complete.

The extension requirements are - DB.

For SCS registers, a write from a DAP is complete when the write has completed and the SCS register has been updated.

The extension requirements are - DB.

Software configures and controls the debug model through memory-mapped registers.

The extension requirements are - DB.

See also:

B11.2.1 ROM table.

B11.3.4 DAP access permissions on page 244.

The Arm® Debug Interface v5 Architecture Specification.

B11.2.1 ROM table

The ROM table is a table of entries providing a mechanism to identify the debug infrastructure that is supported by the implementation.

The extension requirements are - DB.

The ROM table indicates the implemented debug components, and the position of those components in the memory map. See the Arm® Debug Interface v5 Architecture Specification for the format of a ROM table entry.

The extension requirements are - DB.

For an Armv8-M ROM table, all entry offsets are negative. The ROM table entry points to the top of a 4KB page, the offset points to the bottom of that page that contains the Peripheral and Component ID registers.

The extension requirements are - DB.

The ROM table is implemented if any other debug component is implemented or a Debug Access Port is implemented.

The extension requirements are - DB.

Bit[0] of the ROM table entries indicates whether the corresponding debug component is implemented and is accessible through the PPB at the indicated address. If the corresponding debug component is not implemented, this bit has a value of 0.
Chapter B11. Debug

B11.2. Accessing debug features

The extension requirements are - DB.

If a debug component is implemented, debug registers can provide additional information about the implemented features of that debug component.

The extension requirements are - DB.

The format of the ROM table is:

<table>
<thead>
<tr>
<th>Offset</th>
<th>Value</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x000</td>
<td>0xFFF0F003</td>
<td>ROMSCS</td>
<td>Points to the SCS at 0xE000E000</td>
</tr>
<tr>
<td>0x004</td>
<td>0xFFF02002 or 0xFFF02003</td>
<td>ROMDWT</td>
<td>Points to the Data Watchpoint and Trace unit at 0xE001000</td>
</tr>
<tr>
<td>0x008</td>
<td>0xFFF03002 or 0xFFF03003</td>
<td>ROMFPB</td>
<td>Points to the Flash Patch and Breakpoint unit at 0xE0002000</td>
</tr>
<tr>
<td>0x00C</td>
<td>0xFFF01002 or 0xFFF01003</td>
<td>ROMITM</td>
<td>Points to Instrumentation Trace unit at 0xE0002000.</td>
</tr>
<tr>
<td>0x010</td>
<td>0xFFF41002 or 0xFFF41003</td>
<td>ROMITM</td>
<td>Points to the Trace Port Interface Unit.</td>
</tr>
<tr>
<td>0x014</td>
<td>0xFFF42002 or 0xFFF42003</td>
<td>ROMETM</td>
<td>Points to the Embedded Trace Macrocell.</td>
</tr>
<tr>
<td></td>
<td>- 0xFFF000000</td>
<td>End</td>
<td>End of table marker. It is IMPLEMENTATION DEFINED whether the table is extended with pointers to other system debug resources. The table entries always terminate with a null entry.</td>
</tr>
<tr>
<td>0x020</td>
<td>- -</td>
<td>Not used</td>
<td>Reserved for additional ROM table entries.</td>
</tr>
<tr>
<td>0x000</td>
<td>- -</td>
<td>Reserved</td>
<td>Reserved, not used for ROM table entries.</td>
</tr>
<tr>
<td>0x0FC</td>
<td>0xFFF0000001</td>
<td>MEMTYPE</td>
<td>Bit [0] is set to 1 to indicate that resources other than those listed in the ROM table are accessible in the same 32-bit address space, using the DAP.Bits [31:1] of the MEMTYPE entry are RES0.</td>
</tr>
</tbody>
</table>

Accesses to the ROMITM cannot cause a non-existent memory exception.

It is IMPLEMENTATION DEFINED whether the ETM and TPIU are a shared resource and whether the resource is managed by the local PE or a different resource.

The extension requirements are - DB and those indicated in the table.
Chapter B11. Debug

B11.2. Accessing debug features

The entry 0x00000000 is the end-of-table marker.

The extension requirements are - DB.

See also:

B11.2.3 CoreSight and identification registers.

B11.2.2 Debug System registers

The debug provision in the System Control Block (SCB) comprises:

- Two handler-related flag bits, ICSR.ISRPREEMPT and ICSR.ISRPENDING.
- The DFSR.

The extension requirements are - DB.

See also:

Chapter D1, Register Specification.
Debug Control Block.

B11.2.3 CoreSight and identification registers

Arm recommends that CoreSight-compliant ID registers are implemented to allow identification and discovery of the components to a debugger.

The extension requirements are - DB.

The address spaces that are reserved in each of the debug components for IMPLEMENTATION DEFINED ID registers and CoreSight compliance are:

<table>
<thead>
<tr>
<th>Debug Component</th>
<th>Space reserved for ID registers</th>
<th>Space reserved for CoreSight compliance</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITM</td>
<td>0xE0000F0D-0xE0000FFC</td>
<td>0xE0000FA0-0xE0000FFC</td>
</tr>
<tr>
<td>DWT</td>
<td>0xE0001FD0-0xE0001FFC</td>
<td>0xE0001FA0-0xE0001FFC</td>
</tr>
<tr>
<td>FFB</td>
<td>0xE0002FD0-0xE0002FFC</td>
<td>0xE0002FA0-0xE0002FFC</td>
</tr>
<tr>
<td>SCS</td>
<td>0xE0002EF0D-0xE0002FFC</td>
<td>0xE0002EFA0-0xE0002FFC</td>
</tr>
<tr>
<td>TPIU</td>
<td>0xE0040FD0-0xE0040FFC</td>
<td>0xE0040FA0-0xE0040FFC</td>
</tr>
<tr>
<td>ETM</td>
<td>0xE0041FD0-0xE0041FFC</td>
<td>0xE0041FA0-0xE0041FFC</td>
</tr>
<tr>
<td>ROM table</td>
<td>0xE00FFFD0-0xE00FFFFFC</td>
<td>0xE00FFFA0-0xE00FFFFFC</td>
</tr>
</tbody>
</table>

The extension requirements are - DB.

For the ROM table, the ID register space is used for a set of CoreSight-compliant ID registers.

The extension requirements are - DB.

For all components other than the ROM table, if the registers in the ID register space are not used for ID registers they are RAZ.

The extension requirements are - DB.

If CoreSight-compliant ID registers are implemented, the Class field in Component ID Register 1 is:

- 0x1 for the ROM table.
- 0x9 for other components.

The extension requirements are - DB.
B11.2. Accessing debug features

IHCSR

The Part number in the PIDR registers must be assigned a unique value for each implementation, or Unique Component Identifier, as with all other CoreSight components.

CoreSight permits that two or more functionally different components are permitted to share the same Part number, so long as they have different values of the DDEVTYPE or DDEVARCH registers.

_The extension requirements are - DB._

ICTBF

The Part number in the PIDR registers do not need to be unique for different implementation options of the same part.

_The extension requirements are - DB._
The following pseudocode functions provide an abstracted description of the authentication interface:

- `ExternalInvasiveDebugEnabled()`.
- `ExternalSecureInvasiveDebugEnabled()`.
- `ExternalNoninvasiveDebugEnabled()`.
- `ExternalSecureNoninvasiveDebugEnabled()`.

The extension requirements are - DB.

For an implementation using the CoreSight signals `DBGEN`, `NIDEN`, `SPIDEN`, and `SPNIDEN`:

- `ExternalInvasiveDebugEnabled()` returns TRUE if `DBGEN` is asserted.
- `ExternalSecureInvasiveDebugEnabled()` returns TRUE if both `DBGEN` and `SPIDEN` are asserted.
- `ExternalNoninvasiveDebugEnabled()` returns TRUE if either `NIDEN` or `DBGEN` is asserted.
- `ExternalSecureNoninvasiveDebugEnabled()` returns TRUE if both of the following conditions apply:
  - Either `NIDEN` or `DBGEN` is asserted.
  - Either `SPNIDEN` or `SPIDEN` is asserted.

The extension requirements are - DB.

For any implementation of the authentication interface, if `ExternalInvasiveDebugEnabled()` is FALSE, then `ExternalSecureInvasiveDebugEnabled()` is FALSE.

The extension requirements are - DB.

For any implementation of the authentication interface, if `ExternalNoninvasiveDebugEnabled()` is FALSE, then `ExternalSecureNoninvasiveDebugEnabled()` is FALSE.

The extension requirements are - DB.

For any implementation of the authentication interface, if `ExternalInvasiveDebugEnabled()` is TRUE, then `ExternalNoninvasiveDebugEnabled()` is TRUE.

The extension requirements are - DB.

For any implementation of the authentication interface, if `ExternalSecureInvasiveDebugEnabled()` is TRUE, then `ExternalSecureNoninvasiveDebugEnabled()` is TRUE.

The extension requirements are - DB.

Secure self-hosted debug is controlled by the authentication interface. The pseudocode function `ExternalSecureSelfHostedDebugEnabled()` provides an abstracted description of this authentication interface.

The extension requirements are - DB.

Between a change to the debug authentication interface and a following Context synchronization event, it is UNPREDICTABLE whether the PE uses the old or the new values.

The extension requirements are - DB.

See also:

B11.3.1 Halting debug authentication on page 240.
B11.3.1 Halting debug authentication

Halting debug authentication is controlled by the IMPLEMENTATION DEFINED authentication interface function \texttt{ExternalInvasiveDebugEnabled()}, and if the Security Extension is implemented, the IMPLEMENTATION DEFINED authentication interface function \texttt{ExternalSecureInvasiveDebugEnabled()}. The extension requirements are - Halting debug. Note, External Secure invasive debug requires S.

Unless otherwise stated Halting is prohibited in all states if the function \texttt{ExternalInvasiveDebugEnabled()} returns FALSE. The extension requirements are - Halting debug.

When the PE is halted, the PE behaves as if \texttt{ExternalInvasiveDebugEnabled()} is TRUE. The pseudocode function \texttt{HaltingDebugAllowed()} describes this. The extension requirements are - Halting debug.

If the Security Extension is not implemented, there are two Halting debug authentication modes:

<table>
<thead>
<tr>
<th>\texttt{ExternalInvasiveDebugEnabled()}</th>
<th>\texttt{DHCSR.S_HALT}</th>
<th>Halting debug authentication mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>FALSE</td>
<td>0</td>
<td>Halting is prohibited.</td>
</tr>
<tr>
<td>FALSE</td>
<td>1</td>
<td>Halting is allowed.</td>
</tr>
<tr>
<td>TRUE</td>
<td>X</td>
<td>Halting is allowed.</td>
</tr>
</tbody>
</table>

The extension requirements are - Halting debug && !S.

Halting is prohibited in Secure state if any of:

- \texttt{ExternalInvasiveDebugEnabled()} returns FALSE.
- \texttt{DAUTHCTRL.SPIDENSEL} is set to 1 and \texttt{DAUTHCTRL_S.INTSPIDEN} is set to 0.
- \texttt{DAUTHCTRL.SPIDENSEL} is set to 0 and \texttt{ExternalSecureInvasiveDebugEnabled()} returns FALSE.

The pseudocode function \texttt{SecureHaltingDebugAllowed} describes this. The extension requirements are - Halting debug && S.

Halting is prohibited in unprivileged modes in Secure state if all of:

- \texttt{SecureHaltingDebugAllowed()} returns FALSE.

The extension requirements are - Halting debug && S.

If the PE is in non-Debug state the following condition is true:

- \texttt{DHCSR.S_SDE} reads as one if any one of the following of true, and reads as zero otherwise:
  - \texttt{SecureHaltingDebugAllowed()} returns TRUE.

The extension requirements are - Halting debug. Note, S is required for Secure Behavior.

If the PE is in Debug state:

- \texttt{DHCSR.S_SDE} reads as one if either of the the following is true, and reads as zero otherwise:
The PE entered Debug state from Secure state.

- The PE entered Debug state from Non-secure state when SecureHaltingDebugAllowed() returned TRUE.

The extension requirements are - Halting debug. Note, S is required for Secure behavior.

If the Security Extension is implemented, there are three Halting debug authentication modes:

<table>
<thead>
<tr>
<th>HaltingDebugAllowed()</th>
<th>DHCSR.S_SDE</th>
<th>Halting debug authentication mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>FALSE</td>
<td>X</td>
<td>Halting is prohibited.</td>
</tr>
<tr>
<td>TRUE</td>
<td>0</td>
<td>Halting is allowed in Non-secure state. Halting is prohibited in Secure state.</td>
</tr>
<tr>
<td>1</td>
<td></td>
<td>Halting is allowed.</td>
</tr>
</tbody>
</table>

The extension requirements are - Halting debug && S.

When DHCSR.C_DEBUGEN == 0 or the PE is in a state in which Halting is prohibited, the PE does not enter Debug state.

The extension requirements are - Halting debug. Note, S is required for Secure behavior.

See also:

- CanHaltOnEvent().

**B11.3.2 Non-invasive debug authentication**

Non-invasive authentication is controlled by the IMPLEMENTATION DEFINED function:

- ExternalNoninvasiveDebugEnabled()

The extension requirements are - DB.

Secure Non-invasive authentication is controlled by the IMPLEMENTATION DEFINED function:

- ExternalSecureNoninvasiveDebugEnabled()

The extension requirements are - DB.

When HaltingDebugAllowed() is TRUE:

- The PE behaves as if ExternalNoninvasiveDebugEnabled() returns TRUE.
- The pseudocode function NoninvasiveDebugAllowed() describes this.

The extension requirements are - DB.

Non-invasive debug is prohibited if the functions SecureNoninvasiveDebugAllowed() and NoninvasiveDebugAllowed() both return FALSE.

The extension requirements are - DB.

If the Security Extension is not implemented, there are two non-invasive debug authentication modes:

<table>
<thead>
<tr>
<th>ExternalNon-invasiveDebugEnabled()</th>
<th>HaltingDebugAllowed()</th>
<th>Non-invasive debug authentication mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>FALSE</td>
<td>FALSE</td>
<td>Non-invasive debug prohibited.</td>
</tr>
<tr>
<td>TRUE</td>
<td>TRUE</td>
<td>Non-invasive debug allowed.</td>
</tr>
</tbody>
</table>

The extension requirements are - DB.
Non-invasive debug of Secure operations is prohibited if any of the following are true:

- `NoninvasiveDebugAllowed()` returns `FALSE`.
- `DHCSR.S_SDE` is set to 0, `DAUTHCTRL.SPIDEN` is set to 1, and `DAUTHCTRL.INTSPIDEN` is set to 0.
- `ExternalNoninvasiveDebugEnabled()` returns `FALSE`, `DHCSR.S_SDE` is set to 0, and `DAUTHCTRL.SPIDEN` is set to 0.

The pseudocode function `SecureNoninvasiveDebugAllowed()` shows this, if this function returns `true` Secure Non-invasive debug is permitted.

If the Security Extension is implemented, there are three non-invasive debug authentication modes:

<table>
<thead>
<tr>
<th>Noninvasive-DebugEnabled()</th>
<th>SecureNon-invasiveDebugAllowed()</th>
<th>Non-invasive debug authentication mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>FALSE</td>
<td>X</td>
<td>Non-invasive debug prohibited.</td>
</tr>
<tr>
<td>TRUE</td>
<td>FALSE</td>
<td>Non-invasive debug of only Non-secure operations allowed. Non-invasive debug of Secure operations prohibited.</td>
</tr>
<tr>
<td>TRUE</td>
<td>TRUE</td>
<td>Non-invasive debug allowed.</td>
</tr>
</tbody>
</table>

The extension requirements are `- DB`. The PE does not generate any trace or profiling data when non-invasive debug is prohibited.

If non-invasive debug of Secure operations is prohibited, the PE does not generate any trace or profiling data that contains secure information or is attributable to secure operations.

If non-invasive debug is prohibited in the current Security state, an ETM behaves as described in the relevant ETM architecture.

See also:

- `NoninvasiveDebugAllowed()`.
- `SecureNoninvasiveDebugAllowed()`.

**B11.3.3 DebugMonitor exception authentication**

DebugMonitor exception authentication is only available if the Main Extension is implemented.

DebugMonitor exception authentication is controlled by the IMPLEMENTATION DEFINED authentication interface function `ExternalSecureSelfHostedDebugEnabled()`.

Unless otherwise stated DebugMonitor exceptions are never generated for Secure operations if any of:

- `DAUTHCTRL.SPIDEN` is set to 1 and `DAUTHCTRL.INTSPIDEN` is set to 0.
- `DAUTHCTRL.SPIDEN` is set to 0 and `ExternalSecureSelfHostedDebugEnabled()` returns `FALSE`. 

See also:

- B12.2.2 DWT unit operation on page 278.
The pseudocode function SecureDebugMonitorAllowed() describes this.

_The extension requirements are - \( M \&\& S \)._
B11.3. Debug authentication interface

When a DebugMonitor exception is pending or active:

- DEMCR.SDME is set to 1 if SecureDebugMonitorAllowed() returned TRUE when a DebugMonitor exception became pending or active.
- DEMCR.SDME is zero otherwise.

The extension requirements are - M.

When a DebugMonitor exception is not pending and is not active:

- DEMCR.SDME is set to 1 if SecureDebugMonitorAllowed() is TRUE.
- DEMCR.SDME is zero otherwise.

The extension requirements are - M.

If the Security Extension is implemented, there are two DebugMonitor exception authentication modes, which are controlled by DEMCR.SDME:

<table>
<thead>
<tr>
<th>DEMCR.SDME</th>
<th>Target State for DebugMonitor exception</th>
<th>DebugMonitor exception authentication mode</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Non-secure</td>
<td>Non-secure DebugMonitor exception.</td>
</tr>
<tr>
<td>1</td>
<td>Secure</td>
<td>Secure DebugMonitor exception.</td>
</tr>
</tbody>
</table>

The extension requirements are - M && S.

If DEMCR.SDME == 1, SHPR3.PRI_12 behaves as RAZ/WI when accessed from Non-secure state.

The extension requirements are - M && S.

When set to 1, DEMCR.MON_PEND remains set to 1 until either the DebugMonitor exception is taken or a write sets the field to 0.

The extension requirements are - M.

See also:
CanPendMonitorOnEvent().

B11.3.4 DAP access permissions

When HaltingDebugAllowed() returns TRUE the external debugger can access the whole physical address space.

The extension requirements are - DB.

Unless otherwise stated if HaltingDebugAllowed() = FALSE the DAP access permissions are:
## Address Range Region or Registers

<table>
<thead>
<tr>
<th>Address Range</th>
<th>Region or registers</th>
<th>NoninvasiveDebugAllowed()</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00000000–0xDFFFFFFF</td>
<td>Rest of Memory</td>
<td>No access</td>
</tr>
<tr>
<td>0xE0000000–0xE00FFFFF</td>
<td>CoreSight Software</td>
<td>No access</td>
</tr>
<tr>
<td>0xE000xxFB0–0xE00xxFB7</td>
<td>Lock registers</td>
<td>No access, RW</td>
</tr>
<tr>
<td>0xE000xxFDO–0xE00xxFFF</td>
<td>All ID registers</td>
<td>RO, RO</td>
</tr>
<tr>
<td>0xE00001000–0xE0001FCF</td>
<td>ITM</td>
<td>No access, RW</td>
</tr>
<tr>
<td>0xE00040000–0xE004040FF</td>
<td>TPIU</td>
<td>RW, RW</td>
</tr>
<tr>
<td>0xE00041000–0xE0041FFFF</td>
<td>ETM</td>
<td>RW, RW</td>
</tr>
<tr>
<td>0xE00420000–0xE00FFEFFF</td>
<td>IMPDEF</td>
<td>IMPDEF, IMPDEF</td>
</tr>
<tr>
<td>0xE00FF0000–0xE00FFFFFF</td>
<td>ROM table</td>
<td>RO, RO</td>
</tr>
<tr>
<td>0xE01000000–0xFFFFFFFF</td>
<td>Vendor_SYS</td>
<td>No access</td>
</tr>
</tbody>
</table>

### Notes
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Chapter B11. Debug
B11.3. Debug authentication interface

The extension requirements are - *DB && S*.

**RVTTN**
Unless otherwise stated DAP accesses are not checked by the MPU.

*The extension requirements are - *DB && MPU*.

**RFDCQ**
DAP accesses to the SCS registers ignore NS-Req.

*The extension requirements are - *DB && S*.

**RSSVN**
Permitted DAP accesses to Secure SCS registers in the range 0xE000E000-0xE000EFFF are affected by the values of DHCSR.S_SDE, DSCSR.SBRSELEN, and DSCSR.SBRSEL, as well as by the current Security state of the PE. The following table shows the effect of these factors on the register being viewed.

<table>
<thead>
<tr>
<th>DHCSR.S_SDE</th>
<th>DSCSR.SBRSELEN</th>
<th>DSCSR.SBRSEL</th>
<th>Current Security state of the PE</th>
<th>View of register accessed</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>X</td>
<td>X</td>
<td>X</td>
<td>Non-secure.</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>0</td>
<td>X</td>
<td>Non-secure.</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>X</td>
<td>Secure.</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>X</td>
<td>Non-secure.</td>
<td>Non-secure.</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>X</td>
<td>Secure.</td>
<td>Secure.</td>
</tr>
</tbody>
</table>

*The extension requirements are - *DB && S*.*
Permitted DAP accesses to the region 0xE002E000-0xE002EFF are RAZ/WI if the access is privileged and return an error if the access is unprivileged.

The extension requirements are - DB.
Chapter B11. Debug
B11.3. Debug authentication interface

See also:

B3.14 Secure address protection on page 80.

Chapter B8 The Armv8-M Protected Memory System Architecture on page 213.
B11.4 Debug event behavior

B11.4.1 About debug events

An event that is triggered for debug reasons is known as a debug event.

The extension requirements are - DB.

A debug event that is not ignored causes one of the following to occur:

- If Halting debug is implemented and enabled, entry to Debug state.
- A HardFault exception.
- Lockup.

The extension requirements are - DB. Note, entry to Debug state requires Halting Debug.

A debug event that is not ignored, can cause a DebugMonitor exception to occur.

The extension requirements are - M.

The HardFault exceptions or Lockup that are caused by debug events are generated by:

- A BKPT instruction that is executed when the PE can neither halt nor generate a DebugMonitor exception.
- In some circumstances, the FPB.

The extension requirements are - M. Note, an FPB requires FPB.

The debug events are as follows.

<table>
<thead>
<tr>
<th>Debug event</th>
<th>Actions</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step</td>
<td>Halt or DebugMonitor exception.</td>
</tr>
<tr>
<td>Halt Request</td>
<td>Halt</td>
</tr>
<tr>
<td>Breakpoint</td>
<td>Halt, DebugMonitor exception, or Hardfault.</td>
</tr>
<tr>
<td>Watchpoint</td>
<td>Halt or DebugMonitor exception.</td>
</tr>
<tr>
<td>Vector catch</td>
<td>Halt only</td>
</tr>
<tr>
<td>External</td>
<td>Halt or DebugMonitor exception.</td>
</tr>
</tbody>
</table>

Note, a DebugMonitor exception requires M. Halt requires Halting Debug.

The DFSR contains status bits for each debug event. These bits are set to 1 when a debug event causes the PE to halt or generate a DebugMonitor exception, and are then write-one-to-clear.

The following table shows which bit is set for each debug event.

<table>
<thead>
<tr>
<th>Event cause</th>
<th>DFSR bit</th>
</tr>
</thead>
<tbody>
<tr>
<td>Step</td>
<td>HALTED</td>
</tr>
<tr>
<td>Halt request</td>
<td>HALTED</td>
</tr>
<tr>
<td>Breakpoint</td>
<td>BKPT</td>
</tr>
<tr>
<td>Watchpoint</td>
<td>DWTTRAP</td>
</tr>
<tr>
<td>Vector catch</td>
<td>VCATCH</td>
</tr>
<tr>
<td>External</td>
<td>EXTERNAL</td>
</tr>
</tbody>
</table>

The extension requirements are - M \| Halting debug.

It is IMPLEMENTATION DEFINED whether the DFSR debug event bits are updated when an event is ignored.

The extension requirements are - DB.

Debug events are either synchronous or asynchronous.

The extension requirements are - DB.
The synchronous debug events are:

- Breakpoint debug events, caused by execution of a \texttt{BKPT} instruction or by a match in the FPB.
- Vector catch debug events, caused when one or more \texttt{DEMCR.VC_*} bits are set to 1, and the PE takes the corresponding exception.
- Step debug events, caused by \texttt{DHCSR.C_STEP} or \texttt{DEMCR.MON_STEP}.

The extension requirements are - \texttt{DB}.

A single instruction can generate several synchronous debug events.

The extension requirements are - \texttt{DB}.

Synchronous debug events are associated with the instruction that generated them and are taken instead of executing the instruction. The PE does not generate any other synchronous exception or debug event that might have occurred as a result of executing the instruction.

The extension requirements are - \texttt{DB}.

The Step debug event is taken on the instruction following the instruction being stepped. This means that prioritization of the event applies relative to any other exception or debug event for the following instruction, not for the instruction being stepped.

The extension requirements are - \texttt{DB}.

If multiple synchronous debug events and exceptions are generated on the same instruction, they are prioritized as follows:

1. Halt request (halting only), including where \texttt{DHCSR.S_HALT} is set by \texttt{DHCSR.C_STEP} of the previous instruction.
2. Highest-priority pending exception that is eligible to be taken. If the Main Extension is implemented, this might be a DebugMonitor exception, if \texttt{DEMCR.MON_PEND} == 1. This includes where \texttt{DEMCR.MON_PEND} is set by \texttt{DEMCR.MON_STEP} of the previous instruction.
3. Vector catch.
4. Fault from an instruction fetch, including synchronous BusFault error.
5. Breakpoint that is signaled by an FPB unit.
6. \texttt{BKPT} instruction or other exception that results from decoding the instructions. This includes the cases where exceptions from the instruction are \texttt{UNDEFINED}, an unimplemented or disabled coprocessor is targeted, or the \texttt{EPSR.T} bit has a value of 1.
7. Other synchronous exception that is generated by executing the instruction, including an exception that is generated by a memory access that is generated by the instruction.

The extension requirements are - \texttt{DB}. Note, not all of the debug features listed might be implemented in a particular implementation.

The highest-priority synchronous debug event is reported in the DFSR.

The extension requirements are - \texttt{DB}.

It is \texttt{UNPREDICTABLE} whether synchronous debug events that occur on the same instruction as a debug event with a higher priority are reported in the DFSR.

The extension requirements are - \texttt{DB}.

The asynchronous debug events are:

- Watchpoint debug events caused by a match in the DWT, including instruction address match watchpoints.
- Halt request debug events, where either:
  - A debugger write that has set \texttt{DHCSR.C_HALT} to 1 and \texttt{DHCSR.C_DEBUGEN} set to 1.
  - A software write that sets \texttt{DHCSR.C_HALT} to 1 when \texttt{DHCSR.C_DEBUGEN} was set to 1.
• External debug request debug events caused by assertion of an IMPLEMENTATION DEFINED external debug request.

The extension requirements are - DB.

RbJmc When DHCSR.C_DEBUGEN == 0 or the PE is in a state in which halting is prohibited, DHCSR.C_HALT and DHCSR.C_STEP are ignored, and these bits have an Effective value of 0.

The extension requirements are - Halting debug.

See also:
B3.13 Priority model on page 76.
Halting debug.
DebugMonitor exception.
B11.4.3 Vector catch on page 258.
GenerateDebugEventResponse() .

Halting debug

RwlCF Setting the DHCSR.C_DEBUGEN bit to 1 enables Halting debug.

The extension requirements are - Halting debug.

RzITG A debug event sets DHCSR.C_HALT to 1 if all of the following conditions apply:
• The debug event supports generating entry to Debug state.
• DHCSR.C_DEBUGEN == 1.
• Unless otherwise stated, halting is allowed.

The extension requirements are - Halting debug.

RtlLS If DHCSR.C_HALT has a value of 1 and halting is allowed, the PE halts and enters Debug state.

The extension requirements are - Halting debug.

RfKMB A debug event that sets DHCSR.C_HALT to 1 pends entry to Debug state.

The extension requirements are - Halting debug.

RmKlf A debug event might set DHCSR.C_HALT and remain pending through execution in a mode or state where halting debug is prohibited, which might not be a finite time. If halting is prohibited in Secure state and allowed in Non-secure state, then on transition from Secure to Non-secure state by an exception entry, exception return, Non-secure function call or function return, if DHCSR.C_HALT has a value of 1, the PE halts and enters Debug state before the first instruction executed in Non-secure state completes its execution.

The extension requirements are - Halting debug.

RkSrJ If DHCSR.C_HALT has a value of 1 or EDBGREQ is asserted before a Context synchronization event, and halting is allowed after the Context synchronization event, then the PE halts and enters Debug state before the first instruction following the Context synchronization event completes its execution.

The extension requirements are - Halting debug || EDBGREQ.

RjQsf DFSR is updated at the same time as the PE sets DHCSR.C_HALT to 1.

The extension requirements are - Halting debug.
If an instruction that is being stepped or an instruction that generates a debug event reads DFSR or DHCSR, the value that is read for the relevant DFSR bit or for DHCSR.C_HALT is UNKNOWN.

The extension requirements are - Halting debug.

For asynchronous debug events, if halting is allowed, the PE enters Debug state in finite time.

The extension requirements are - Halting debug.

Entering Debug state has no architecturally defined effect on the Event Register and exclusive monitors.

The extension requirements are - Halting debug.

DHCSR.C_SNAPSTALL might allow imprecise entry into the Debug state, for example by forcing any stalled load or store instructions to be abandoned.

The extension requirements are - Halting debug.

If DHCSR.C_DEBUGEN == 0 or HaltingDebugAllowed() == FALSE, DHCSR.C_SNAPSTALL is ignored and has an Effective value of 0.

The extension requirements are - Halting debug.

If DHCSR.S_SDE == 0, DHCSR.C_SNAPSTALL ignores writes from the debugger.

The extension requirements are - Halting debug & & S.

When the PE is in a state in which halting is prohibited, if DHCSR.C_HALT == 1 and DHCSR.C_DEBUGEN == 1, then DHCSR.C_HALT remains set unless it is cleared by a direct write to DHCSR. If the PE enters a state in which halting is allowed while DHCSR.C_HALT is set to 1, then the PE enters Debug state.

The extension requirements are - Halting debug.

See also:

DHCSR, Debug Halting Control and Status Register.

B11.4.2 Debug stepping on page 254.

B11.5 Debug state on page 262.

DebugMonitor exception

The DebugMonitor exception is only available if the Main Extension is implemented.

The extension requirements are - M.

The DebugMonitor exception is enabled when the DEMCR.MON_EN bit is set to 1.

The extension requirements are - M.

A debug event sets DEMCR.MON_PEND to 1 if all of the following conditions apply:

- The debug event supports generating DebugMonitor exceptions and does not generate an entry to Debug state.
- DEMCR.MON_EN == 1.
- DEMCR.SDME == 1 for Secure state DebugMonitor exceptions.
- The DebugMonitor exception group priority is greater than the current execution priority.

The function CanPendMonitorOnEvent() describes this.

The extension requirements are - M.
If a Debug event does not generate an entry to Debug state and DEMCR.MON_EN is set to 0, or the DebugMonitor exception group priority value is lower than the current execution priority, or DEMCR.SDME == 0 and the DebugMonitor exception was generated in Secure state:

- The PE escalates a DebugMonitor synchronous exception that is generated by executing a BKPT instruction to a HardFault.
- The PE might set DEMCR.MON_PEND to 1 for a watchpoint debug event.
- The PE ignores the other debug events.

_The extension requirements are - M._

A debug event that sets DEMCR.MON_PEND to 1 pends a DebugMonitor exception.

_The extension requirements are - M._

DEMCR.MON_PEND is cleared to 0 when the PE takes a DebugMonitor exception. This means that a value of 1 for DEMCR.MON_PEND might never be observed for a synchronous DebugMonitor exception.

_The extension requirements are - M._

DFSR is updated at the same time as the PE sets DEMCR.MON_PEND to 1.

_The extension requirements are - M._

If an instruction that is being stepped or that generates a debug event reads DFSR or DEMCR, the value that is read for the relevant DFSR bit or for DEMCR.MON_PEND is UNKNOWN.

_The extension requirements are - M._

For asynchronous debug events, if taken as a DebugMonitor exception, and if the current priority is lower than the DebugMonitor exception group priority, a DebugMonitor exception is taken in finite time.

_The extension requirements are - M._

A direct write to DEMCR can set DEMCR.MON_PEND to 1 at any time to make the DebugMonitor exception pending or can set DEMCR.MON_PEND to 0 to remove a pending DebugMonitor exception.

_The extension requirements are - M._

When DEMCR.MON_PEND == 1, the PE takes the DebugMonitor exception according to the exception prioritization rules, regardless of the value of DEMCR.SDME and DEMCR.MON_EN.

_The extension requirements are - M._

Unless otherwise stated, asynchronous DebugMonitor exceptions can only cause preemption at instruction boundaries.

_The extension requirements are - M._

DebugMonitor exceptions cannot cause instruction resume or instruction restart. However, if another exception preempts an execution-continuable instruction that also generates a watchpoint, the PE might take that exception during the instruction, or abandon the instruction to take the exception, and, after returning from the exception, tail-chain to the DebugMonitor exception.

_The extension requirements are - M._

See also:

- B12.2.2 DWT unit operation on page 278.
- B12.5.2 FPB unit operation on page 300.
- B3.27 Exceptions, instruction resume, or instruction restart on page 110.
B11.4.2 Debug stepping

The Armv8-M architecture supports debug stepping in both Halting debug and for the DebugMonitor exception. The extension requirements are - Halting debug \( M \). Note, might require the DebugMonitor exception.

It is IMPLEMENTATION DEFINED whether stepping a WFE or WFI instruction causes the WFE or WFI instruction to:

- Retire and take the debug event.
- Go into a sleep state and take the debug event only when another wake up event occurs.

The extension requirements are - Halting debug \( M \).

If a debug event wakes a WFE or WFI instruction, then on taking the debug event, the instruction has retired.

The extension requirements are - Halting debug \( M \).

See also:
Halting debug stepping.
Debug monitor stepping.

**Halting debug stepping**

A debugger can use Halting debug stepping to exit from Debug state, execute a single instruction, and then reenter Debug state.

The extension requirements are - Halting debug.

Halting debug stepping is active when all of the following apply:

- DHCSR.C_DEBUGEN is set to 1, Halting debug is enabled, and halting is allowed.
- DHCSR.C_STEP is set to 1, halting stepping is enabled.
- The PE is in Non-debug state.

The extension requirements are - Halting debug.

When the PE exits Debug state and Halting debug stepping becomes active, the PE performs a Halting debug step as follows:

1. Performs one of the following:
   
   - Completes the next instruction without generating any exception.
   - Takes any pending exception entry of sufficient priority, without completing the next instruction. The PE performs an exception entry sequence that stacks the next instruction context. This context might include instruction continuation bits if the next instruction was partly executed and supports instruction resume. The exception might be a pending exception, or an exception generated by the execution of the next instruction.
   - Completes the execution of the next instruction, and then takes any pending exception of sufficient priority. The PE performs an exception entry sequence that stacks the following instruction context.
   - If the next instruction is an exception return instruction, completes the next instruction, tail-chaining to enter a new exception handler.

   In each case where the PE performs an exception entry sequence it does so according to the exception priority and late-arrival rules, meaning derived and late-arriving exceptions might preempt the exception entry sequence.

   The exception behavior is not recursive. Only a single PushStack() update can occur in a step sequence.

2. Sets DFSR.HALTED and DHCSR.C_HALT to 1. A read of the DFSR.HALTED or the DHCSR.C_HALT
bit performed by the stepped instruction returns an UNKNOWN value.

3. After the Halting debug step, before executing the following instruction, because DHCSR.C_HALT is set the PE will halt and enter Debug state if halting is still allowed. However, if halting is prohibited after the Halting debug step then the PE does not enter Debug state and DHCSR.C_HALT remains set.

The extension requirements are - Halting debug.
The debugger can optionally set DHCSR.C_MASKINTS to 1 to prevent PENDSV, SysTick, and external configurable interrupts from being taken. If a permitted exception becomes active, the PE steps into the exception handler and halts before executing the first instruction of the associated exception handler.

*The extension requirements are - Halting debug.*

If DHCSR.C_DEBUGEN == 0 or HaltingDebugAllowed() == FALSE, DHCSR.C_MASKINTS is ignored and has an Effective value 0.

*The extension requirements are - Halting debug.*

If DHCSR.S_SDE == 0, DHCSR.C_MASKINTS is ignored for exceptions targeting Secure state.

*The extension requirements are - Halting debug && S.*
Chapter B11. Debug

B11.4. Debug event behavior

RMBCB  

**DHCSR.[C\_HALT, C\_STEP, C\_MASKINTS]** can be written in a single write to **DHCSR**, as follows:

<table>
<thead>
<tr>
<th>C_HALT</th>
<th>C_STEP</th>
<th>C_MASKINTS</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>Exit Debug state and start instruction execution. Exceptions can become active and prioritized according to the priority rules and the configuration of exceptions.</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>1</td>
<td>Exit Debug state and start instruction execution. PendSV, SysTick and, external configurable interrupts are disabled, otherwise exceptions can become active and prioritized according to the priority rules.</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
<td>Exit Debug state, step an instruction and halt. Exceptions can become active and prioritized according to the priority rules.</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>1</td>
<td>Exit Debug state, step an instruction and halt. PendSV, SysTick and, external configurable interrupts are disabled, otherwise exceptions can become active and prioritized according to the priority rules.</td>
</tr>
<tr>
<td>1</td>
<td>X</td>
<td>X</td>
<td>Remain in Debug state.</td>
</tr>
</tbody>
</table>

The write to **DHCSR** assumes that **DHCSR.C\_DEBUGEN** and **DHCSR.S\_HALT** are both set to 1 when the write occurs and the PE is halted.

The extension requirements are - **Halting debug**.

**Debug monitor stepping**

LDXCT  

A debugger can use debug monitor stepping to return from the DebugMonitor exception handler, execute a single instruction, and then reenter the DebugMonitor exception handler.

*The extension requirements are - DebugMonitor exception.*

RMLRM  

Debug monitor stepping is active when all of the following apply:

- **DHCSR.C\_DEBUGEN** is set to 0 or the PE is in a state in which halting is prohibited.
- **DEMCR.MON\_EN** is set to 1, that is Monitor debug is enabled.
- **DEMCR.MON\_STEP** is set to 1, that is monitor stepping is enabled.
- **DEMCR.SDME == 1** or the PE is in Non-secure state.
- Execution priority is below the priority of the DebugMonitor exception.

*The extension requirements are - M.*

RSHIFT  

When DebugMonitor stepping becomes active, the PE performs a DebugMonitor step as follows:

1. It performs one of the following:
   - It completes the next instruction without generating any exception.
   - It takes any pending exception of sufficient priority. The PE performs an exception entry sequence that stacks the next instruction context. The exception might be a pending exception, or it might be an exception generated by the execution of the next instruction.
   - If the next instruction is an exception return instruction, the PE completes the next instruction, tail-chaining to enter a new exception handler according to the normal exception priority and late-arrival rules.

   If the PE performs an exception entry sequence as part of step 1, the PE stacks the next instruction context. This context might include instruction continuation bits if the next instruction was partly executed and...
supports instruction resume.

2. If the execution priority is below the priority of the DebugMonitor exception after step 1, the PE sets DEMCR.MON_PEND and DFSR.HALTED to 1. A read of DEMCR.MON_PEND or DFSR.HALTED by the stepped instruction returns an UNKNOWN value.

3. Before executing the following instruction, the PE takes any pending exception with sufficient priority.

   If step 2 set DEMCR.MON_PEND to 1, then the DebugMonitor exception is pending. However, it is UNPREDICTABLE whether the PE uses the new value or the old value of DEMCR.MON_PEND in determining the highest priority exception. This means that:

   • Another exception might preempt execution before the DebugMonitor exception is taken, and the exception might be lower priority than the DebugMonitor exception. However, this is a Context synchronization event and the PE uses the new value of DEMCR.MON_PEND to determine the highest priority exception before executing the next instruction.
   • If no other exceptions are pending, the PE takes the DebugMonitor exception.

Derived and late-arriving exceptions might preempt the exception entry sequence.

*The extension requirements are - M.*

**IGPSX**

In all other cases, the DebugMonitor exception preempting execution returns control to the DebugMonitor exception handler. Unless that handler clears DEMCR.MON_STEP to 0, returning from the handler performs the next debug monitor step.

*The extension requirements are - M.*

**IKPKX**

If, after the debug monitor stepping process, the taking of an exception means that the execution priority is no longer below that of the DebugMonitor exception, the values of DEMCR.MON_STEP and DEMCR.MON_PEND mean that debug monitor stepping process continues when execution priority falls back below the priority of the DebugMonitor exception.

*The extension requirements are - M.*

**B11.4.3 Vector catch**

**ITVRX**

Vector catch is the mechanism for generating a debug event and entering Debug state on entry to a particular exception handler or reset.

*The extension requirements are - M.*

**RJCR**

Vector catching is only supported by Halting debug.

*The extension requirements are - Halting debug.*

**RFBVX**

The conditions for a vector catch, other than reset vector catch, are:

- DHCSR.C_DEBUGEN == 1 and halting is allowed for the Security state the exception is targeting.
- The associated exception enable bit is set.
- The associated active bit is set.
- The associated vector catch enable bit.
- An exception is taken to the relevant exception handler. The associated fault status register status bit is set to 1.

When these conditions are met, the PE sets DHCSR.C_HALT to 1 and enters Debug state before executing the first instruction of the exception handler.

*The extension requirements are - Halting debug.* Note, If the Main Extension is not implemented only bits [24],[10] and [0] of DEMCR are implemented with Halting debug functionality. SecureFault requires S.
Late arrival and derived exceptions might occur, preempting the exception targeted by the vector catch and postponing when the PE halts.

*The extension requirements are - Halting debug.*

The following table defines the exception, Fault status bit, and Vector catch bit.

<table>
<thead>
<tr>
<th>Exception</th>
<th>Fault status bit</th>
<th>Vector catch bit</th>
</tr>
</thead>
<tbody>
<tr>
<td>HardFault</td>
<td>HFSR.VECTTBL</td>
<td>VC_INTERR</td>
</tr>
<tr>
<td></td>
<td>HFSR.FORCED</td>
<td>VC_HARDERR</td>
</tr>
<tr>
<td></td>
<td>HFSR.DEBUGEVT</td>
<td>VC_HARDERR</td>
</tr>
<tr>
<td>BusFault</td>
<td>BFSR.IBUSERR</td>
<td>VC_BUSERR</td>
</tr>
<tr>
<td></td>
<td>BFSR.PRECISERR</td>
<td>VC_BUSERR</td>
</tr>
<tr>
<td></td>
<td>BFSR.IMPRECISERR</td>
<td>VC_BUSERR</td>
</tr>
<tr>
<td></td>
<td>BFSR.UNSTKERR</td>
<td>VC_INTERR</td>
</tr>
<tr>
<td></td>
<td>BFSR.STKERR</td>
<td>VC_INTERR</td>
</tr>
<tr>
<td></td>
<td>BFSR.LSPERR</td>
<td>VC_INTERR</td>
</tr>
<tr>
<td>DebugMonitor</td>
<td>HFSR.DEBUGEVT</td>
<td>-</td>
</tr>
<tr>
<td>MemManage fault</td>
<td>MMFSR.IACCVIOL</td>
<td>VC_MMERR</td>
</tr>
<tr>
<td></td>
<td>MMFSR.DACCVIOL</td>
<td>VC_MMERR</td>
</tr>
<tr>
<td></td>
<td>MMFSR.MUNSTKERR</td>
<td>VC_INTERR</td>
</tr>
<tr>
<td></td>
<td>MMFSR.MSTKERR</td>
<td>VC_INTERR</td>
</tr>
<tr>
<td></td>
<td>MMFSR.MLSPERR</td>
<td>VC_INTERR</td>
</tr>
<tr>
<td>NMI</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>PENDSV</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>UsageFault</td>
<td>UFSR.UNDEFINSTR</td>
<td>VC_STATERR</td>
</tr>
<tr>
<td></td>
<td>UFSR.INVSTATE</td>
<td>VC_STATERR</td>
</tr>
<tr>
<td></td>
<td>UFSR.INVPC</td>
<td>VC_STATERR</td>
</tr>
<tr>
<td></td>
<td>UFSR.NOPC</td>
<td>VC_NOCPERR</td>
</tr>
<tr>
<td></td>
<td>UFSR.STKOF</td>
<td>VC_INTERR</td>
</tr>
<tr>
<td></td>
<td>UFSR.UNALIGNED</td>
<td>VC_CHKERR</td>
</tr>
<tr>
<td></td>
<td>UFSR.DIVBYZERO</td>
<td>VC_CHKERR</td>
</tr>
<tr>
<td>SecureFault</td>
<td>SFSR.INVEP</td>
<td>VC_SFERR</td>
</tr>
<tr>
<td></td>
<td>SFSR.INVIS</td>
<td>VC_SFERR</td>
</tr>
<tr>
<td></td>
<td>SFSR.INVER</td>
<td>VC_SFERR</td>
</tr>
<tr>
<td></td>
<td>SFSR.AUVIOL</td>
<td>VC_SFERR</td>
</tr>
<tr>
<td></td>
<td>SFSR.INVTRAN</td>
<td>VC_SFERR</td>
</tr>
<tr>
<td></td>
<td>SFSR.LSPERR</td>
<td>VC_SFERR</td>
</tr>
<tr>
<td></td>
<td>SFSR.LSERR</td>
<td>VC_SFERR</td>
</tr>
<tr>
<td>SVCALL</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>SysTick</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

*The extension requirements are - M.*

When DHCSR.C_DEBUGEN == 0 or the PE is in a state in which halting is prohibited, all DEMCR.VC_ bits, other than DEMCR.VC_CORERESET, are ignored.

*The extension requirements are - Halting debug && S.*

The PE pend a Vector catch event when all of the following is true:

- The PE has reset into Secure state.
- DHCSR.C_DEBUGEN == 1.
- DEMCR.VC_CORERESET == 1.
- Halting debug is not allowed in Secure state.
B11.4. Debug event behavior

The PE does not halt until either it enters Non-secure state or debug is allowed in Secure state.

The extension requirements are - Halting debug 
&& S.

See also:
B1.1 Resets, Cold reset, and Warm reset on page 47.
B3.10 Exception enable, pending, and active bits on page 68.
B3.13 Priority model on page 76.
B3.12 Faults on page 72.
B3.9 Exception numbers and exception priority numbers on page 65.
B3.24 Exceptions during exception entry on page 104.
B3.25 Exceptions during exception return on page 106.
Chapter B1 Resets on page 46.

B11.4.4 Breakpoint instructions

R_{CBJG} When DHCSR.C_DEBUGEN == 0 or when the PE is in a state in which halting is prohibited, the BKPT instruction does not generate an entry to Debug state. If no DebugMonitor exception is generated, the BKPT instruction generates a HardFault exception or enters Lockup state.

R_{MFHN} A BKPT instruction halts the PE if all of the following conditions apply:

- HaltingDebugAllowed() == TRUE.
- DHCSR.C_DEBUGEN == 1.
- The Security Extension is not implemented, the instruction is executed in Non-secure state, or DHCSR.S_SDE == 1.

The extension requirements are - Halting debug.

R_{FLKK} A BKPT instruction generates a DebugMonitor exception if it does not halt the PE and all of the following conditions apply:

- DEMCR.MON_EN == 1.
- The DebugMonitor exception group priority is greater than the current execution priority.
- The Security Extension is not implemented, the instruction is executed in Non-secure state, or DEMCR.SDME == 1.

The extension requirements are - M.

B11.4.5 External debug request

R_{XZCP} When the PE is in Non-debug state, an external agent can signal an external debug request.

R_{G7GK} An external debug request can cause a debug event, that causes either:

- Entry to Debug state.
- If the Main Extension is implemented, a DebugMonitor exception.

The extension requirements are - M || Halting debug.
Chapter B11. Debug
B11.4. Debug event behavior

RFGCV  The PE ignores external debug requests when it is in Debug state.

The extension requirements are - Halting debug.

RXRBD  When DHCSR.C_DEBUGEN == 0 or the PE is in a state in which halting is prohibited, an External debug request
        does not generate an entry to Debug state and is ignored if no DebugMonitor exception is generated.

RNGMB  If the DebugMonitor exception group priority is greater than the current execution priority and DEMCR.MON_EN
        == 1, an External debug request that does not generate an entry to Debug state sets DEMCR.MON_PEND to 1.

The extension requirements are - M.

See also:

B11.4 Debug event behavior on page 249.
DFSR.EXTERNAL.
B11.5 Debug state

In Halting debug, debug events allow an external debugger to halt the PE. The PE then enters Debug state. When the PE is in Debug state:

- The PE stops executing instructions from the location indicated by the PC, and is instead controlled by the external debug interface.
- The PE cannot service any interrupts.

The extension requirements are - Halting debug.

In Debug state, the PE clears the DHCSR.S_REGRDY bit to 0 when the debugger writes to DCRSR and the PE then sets the bit to 1 when the transfer between the DCRDR and R0-R12 (Rn), Special-purpose register, Floating-point Extension register, or DebugReturnAddress completes.

The extension requirements are - Halting debug. Note, Floating-point registers are RES0 if FP is not implemented.

To transfer a word to a general-purpose register, to a Special-purpose register, to a Floating-point Extension register, or to DebugReturnAddress, a debugger:

1. Writes the required word to DCRDR.
2. Writes to the DCRSR, with the REGSEL value indicating the required register, and the REGWnR bit set to 1 to indicate a write access. This clears the DHCSR.S_REGRDY bit to 0.
3. If required, polls DHCSR until DHCSR.S_REGRDY reads-as-one. This shows that the PE has transferred the DCRDR value to the selected register.

The extension requirements are - Halting debug.

To transfer a word from a general-purpose register, from a Special-purpose register, from a Floating-point Extension register, or from DebugReturnAddress, a debugger:

1. Writes to DCRSR, with the REGSEL value indicating the required register, and the REGWnR bit as 0 to indicate a read access. This clears the DHCSR.S_REGRDY bit to 0.
2. Polls DHCSR until DHCSR.S_REGRDY reads-as-one. This shows that the PE has transferred the value of the selected register to DCRDR.
3. Reads the required value from DCRDR.

The extension requirements are - Halting debug.

In Debug state, following a write to DCRSR that clears the DHCSR.S_REGRDY bit to 0, the behavior is UNPREDICTABLE if any of the following occur before the PE sets DHCSR.S_REGRDY to 1:

- The PE exits Debug state, other than because of a Warm reset.
- The debugger writes to DCRDR or DCRSR.

If the DCRSR.REGWnR bit was set to 0 and the debugger reads from DCRDR before the PE sets DHCSR.S_REGRDY to 1, then the read returns an UNKNOWN value.

The extension requirements are - Halting debug.

When using the DCRDR, DCRSR and DHCSR.S_REGRDY mechanism to write to XPSR, all bits of the XPSR are fully accessible. The effect of writing an illegal value is UNPREDICTABLE.

The extension requirements are - Halting debug.

The DCRDR, DCRSR and DHCSR.S_REGRDY mechanism differs from the behavior of MSR or MRS instruction accesses to the XPSR, where some bits are ignored on writes.

The extension requirements are - Halting debug.
When the PE is halted the Debugger can write to:

- The DebugReturnAddress.
- EPSR.IT/ICI bits.

On exiting Debug state the PE starts from DebugReturnAddress. The Debugger must ensure that the EPSR.IT and EPSR.ICI bits are consistent with DebugReturnAddress, otherwise instruction execution will be UNPREDICTABLE.

The extension requirements are - Halting debug.

The debugger can always set FAULTMASK to 1, but doing so might cause unexpected behavior on exit from Debug state. An MSR instruction cannot set FAULTMASK to 1 when the execution priority is -1 or higher.

The extension requirements are - Halting debug.

The debugger can write to the EPSR.IT/ICI bits, and on exiting Debug state any interrupted LDM or STM instruction will use these new values. Clearing the ICI bits to 0 will cause the interrupted LDM or STM instruction to restart or continue.

The extension requirements are - Halting debug.

When the PE is in Debug state, an indirect write to a Special-purpose register caused by an access by the debugger to a register within the System Control Block (SCB) is guaranteed to be visible after the access to the register within the SCB completed to a subsequent:

- Access to the Special-purpose register through DCRDR.
- Indirect read of the Special-purpose register made for an access of any register through DCRDR or any register within the System Control Block.

The extension requirements are - Halting debug.

When the PE is in Debug state, a write to a Special-purpose register made by the debugger through the DCRDR is guaranteed to be visible after the write is observed to be completed in DHCSR.S_REGRDY to a subsequent:

- Access of any register through DCRDR or any register within the System Control Block.
- Indirect read of the Special-purpose register made for an access to any register through DCRDR or any register within the System Control Block.

The extension requirements are - Halting debug.

A read or write of a register through DCRDR starts with a write to DCRSR. Where the architecture guarantees that a previous access is visible to a subsequent access through DCRDR, this means the write to DCRSR is made after the point where the previous access is visible.

The extension requirements are - Halting debug.
See also:

*DCRDR, Debug Core Register Data Register.*

*DCRSR, Debug Core Data Select Register.*
B11.6 Exiting Debug state

The PE exits Debug state:

- When the debugger writes 0 to `DHCSR.C_HALT`.
- On receipt of an external restart request.
- On Warm reset.

The extension requirements are - Halting debug.

For synchronous debug events `DebugReturnAddress` is:

<table>
<thead>
<tr>
<th>Synchronous debug event</th>
<th>DebugReturnAddress</th>
</tr>
</thead>
<tbody>
<tr>
<td>Breakpoint debug events (BKPT or FPB Match)</td>
<td>Address of the breakpointed instruction.</td>
</tr>
<tr>
<td>Vector Catch debug events</td>
<td>Address of the first instruction of the exception handler.</td>
</tr>
<tr>
<td>Step debug events</td>
<td>Address of the next instruction to be executed in simple sequential execution order following the instruction that was stepped. If an exception was taken during stepping, this is the first instruction of the exception handler.</td>
</tr>
</tbody>
</table>

The extension requirements are - Halting debug.

Bit[0] of a `DebugReturnAddress` value is RAZ/SBZ. When writing a `DebugReturnAddress`, writing bit [0] of the address does not affect the `EP SR.T` bit.

The extension requirements are - Halting debug.

Exiting Debug state has no architecturally defined effect on the Event Register and exclusive monitors.

The extension requirements are - Halting debug.

If software clears `DHCSR.C_HALT` to 0 when the PE is in Debug state, a subsequent read of the `DHCSR` that returns 1 for both `DHCSR.C_HALT` and `DHCSR.S_HALT` indicates that the PE has reentered Debug state because it has detected a new debug event.

The extension requirements are - Halting debug.

Before leaving Debug state caused by an imprecise entry into Debug state the system is reset.

The extension requirements are - Halting debug.

See also:

B11.5 Debug state on page 262
Chapter B11. Debug

B11.7 Multiprocessor support

Systems that support debug of more than one PE, either within a single device or as heterogeneous PEs in a more complex system, require each PE to support all of the following to enable cross-triggering of debug events between PEs:

- An external debug request.
- A cross-halt event.
- An external restart request.

Support for these features is OPTIONAL in other systems.

### B11.7.1 Cross-halt event

When the PE enters Debug state, it signals to an external agent that it is entering Debug state.

*The extension requirements are - Halting debug.*

### B11.7.2 External restart request

When the PE is in Debug state, an external agent can signal an external restart request that causes the PE to exit Debug state.

*The extension requirements are - Halting debug.*

An external restart request is not ordered with respect to accesses to memory-mapped registers. It is UNPREDICTABLE whether an access to a memory-mapped register from a DAP completes before an external restart request.

*The extension requirements are - Halting debug.*

A debugger ensures that any read or write of a memory-mapped register by the DAP completes before issuing an external restart request.

*The extension requirements are - DB.*

The PE ignores external restart requests when it is in Non-debug state.

See also:

*B11.6 Exiting Debug state on page 265.*
Chapter B12
Debug and Trace Components

This chapter specifies the Armv8-M debug and trace component rules. It contains the following sections:

B12.1 Instrumentation Trace Macrocell on page 268.
B12.2 Data Watchpoint and Trace unit on page 277.
B12.3 Embedded Trace Macrocell on page 297.
B12.4 Trace Port Interface Unit on page 298.
B12.5 Flash Patch and Breakpoint unit on page 300.
**B12.1 Instrumentation Trace Macrocell**

**B12.1.1 About the ITM**

The Instrumentation Trace Macrocell (ITM) provides a memory-mapped register interface that applications can use to generate Instrumentation packets.

*The extension requirements are - ITM.*

The ITM is only available if the Main Extension is implemented.

*The extension requirements are - ITM.*

The ITM generates Instrumentation packets, Synchronization packets, and the following protocol packets:

- Overflow packets.
- Local timestamp packets.
- Global timestamp packets.
- Extension packets.

*The extension requirements are - ITM.*

The ITM combines the following packets into a single trace stream:

- Instrumentation packets.
- Synchronization packets.
- Protocol packets.
- Hardware source packets that are generated by the DWT.

*The extension requirements are - ITM.*

The following figure shows how the ITM relates to other debug components.

*The extension requirements are - ITM.*

When multiple sources are generating data at the same time, the ITM arbitrates using the following priorities:

**Synchronization, when required:** Priority level -1, highest.

**Instrumentation:** Priority level 0.

**Hardware source:** Priority level 1.

**Local timestamps:** Priority level 2.

**Global timestamp 1:** Priority level 3.

The extension requirements are - ITM.

See also:

Global timestamping.

B12.2 Data Watchpoint and Trace unit on page 277.


B12.1.2 ITM operation

The ITM consists of:

- Up to 256 stimulus port registers, ITM_STIMn.
- Up to eight enable registers, ITM_TERn.
- An access control register, ITM_TPR.
- A general control register, ITM_TCR.

The extension requirements are - ITM.

The number of ITM_STIMn registers is an IMPLEMENTATION DEFINED multiple of eight. Software can discover the number of supported stimulus ports by writing all ones to the ITM_TPR, and then reading how many bits are set to 1.

The extension requirements are - ITM.

If the ITM is disabled or not implemented, any Secure or Non-secure write to ITM_STIMn is ignored.

The extension requirements are - ITM &;& S.

Unprivileged and privileged software can always read all ITM registers.

The extension requirements are - ITM.

If the ITM is not implemented, the ITM registers are RAZ/WI.

The extension requirements are - ITM.

The ITM_TPR defines whether each group of eight ITM_STIMn registers, and their corresponding ITM_TERn bits, can be written by an unprivileged access.

The extension requirements are - ITM.

ITM_STIMn registers are 32-bit registers that support the following word-aligned accesses:

- Byte accesses, to access register bits[7:0].
- Halfword accesses, to access register bits[15:0].
- Word accesses, to access register bits[31:0].

The extension requirements are - ITM.

Non-word-aligned accesses are UNPREDICTABLE.

The extension requirements are - ITM.

ITM_TCR.ITMENA is a global enable bit for the ITM. A Cold reset clears this bit to 0, disabling the ITM.

The extension requirements are - ITM.
The **ITM_TERn** registers provide an enable bit for each stimulus port.

*The extension requirements are - ITM.*

When software writes to an enabled **ITM_STIMn** register, the ITM combines the identity of the port, the size of the write access, and the data that is written, into an Instrumentation packet that it writes to a stimulus port output buffer. The ITM transmits packets from the output buffer to a trace sink.

*The extension requirements are - ITM.*

If **DEMCR.TRCENA == 0** or **NoninvasiveDebugAllowed() == FALSE**, the ITM does not generate trace.

*The extension requirements are - ITM.*

The size of the stimulus port output buffer is **IMPLEMENTATION DEFINED**, but has at least one entry. The stimulus port output buffer is shared by all **ITM_STIMn** registers.

*The extension requirements are - ITM.*

When the stimulus port output buffer is full, if software writes to any **ITM_STIMn** register, the ITM discards the write data, and generates an Overflow packet.

*The extension requirements are - ITM.*

Reading the **ITM_STIMn** register of any enabled stimulus port returns a value indicating the output buffer status and that the port is enabled.

*The extension requirements are - ITM.*

Reading an **ITM_STIMn** register when the ITM is disabled, or when the individual stimulus port is disabled in the corresponding **ITM_TERn** register, returns the value indicating that the output buffer cannot accept data because the port is disabled.

*The extension requirements are - ITM.*

Hardware source packets that are generated by any source use a separate output buffer. The output buffer status that is obtained by reading an **ITM_STIMn** register is not affected by trace that is generated by any other source.

*The extension requirements are - ITM && DWT-T.*

Stalling is supported through an optional control, **ITM_TCR.STALLENA**. When implemented and set to 1, the ITM can stall the PE to guarantee delivery of the following Hardware source packets:

- Data Trace Data Address.
- Data Trace Data Value.
- Data Trace Match.
- Data Trace PC Value.
- Exception Trace.

*The extension requirements are - ITM.*

Stalling does not affect the DWT counters.

*The extension requirements are - ITM && DWT-T.*

The ITM might generate an Overflow packet while the PE is stalled, if the DWT generates:

- A Hardware source packet other than a Data trace packet or Exception packet.
- A Data Trace PC value packet or Data Trace Match packet from a Cycle Counter comparator.

*The extension requirements are - ITM.*
The ITM does not stall the PE in Secure state if \( \text{SecureHaltingDebugAllowed()} \equiv \text{FALSE} \).

The extension requirements are - ITM \&\& S.

The ITM does not stall the PE if \( \text{HaltingDebugAllowed()} \equiv \text{FALSE} \).

The extension requirements are - ITM.

The ITM does not stall the PE in such a way as to deadlock the system.

The extension requirements are - ITM.

The ITM does not stall the PE if the trace output is disabled.

The extension requirements are - ITM.

The ITM does not stall for writes to the ITM_STIM\(_n\) registers.

The extension requirements are - ITM.

Instrumentation trace packets appear in the trace output in the order in which writes arrive at the ITM_STIM\(_n\) registers.

The extension requirements are - ITM.

It is IMPLEMENTATION DEFINED whether an ITM requires flushing of trace data to guarantee that data is output.

The extension requirements are - ITM.

If periodic flushing is required, the ITM flushes trace data:

- When a Synchronization packet is generated.
- When trace is disabled, meaning that either DEMCR.TRCENA is cleared to 0 or one or more of ITM_TCR.{TXENA, SYNCENA, TSENA, SYNCENA} is cleared to 0, and the buffered trace includes at least one corresponding packet type.
- In response to other IMPLEMENTATION DEFINED flush requests from the system.

The extension requirements are - ITM.

If a system supports multiple trace streams, the debugger writes a unique nonzero trace ID value to the ITM_TCR.TraceBusID field. The system uses this value to identify the individual trace streams. To avoid trace stream corruption, before modifying the ITM_TCR.TraceBusID a debugger does the following:

- It clears the ITM_TCR.ITMENA bit to 0, to disable the ITM.
- It polls the ITM_TCR.BUSY bit until it returns to 0, indicating that the ITM is inactive.

The extension requirements are - ITM.

**B12.1.3 Timestamp support**

Timestamps provide information on the timing of event generation regarding their visibility at a trace output port.

The extension requirements are - ITM.

An Armv8-M PE can implement either or both of the following types of timestamp:

- Local timestamps.
- Global timestamps.

The extension requirements are - ITM.

**Local timestamping**
Local timestamps provide delta timestamp values, meaning each local timestamp indicates the elapsed time since generating the previous local timestamp.

The extension requirements are - ITM.

The ITM generates the local timestamps from the timestamp counter in the ITM unit.

The extension requirements are - ITM.

The timestamp counter size is an IMPLEMENTATION DEFINED value that is less than or equal to 28 bits.

The extension requirements are - ITM.

It is IMPLEMENTATION DEFINED whether the ITM supports synchronous clocking of the timestamp counter mode.

The extension requirements are - ITM.

It is IMPLEMENTATION DEFINED whether the ITM and TPIU support asynchronous clocking of the timestamp counter mode.

The extension requirements are - ITM.

ITM_TCR.TSENA enables Local timestamp packet generation.

The extension requirements are - ITM.

When local timestamping is enabled and the DWT or ITM transfers a Hardware source or instrumentation trace packet to the appropriate output FIFO, and the timestamp counter is nonzero, the ITM:

- Generates a Local timestamp packet.
- Resets the timestamp counter to zero.

The extension requirements are - ITM.

If the timestamp counter overflows, it continues counting from zero and the ITM generates an Overflow packet and transmits an associated Local timestamp packet at the earliest opportunity. If higher priority trace packets delay transmission of this Local timestamp packet, the timestamp packet has the appropriate nonzero local timestamp value.

The extension requirements are - ITM.

The ITM can generate a Local timestamp packet relating to a single event packet, or to a stream of back-to-back packets if multiple events generate a packet stream without any idle time.

The extension requirements are - ITM.

Local timestamp packets include status information that indicates any delay in one or both of:

- Transmission of the timestamp packet relative to the corresponding event packet.
- Transmission of the corresponding event packet relative to the event itself.

The extension requirements are - ITM.

If the ITM cannot generate a Local timestamp packet synchronously with the corresponding event packet, the timestamp count continues to increment until the ITM can generate a Local timestamp packet.

The extension requirements are - ITM.

The ITM compresses the count value in the timestamp packet by removing leading zeroes, and transmits the smallest packet that can hold the required count value.

The extension requirements are - ITM.
To prevent overflow, Arm recommends that the ITM emits a Local timestamp packet before the timestamp counter overflows.

*The extension requirements are - ITM.*

### Local timestamp clocking options

*ROSTG*  
If the implementation supports both synchronous and asynchronous clocking of the local timestamp counter, **ITM_TCR.SWOENA** selects the clocking mode.

*The extension requirements are - ITM.*

*BEDWS*  
When software selects synchronous clocking, when local timestamping is enabled, the PE clock drives the timestamp counter, and the counter increments on each PE clock cycle.

*The extension requirements are - ITM.*

*JQJD*  
When software selects synchronous clocking, whether local timestamps are generated in Debug state is IMPLEMENTATION DEFINED. Arm recommends that entering Debug state disables local timestamping, regardless of the value of the **ITM_TCR.TSENA** bit.

*The extension requirements are - ITM.*

*JDRD*  
When software selects asynchronous clocking, and enables local timestamping, the TPIU output interface clock drives the timestamp counter, through a configurable prescaler. The rate of asynchronous clocking depends on the output encoding scheme. This clock might be asynchronous to the PE clock.

*The extension requirements are - ITM.*

*BDWS*  
When asynchronous clocking is implemented, whether the incoming clock signal can be divided before driving the local timestamping counter is IMPLEMENTATION DEFINED.

*The extension requirements are - ITM.*

*RMTN*  
If the implementation supports division of the incoming asynchronous clock signal, **ITM_TCR.TSPrescale** sets the prescaler divide value.

*The extension requirements are - ITM.*

*SKCP*  
Software only selects asynchronous clocking when the TPIU is configured to use an output mode that supports asynchronous clocking.

*The extension requirements are - ITM & TPIU.*

*JGCF*  
When software selects asynchronous clocking and the TPIU asynchronous interface is idle, the ITM holds the timestamp counter at zero. This means that the ITM does not generate a local timestamp on the first packet after an idle on the asynchronous interface.

*The extension requirements are - ITM & TPIU.*

See also:  
B12.4 Trace Port Interface Unit on page 298.

### Global timestamping

**DKSD**  
Global timestamps provide absolute timestamp values, which are based on a system global timestamp clock. They provide synchronization between different trace sources in the system.
The extension requirements are - ITM.

R_{SHWD} If an implementation includes Global timestamping, the ITM generates Global timestamp (GTS) packets, which are based on a global timestamp clock.

The extension requirements are - ITM.

R_{RQKJ} The size of the global timestamp is either 48 bits or 64 bits. The choice between these two options is IMPLEMENTATION DEFINED.

The extension requirements are - ITM.

R_{XQWF} To transfer the global timestamp, two formats of Global timestamp packets are defined:

- The first packet format, Global timestamp 1 packet, holds the value of the least significant timestamp bits[25:0], and wrap and clock change indicators.
- The second packet format, Global timestamp 2 packet, holds the value of the high-order timestamp bits:
  - Bits[47:26], if a 48-bit global timestamp is supported.
  - Bits[63:26], if a 64-bit global timestamp is supported.

The extension requirements are - ITM.

R_{VGBT} The ITM generates a full Global timestamp packet, consisting of Global timestamp 1 packet Global timestamp 2 packet, in the following circumstances:

- When software first enables global timestamps, by changing the value of the ITM_TCR.GTSFREQ field from zero to a nonzero value.
- When the system asserts the clock ratio change signal in the external ITM timestamp interface.
- In response to a Synchronization packet request, even if ITM_TCR.SYNCENA == 0.
- When the ITM has to generate a global timestamp, and the ITM detects that the value of the high-order bits of the global timestamp have changed since the Global timestamp 2 packet was last generated.

The extension requirements are - ITM.

R_{XQWL} If the global timestamp generated by the ITM does not have to be a full global timestamp, the ITM generates only a single Global timestamp 1 packet.

The extension requirements are - ITM.

R_{OJLM} When the ITM generates a global timestamp, it does so after a non-delayed Instrumentation or Hardware Source packet. The Global Timestamp 1 packet is always associated with the most recently output non-delayed Instrumentation or Hardware Source packet.

The extension requirements are - ITM.

R_{WDCX} When the ITM generates a full global timestamp:

1. The ITM first generates the Global timestamp 1 packet with timestamp bits[25:0], with the applicable bit of the Wrap and ClockCh bits in that packet set to 1 to indicate that the high-order bits of the timestamp will also be output. This is the packet that the ITM outputs immediately after a non-delayed trace packet.
2. Because of packet prioritization, the ITM might have to transmit other trace packets before it can output the Global timestamp 2 packet that contains the high-order bits of the timestamp. It might also have to transmit another Global timestamp packet. If so, it outputs the Global timestamp 1 packet with timestamp bits[25:0] and the Wrap bit set to 1.
3. The ITM later generates the Global timestamp 2 packet with the high-order timestamp bits for the most recently transmitted Global timestamp 1 packet.

The extension requirements are - ITM.
Chapter B12. Debug and Trace Components
B12.1. Instrumentation Trace Macrocell

See also:
B12.1.4 Synchronization support.
B12.1.5 Continuation bits.

B12.1.4 Synchronization support

An external debugger uses Synchronization Packets to recover bit-to-byte alignment information in a serial data stream.

The extension requirements are - ITM.

Synchronization packets are independent of timestamp packets.

The extension requirements are - ITM.

Arm recommends that software disables Synchronization packets when using an asynchronous serial trace port, to reduce the data stream bandwidth.

The extension requirements are - ITM.

If ITM_TCR.SYNCEA == 1, the ITM outputs a Synchronization packet:

• When it is first enabled.
• If DWT_CYCCNT is implemented and DWT_CTRL.SYNCTAP is nonzero, in response to a Synchronization packet request from the DWT unit.
• If TPIU_PSCR is implemented, in response to a Synchronization packet request from the TPIU:
  – If DWT_CYCCNT is not implemented, TPIU_PSCR is implemented.
  – If DWT_CYCCNT is implemented, it is IMPLEMENTATION DEFINED whether TPIU_PSCR is implemented.
• In response to other IMPLEMENTATION DEFINED Synchronization packet requests from the system.
• On exit from Debug state.

The extension requirements are - ITM. Note, might require additional extensions as described in the rule.

See also:
DWT_CTRL.SYNCTAP.

B12.1.5 Continuation bits

A Synchronization packet consists of a bit stream of at least 47 zero bits followed by a one bit. The final bit is the byte alignment marker, and therefore bit[7] of the last byte of a Synchronization packet is always one.

The extension requirements are - ITM.

The longest Extension packet is always 5 bytes. In an Extension packet, bit[7] of each byte, including the header byte, but not including the last byte of a 5-byte packet, is a continuation bit, C. Bit[7] of the last byte of a 5-byte Extension packet is part of the extension field. Bit[7] of the last byte of a fewer-than-5-byte Extension packet is always zero.

The extension requirements are - ITM.
For all other protocol packets, bit[7] of each byte, including the header byte, but not including the last byte of a 7-byte packet, is a continuation bit, C. Bit[7] of the last byte of a packet is always zero.

The extension requirements are - ITM.

Each packet type defines its maximum packet length. Except for Global timestamp 2 and Synchronization packets, the longest defined packet is 5 bytes.

The extension requirements are - ITM.

The continuation bit, C, is defined as:

0: This is the last byte of the packet.

1: This is not the last byte of the packet.

The extension requirements are - ITM.
Chapter B12. Debug and Trace Components

B12.2. Data Watchpoint and Trace unit

B12.2.1 About the DWT

The Data Watchpoint and Trace (DWT) unit provides the following features:

- Comparators that support:
  - Use as a single comparator for instruction address matching or data address matching.
  - Use in linked pairs for instruction address range matching or data address range matching.
- Generation, on a comparator match, of:
  - A debug event that causes the PE either to enter Debug state or, if the Main Extension is implemented, to take a DebugMonitor exception.
  - Signaling a match to an ETM, if implemented.
  - Signaling a match to another external resource.
- External instruction address sampling using an instruction address sample register.

The extension requirements are - DWT-T && (DebugMonitor exception || Halting debug). Note, some comparator matches require ETM.

If the Main Extension is implemented, the DWT provides the following features:

- An optional cycle counter.
- Comparators that support:
  - Use as a single comparator for cycle counter matching, if the cycle counter is implemented.
  - Use as a single comparator for data value matching.
  - Use in linked pairs for data value matching at a specific data address.

The extension requirements are - DWT-T && M.

If the Main Extension and the ITM are implemented, the DWT provides the following trace generation features:

- Generating one or more trace packets on a comparator match.
- Generating periodic trace packets for software profiling.
- Exception trace.
- Performance profiling counters that generate trace.

The extension requirements are - DWT-T && M && ITM.

If DWT_CTRL.NOTRCPKT is 1, there is no DWT trace support.

The extension requirements are - DWT-T.

If DWT_CTRL.NOCYCCNT is 1, there is no cycle counter support.

The extension requirements are - DWT-T.

If DWT_CTRL.NOPRFCNT is 1, there is no profiling counter support.

The extension requirements are - DWT-T.

The DWT_CTRL.NUMCOMP field indicates the number of implemented DWT comparators, which is in the range 0-15.

The extension requirements are - DWT-T.

If the Main Extension is not implemented, Cycle counter, Data value, Linked data value, and Data address with
value comparators and all trace features are not supported.

The extension requirements are - !M & DWT-T.

\textbf{R}_{\text{SSWT}} \quad \text{Data trace packets are only generated for comparators 0-3.}

The extension requirements are - DWT-T.

\textbf{R}_{\text{CBHX}} \quad \text{When a DWT implementation includes one or more comparators, which comparator features are supported, and by which comparators, is IMPLEMENTATION DEFINED.}

The extension requirements are - DWT-T.

### B12.2.2 DWT unit operation

\textbf{I}_{\text{WTSS}} \quad \text{For each implemented comparator, a set of registers defines the comparator operation. For comparator } n:\text{ }

\begin{itemize}
  \item DWT\_COMP\_n holds a value for the comparison.
  \item DWT\_FUNCTION\_n defines the operation of the comparator.
\end{itemize}

The extension requirements are - DWT-T.

\textbf{R}_{\text{XBRD}} \quad \text{A Secure match is a match that is generated by one of the following:}

\begin{itemize}
  \item Vector fetches where NS-Req has a value of Secure for the operation.
  \item The hardware stacking or unstacking of registers, where NS-Req has a value of Secure for the operation, on any of:
    \begin{itemize}
      \item Exception entry.
      \item Exception exit.
      \item Function call entry.
      \item Function return.
      \item Lazy state preservation.
    \end{itemize}
  \item An operation that is generated by an instruction that is executed in Secure state, including:
    \begin{itemize}
      \item An Instruction address match for an instruction that is executed in Secure state.
      \item A Data address or Data value match for a load or store that is generated by an instruction that is executed in Secure state.
    \end{itemize}
\end{itemize}

The extension requirements are - DWT-T & S.

\textbf{R}_{\text{DVCh}} \quad \text{A Secure match can be generated by a cycle counter match in Secure state if DWT\_CTRL.CYCDISS == 1.}

The extension requirements are - DWT-T & S.

\textbf{R}_{\text{MGGT}} \quad \text{For a comparator } <n>, \text{ all matches are prohibited if one or more of the following conditions apply:}

\begin{itemize}
  \item DEMCR.TRCENA == 0 or NoninvasiveDebugAllowed() == FALSE.
  \item DWT\_FUNCTION\_ACTION specifies a debug event and all the following conditions apply:
    \begin{itemize}
      \item HaltingDebugAllowed() == FALSE or DHCSR.C\_DEBUGEN == 0.
      \item The Main Extension is not implemented or DEMCR.MON\_EN == 0.
    \end{itemize}
\end{itemize}

The extension requirements are - DWT-T.

\textbf{R}_{\text{GFLLN}} \quad \text{Secure matches are prohibited for a comparator if one of the following conditions applies:}

\begin{itemize}
  \item DWT\_FUNCTION\_ACTION specifies a trace or trigger event and SecureNoninvasiveDebugAllowed() == FALSE.
\end{itemize}
• **DWT_FUNCTION.ACTION** specifies a debug event and all of the following conditions apply:
  – DHCSR.S_SDE == 0.
  – The Main Extension is not implemented or DEMCR.SDME == 0.

*The extension requirements are - DWT-T && S.* Note, M required if DEMCR.SDME == 1.

**R_HCFP**
For address and value comparisons, the control register values and the current execution priority and Security state relate to the state of the PE when it generated the transaction that is being matched against.

*The extension requirements are - DWT-T && S.*

**R_FFtv**
Between a change to the debug authentication interface, DHCSR or DEMCR, that disables debug and a following context synchronization event, it is **UNPREDICTABLE** whether the DWT uses the old values or the new values.

*The extension requirements are - DWT-T.*

**R_VTRJ**
Where the DWT operation rules prohibit a match being generated, a match is not generated, even if the programmers’ model defines it as being **UNPREDICTABLE** whether a comparator generates a match as the result of the way in which the DWT is programmed.

*The extension requirements are - DWT-T.*

**R_FERS**
If DEMCR.TRCENA == 0 or **NoninvasiveDebugAllowed()** == FALSE, DWT_CTRL.FOLDEVTENA, LSUEVTENA, SLEEPEVTENA, EXCEVTENA, and CPIEVTTENA are ignored, and these fields have an Effective value of 0.

*The extension requirements are - DWT-T.*

**R_GDMN**
If DEMCR.TRCENA == 0 or **NoninvasiveDebugAllowed()** == FALSE, the DWT does not generate any trace packets.

*The extension requirements are - DWT-T.*

**R_FHNV**
If SecureNoninvasiveDebugAllowed() == FALSE, DWT_CTRL.FOLDEVTENA, LSUEVTENA, SLEEPEVTENA, EXCEVTENA, and CPIEVTTENA are ignored and these fields have an Effective value of 0 in Secure state.

*The extension requirements are - DWT-T && S.*

**R_HERR**
If SecureNoninvasiveDebugAllowed() == FALSE, Exception trace packets are not generated if the exception number in the packet represents a Secure exception:

  • Exception entry packets are not generated for exceptions that are taken to Secure state.
  • Exception exit packets are not generated for exits from Secure state.
  • Exception return packets are not generated for returns to Secure state.

*The extension requirements are - DWT-T && S.*

**R_GFRR**
Exception trace packets appear in the same order as for a simple sequential execution of the exception handling.

*The extension requirements are - DWT-T.*

**R_XDVS**
The cycle counter, DWT_CYCCNT, and the POSTCNT counter are disabled when DEMCR.TRCENA == 0, but are not otherwise affected by debug authentication.

*The extension requirements are - DWT-T.*

**R_WZJR**
The cycle counter does not count in Secure state when DWT_CTRL.CYCDISS is set to 1. This is independent of Secure debug authentication.

*The extension requirements are - DWT-T && S.*
Chapter B12. Debug and Trace Components

B12.2. Data Watchpoint and Trace unit

RBRSR When the DWT generates a match, DWT_FUNCTION.MATCHED is set to 1, unless the comparator is a Data address limit or Instruction address limit comparator, in which case DWT_FUNCTION.MATCHED is UNKNOWN.

The extension requirements are - DWT-T.

RNRGV When the DWT generates a match, then if DWT_FUNCTION.ACTION specifies a debug event, then DHCSR.C_HALT is set to 1 if all of the following conditions are true:

- HaltingDebugAllowed() == TRUE.
- DHCSR.C_DEBUGEN == 1.
- DHCSR.S_HALT == 0.
- Either the match is not a Secure match or DHCSR.S_SDE == 1.

The extension requirements are - DWT-T.

RJGWR When the DWT generates a match, then if DWT_FUNCTION.ACTION specifies a debug event, DEMCR.MON_PEND is set to 1 if all of the following conditions apply:

- HaltingDebugAllowed() == FALSE, DHCSR.C_DEBUGEN == 0, or the match is a Secure match and DHCSR.S_SDE == 0.
- DEMCR.MON_EN == 1.
- Either the DebugMonitor exception group priority is greater than the execution priority of the access and the watchpoint was not generated by a lazy state preservation access, or FPCCR.MONRDY has a value of 1 and the watchpoint was generated by lazy state preservation.

The extension requirements are - DWT-T && M.

RFGWB When the DWT generates a match, then a Data trace match packet is generated, if all of the following conditions apply:

- SecureNoninvasiveDebugAllowed() == FALSE.
- DWT_FUNCTION.ACTION specifies generating a Data trace PC value packet.
- The instruction address that would be included in the packet refers to an instruction that was executed in Secure state.

Otherwise, the type of trace packet that is specified by DWT_FUNCTION.ACTION is generated.

The extension requirements are - DWT-T && M && S.

RFJOW An access that results in a MemManage fault or SecureFault exception because of the alignment, SAU, IDAU, or MPU checks, is not observed by the DWT, and cannot generate a match.

The extension requirements are - DWT-T && (S || M && MPU).

RFGJB The DWT treats hardware accesses to the stack as data accesses:

- For registers pushed to the stack by hardware as part of an exception entry or lazy state preservation.
- For registers popped from the stack by hardware as part of an exception return.

The extension requirements are - DWT-T.

RFGJR The DWT treats hardware accesses to the stack as data accesses:

- For registers pushed to the stack by hardware as part of a Non-secure function call.
- For registers popped from the stack by hardware as part of a Non-secure function.

The extension requirements are - DWT-T && S.

RFSFSC Where a hardware access to the stack generates a Data trace PC value packet, the PC value in the packet will be as follows:

- On exception entry or a function call, the PC value will be the return address for the exception or function
call.

- On lazy state preservation the PC value is the address of the instruction that triggered the lazy state preservation.

- On exception return or Non-secure function return the PC value is either:
  - The address of the instruction that caused the exception return or the Non-secure function return.
  - The EXC_RETURN or FNC_RETURN payload value used in the exception return or the Non-secure function return.

*The extension requirements are - DWT-T.*

### B12.2.3 Constraints on programming DWT comparators

**Rmips** If a DWT comparator, \(<n>\), or pair of comparators, \(<n>\) and \(<n+1>\), is programmed with a reserved combination of DWT_FUNCTION.MATCH and DWT_FUNCTION.ACTION, then it is UNPREDICTABLE whether any comparator:

- Behaves as if disabled.

- Generates a match, setting DWT_FUNCTION.MATCHED bit to an UNKNOWN value, and any of the following:
  - Asserts CMPMATCH.
  - Generates a debug event.
  - Generates one or more trace packets.

*The extension requirements are - DWT-T.*

**Rgbld** Combinations of DWT_FUNCTION.MATCH and DWT_FUNCTION.ACTION that are not specified as valid combinations are reserved.

*The extension requirements are - DWT-T.*

**Rjhzz** It is IMPLEMENTATION DEFINED which values of DWT_FUNCTION.MATCH are valid for counter \(<n>\). DWT_FUNCTION.ID defines which values are valid. Values that are not valid are reserved.

*The extension requirements are - DWT-T.*

**Rchbr** The valid combinations of DWT_FUNCTION.MATCH and DWT_FUNCTION.ACTION for a single comparator, and the events and Data trace packets that the comparator can generate from matching a single access, are identified in the following table.

In the table:

- : means that the packet or event is not generated.

Yes: means that the packet or event is generated on a comparator match.
Chapter B12. Debug and Trace Components

B12.2. Data Watchpoint and Trace unit

Data Trace

Comparator MATCH ACTION Debug Event Match Packet Data Trace PC Value Match Packet Data Address Packet Data Value Packet

Disabled 0b0000 0bxx - - - -
Cycle Counter 0b0001 0b00 - - - -
0b01 Yes - - - -
0b10 - Yes - - -
0b11 - - Yes - -

Instruction Address 0b0010 0b00 - - - -
0b01 Yes - - - -
0b10 - Yes - - -

Data address 0b01xx 0b00 - - - -
(not 0b0111) 0b01 Yes - - - -
0b10 - Yes - - -
0b11 - - Yes - -

Data value 0b10xx 0b00 - - - -
(not 0b1011) 0b01 Yes - - - -
0b10 - Yes - - -

Data address 0b11xx (not with value 0b1111) 0b10 - - - - Yes
0b11 - - Yes - Yes

The extension requirements are - DWT-T. Note, Cycle counter, Data value and Data address with value are only available if M is implemented.

Instruction address range

R_{DKHG} To match an instruction that is in an instruction address range, the following conditions are met:

- The first comparator, \(<n-1>\), is programmed for Instruction address.
- The second comparator, \(<n>\), is programmed for Instruction address limit.

The extension requirements are - DWT-T.

R_{LNQD} The valid combinations of DWT_FUNCTION.MATCH and DWT_FUNCTION.ACTION for an instruction address range, and the events and data trace packets that matching a single access can generate, are specified in the following table.

In the table:
- : means that the packet or event is not generated.
First: means that the packet or event is generated by the first comparator match.
Second: means that the packet or event is generated by the second comparator match.

<table>
<thead>
<tr>
<th>MATCH</th>
<th>ACTION</th>
<th>Debug Event</th>
<th>Match packet</th>
<th>PC Value</th>
<th>Data Trace</th>
<th>Data Address Packet</th>
<th>Data Value Packet</th>
</tr>
</thead>
<tbody>
<tr>
<td>(&lt;n-1&gt;)</td>
<td>(&lt;n&gt;)</td>
<td>(&lt;n-1&gt;)</td>
<td>(&lt;n&gt;)</td>
<td>Debug Event</td>
<td>Match packet</td>
<td>PC Value</td>
<td>Data Trace</td>
</tr>
<tr>
<td>0b0000 0b0011 0bxx 0bxx</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>0b0010 0b0011 0b00 0b00</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>0b00 0b11</td>
<td>-</td>
<td>-</td>
<td>Second</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>0b01 0b00</td>
<td>First</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>0b10 0b00</td>
<td>-</td>
<td>First</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The extension requirements are - DWT-T & M.

R_{VDR.J} If the Main Extension is not implemented the valid combinations of DWT_FUNCTION.MATCH and DWT_FUNCTION.ACTION for an instruction address range, and the events and data trace packets that matching
a single access can generate, are specified in the following table.

In the table:

- : means that the packet or event is not generated.

**First**: means that the packet or event is generated by the first comparator match.

**Second**: means that the packet or event is generated by the second comparator match.

<table>
<thead>
<tr>
<th>MATCH</th>
<th>ACTION</th>
<th>Debug Event</th>
<th>Match packet</th>
<th>PC Value packet</th>
<th>Data Trace Data Address packet</th>
<th>Data Value packet</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;n-1&gt;</td>
<td>&lt;n&gt;</td>
<td>&lt;n-1&gt;</td>
<td>&lt;n&gt;</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0b0000 0b0111 0bxx 0bxx</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0b0010 0b0111 0b00 0b00</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0b01 0b00</td>
<td>First</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0b10 0b00</td>
<td>-</td>
<td>First</td>
<td>-</td>
<td>-</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0b11 0b00</td>
<td>-</td>
<td>-</td>
<td>First</td>
<td>-</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0b11 0b11</td>
<td>-</td>
<td>First</td>
<td>Second</td>
<td>-</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0b11xx 0b0111</td>
<td>0b10 0b00</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>First</td>
<td></td>
</tr>
<tr>
<td>(not 0b0111)</td>
<td>0b00 0b11</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Second</td>
<td></td>
</tr>
<tr>
<td>0b10 0b11</td>
<td>-</td>
<td>First</td>
<td>Second</td>
<td>First</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0b11 0b11</td>
<td>-</td>
<td>First</td>
<td>Second</td>
<td>First</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**The extension requirements are** - DWT-T & & !M.

### Data address range

**R\text{LDGR}**

To match a data access in a data address range, the following conditions are met:

- The first comparator, \(<n-1>\), is programmed for either Data address or Data address with value.
- The second comparator, \(<n>\), is programmed for Data address limit.

**The extension requirements are** - DWT-T & & M.

**R\text{FSBJ}**

The valid combinations of DWT_FUNCTION.MATCH and DWT_FUNCTION.ACTION for a data address range, and the events and data trace packets that matching a single access can generate, are specified in the following table.

In the table:

- : means that the packet or event is not generated.

**First**: means that the packet or event is generated by the first comparator match.

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<th>PC Value packet</th>
<th>Data Trace Data Address packet</th>
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<tr>
<td>&lt;n-1&gt;</td>
<td>&lt;n&gt;</td>
<td>&lt;n-1&gt;</td>
<td>&lt;n&gt;</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0b0000 0b0111 0bxx 0bxx</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0b01xx 0b0111 0b00 0b00</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td></td>
<td></td>
</tr>
<tr>
<td>(not 0b0111)</td>
<td>0b01 0b00</td>
<td>First</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>0b10 0b00</td>
<td>-</td>
<td>First</td>
<td>-</td>
<td>-</td>
<td></td>
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<tr>
<td>0b11 0b00</td>
<td>-</td>
<td>-</td>
<td>First</td>
<td>-</td>
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<tr>
<td>0b11 0b11</td>
<td>-</td>
<td>First</td>
<td>Second</td>
<td>-</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0b11xx 0b0111</td>
<td>0b10 0b00</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>First</td>
<td></td>
</tr>
<tr>
<td>(not 0b1111)</td>
<td>0b10 0b11</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Second</td>
<td></td>
</tr>
<tr>
<td>0b10 0b11</td>
<td>-</td>
<td>First</td>
<td>Second</td>
<td>First</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0b11 0b11</td>
<td>-</td>
<td>First</td>
<td>Second</td>
<td>First</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**The extension requirements are** - DWT-T.

**R\text{HDMX}**

If the Main Extension is not implemented the valid combinations of and for a data address range, and the events and data trace packets that matching a single access can generate, are specified in the following table.

In the table:

- : means that the packet or event is not generated.
Chapter B12. Debug and Trace Components
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First: means that the packet or event is generated by the first comparator match.

Second: means that the packet or event is generated by the second comparator match.

<table>
<thead>
<tr>
<th>MATCH</th>
<th>ACTION</th>
<th>Debug Event</th>
<th>Match packet</th>
<th>PC Value packet</th>
<th>Data Trace</th>
<th>Data Value packet</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;n-1&gt;</td>
<td>&lt;n&gt;</td>
<td>&lt;n-1&gt;</td>
<td>&lt;n&gt;</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0b0000</td>
<td>0b0111</td>
<td>0bxx</td>
<td>0bxx</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>0b01xx</td>
<td>0b0111</td>
<td>0b00</td>
<td>0b00</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>(not</td>
<td>0b00</td>
<td>0b11</td>
<td>First</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>0b0111</td>
<td>0b01</td>
<td>0b00</td>
<td>Second</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

The extension requirements are - DWT-T && 'M'.

Data value at specific address

RKFHV Matching data values at specific data addresses is possible only if the Main Extension is implemented.
The extension requirements are - DWT-T.

NXXD To match a data value at a specific data address, the following conditions are met:
• The first comparator, <n-1>, is programmed for either Data address or Data address with value.
• The second comparator, <n>, is programmed for Linked data value.
The extension requirements are - DWT-T.

JKGJ The first comparator matches any access that matches the address. The second matches only accesses that match the address and the data value.
The extension requirements are - DWT-T.

NTSD The valid combinations of DWT_FUNCTION.MATCH and DWT_FUNCTION.ACTION for a linked data value, and the events and data trace packets that matching a single access can generate, are specified in the following table.

In the table:
- : means that the packet or event is not generated.
First: means that the packet or event is generated by the first comparator match.
Second: means that the packet or event is generated by the second comparator match.
Both: means that a first packet is generated by a first comparator match, even if the Linked data value comparator does not match, and a second packet is generated by the second comparator match, if both comparators match.
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B12.2.2 Data Watchpoint and Trace unit

### MATCH ACTION

<table>
<thead>
<tr>
<th>MATCH &lt;n-1&gt;</th>
<th>ACTION &lt;n-1&gt;</th>
<th>Data</th>
<th>Trace</th>
</tr>
</thead>
<tbody>
<tr>
<td>0b0000</td>
<td>0b1011</td>
<td>0bxx</td>
<td>0bxx</td>
</tr>
<tr>
<td>0b01xx</td>
<td>0b1011</td>
<td></td>
<td></td>
</tr>
<tr>
<td>(not 0b0111)</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0b0000</td>
<td>0b001</td>
<td>0b00</td>
<td>0b00</td>
</tr>
<tr>
<td>0b0100</td>
<td>0b010</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0b0101</td>
<td>0b010</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0b1000</td>
<td>0b100</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0b1010</td>
<td>0b101</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0b1100</td>
<td>0b011</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0b1110</td>
<td>0b011</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The extension requirements are - DWT-T.

### CMPMATCH trigger events

**I

The CMPMATCH events signal watchpoint matches.

The extension requirements are - DWT-T.

**R

The implementation of CMPMATCH is IMPLEMENTATION DEFINED.

The extension requirements are - DWT-T.

**R

If an ETM is implemented, CMPMATCH events are output to the ETM.

The extension requirements are - DWT-T & ETM.

**R

If an ETM is not implemented, the effect of CMPMATCH is IMPLEMENTATION DEFINED, including whether the trigger event has any observable effect or whether observable effects are visible to other components in the system.

The extension requirements are - DWT-T.

**R

For all enabled watchpoints, if DWT_FUNCTIONn is programmed as an Instruction address limit comparator and is not programmed as a Data address limit comparator, CMPMATCH[n] is triggered on a comparator match.

The extension requirements are - DWT-T.

**R

For all enabled watchpoints, if DWT_FUNCTIONn is programmed as an Instruction address limit or Data address limit comparator, it is UNPREDICTABLE whether CMPMATCH[n] is triggered on a comparator match.

The extension requirements are - DWT-T.

### B12.2.5 Matching in detail

**R

The DWT checks all instructions that are executed by a simple sequential execution of the program and do not
generate any exception for an instruction address match, including conditional instructions that fail their condition code check.

The extension requirements are - DWT-T.

R0QGR An instruction might be checked by the DWT for an instruction address match if it either:

• Is executed by a simple sequential execution of the program and generates a synchronous exception.
• Would be executed by the sequential execution of the program but is abandoned because of an asynchronous exception.

The extension requirements are - DWT-T.

R6JJC Speculative instruction prefetches, other than those that would be executed by the sequential execution of the program but that are abandoned because of asynchronous exceptions, do not generate matches.

The extension requirements are - DWT-T.

R0SDT For all instruction address matches, if bit[0] of the comparator address has a value of 1, it is UNPREDICTABLE whether a match is generated when the other address bits match.

The extension requirements are - DWT-T.

R6ZX For single instruction address matches, an instruction matches if the address of the first byte of the instruction matches the comparator address.

The extension requirements are - DWT-T.

R6FFM For single address matches, if the instruction at address A is a 4-byte T32 instruction, and the address A+2 matches but the address A does not match, it is UNPREDICTABLE whether a match is generated.

The extension requirements are - DWT-T.

R6XK For instruction address range matches, an instruction at address A matches if the address A lies between the lower comparator address, which is specified by comparator \(<n-1>\), and the limit comparator address, which is specified by comparator \(<n>\). Both addresses are inclusive to the range.

The extension requirements are - DWT-T.

R6JXZ For instruction address range matches, if the instruction at address A is a 4-byte T32 instruction, and the address A+2 lies in the range but the address A does not lie in the range, it is UNPREDICTABLE whether a match is generated.

The extension requirements are - DWT-T.

R6MLQ For instruction address range matches, if so configured, a Data trace PC value packet or Data trace match packet is generated for the first instruction that is executed in the range.

The extension requirements are - DWT-T.

IYBHM For instruction address range matches, if so configured, a branch or sequential execution that stays within the range does not necessarily generate a new packet.

The extension requirements are - DWT-T.

R6BNX For instruction address range matches, if so configured, CMPMATCH\([n-1]\) is triggered for each instruction that is executed inside the range, where \(n-1\) is the lower of the two comparators that configure the range.

The extension requirements are - DWT-T.

Data address matching in detail
For all Data Address matches, all bits of the comparator address are considered.

The extension requirements are - DWT-T.

Speculative reads might generate data address matches.

The extension requirements are - DWT-T.

Speculative writes do not generate data address matches.

The extension requirements are - DWT-T.

Prefetches into a cache do not generate data address matches.

The extension requirements are - DWT-T.

For single data address matches, an access matches if any accessed byte lies between the comparator address and a limit that is defined by DWT_FUNCTION.DATA VSIZE.

The extension requirements are - DWT-T.

For single data address matches, the comparator address is naturally aligned to DWT_FUNCTION.DATA VSIZE otherwise generation of watchpoint events is UNPREDICTABLE.

The extension requirements are - DWT-T.

For data address range matches, an access matches if any accessed byte lies between the lower comparator address, which is specified by comparator $<n-I>$, and the limit comparator address, which is specified by comparator $<n>$. Both addresses are inclusive to the range.

The extension requirements are - DWT-T.

For data address range matches, DWT_FUNCTION.DATA VSIZE is set to 0b00 for both the lower comparator address and the limit comparator address otherwise it is UNPREDICTABLE whether or not a match is generated.

The extension requirements are - DWT-T.

Data value matching in detail

Data value matching is only possible if the Main Extension is implemented.

The extension requirements are - DWT-T.

Speculative reads might generate data value matches.

The extension requirements are - DWT-T.

Speculative writes do not generate data value matches.

The extension requirements are - DWT-T.

Prefetches into a cache do not generate data value matches.

The extension requirements are - DWT-T.

For data value matches, if the access size is smaller than DWT_FUNCTION.DATA VSIZE, there is no match.

The extension requirements are - DWT-T.

For unlinked data value matches, an access matches if all bytes of any naturally-aligned subset, the size of which is specified by DWT_FUNCTION.DATA VSIZE, of the access match the data value in DWT_COMPn.

The extension requirements are - DWT-T.
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B12.2. Data Watchpoint and Trace unit

**R**ZHXP The data value in DWT_COMPn is in little-endian order with respect to memory.

*The extension requirements are - DWT-T.*

**I**HMMS If the access is unaligned then this might generate a higher priority alignment fault, depending on the instruction type, profile, and configuration. In these cases no match is generated.

*The extension requirements are - DWT-T.*

**R**SQKS For unlinked data value matches, if an access is unaligned, it is IMPLEMENTATION DEFINED whether it either treated as:

- A sequence of byte accesses.
- A sequence of naturally-aligned accesses covering the accessed bytes. For a read, this access might access more bytes than the original access.

*The extension requirements are - DWT-T.*

**R**QRPW For linked data value matching, if an access is larger than DWT_FUNCTION.DATA VSIZE, then only the naturally-aligned subset of the access of size DWT_FUNCTION.DATA VSIZE at the matching address is compared for a match.

*The extension requirements are - DWT-T.*

**R**QVRK For linked data value matching, the data address comparator address is naturally aligned to DWT_FUNCTION.DATA VSIZE, and the DWT_FUNCTION.DATA VSIZE values for both comparators are the same.

*The extension requirements are - DWT-T.*

**R**KRCV A Data value comparator that is linked to a Data address comparator does not change the behavior of the address comparator.

*The extension requirements are - DWT-T.*

**R**KQJB For each comparator $n$ that is configured to Data Value or Linked Data Value matching it is UNPREDICTABLE whether comparator $n$ generates a match when for bit $m=31-0$, if any of the following are true:

- DWT_FUNCTION<n>.DATA VSIZE specifies halfword or byte comparison and DWT_COMPn[31:16] is not equal to DWT_COMPn[15:0].
- DWT_FUNCTION<n>.DATA VSIZE specifies byte comparison and DWT_COMPn[15:8] is not equal to DWT_COMPn[7:0].

*The extension requirements are - DWT-T.*

See also:

DWT_AddressCompare().

DWT_ValidMatch().

DWT_InstructionAddressMatch().

DWT_DataAddressMatch().

DWT_DataValueMatch().

B12.2.6 DWT match restrictions and relaxations

**R**FRWG It is IMPLEMENTATION DEFINED whether the DWT treats a fetch from the exception vector table as part of an exception entry or reset as a data access or ignores these accesses, for the purposes of DWT comparator matches.
B12.2. Data Watchpoint and Trace unit

The extension requirements are - DWT-T.

R0138M A fetch by the DWT from the exception vector table as part of an exception entry is never treated as an instruction fetch.

The extension requirements are - DWT-T.

R0288M If a return is tail-chained, it is IMPLEMENTATION DEFINED whether hardware accesses the stack and therefore IMPLEMENTATION DEFINED whether the DWT can generate events or trace.

The extension requirements are - DWT-T.

R0324K The DWT does not match accesses from the DAP.

The extension requirements are - DWT-T.

R0368X Any executed NOP or IT that matches an appropriately configured instruction address watchpoint causes a match.

The extension requirements are - DWT-T.

R0375X It is IMPLEMENTATION DEFINED whether a failed STREX instruction can generate a data access match.

The extension requirements are - DWT-T.

R0383L If an instruction or operation makes multiple or unaligned data accesses, then it is UNPREDICTABLE whether any nonmatching access generated by an instruction that generated a matching access is treated as a matching access.

The extension requirements are - DWT-T.

R0418Q If an instruction or operation makes multiple or unaligned data accesses, then CMPMATCH is triggered for each matching access.

The extension requirements are - DWT-T.

R0484T If an instruction or operation makes multiple or unaligned data accesses, then, if so configured, only a data value match of at least a part of the value that is guaranteed to be single-copy atomic can generate a match.

The extension requirements are - DWT-T.

R0503R If an instruction or operation makes multiple or unaligned data accesses, then, if so configured, for a matching data access that generates a debug event, if permitted, DHCSR.C_HALT or DEMCR.MON_PEND, as applicable, is set to 1.

A pending DebugMonitor exception does not interrupt the multiple accesses, but another interrupt might, which means that the debug event might be taken before the multiple operations complete.

The extension requirements are - DWT-T.

R0548J The DWT can match on the address of an access that generates a BusFault.

The extension requirements are - DWT-T.

R0575L It is IMPLEMENTATION DEFINED whether a stored value for an access that generates a BusFault:

• Can generate a data value match.
• Can be traced.

The extension requirements are - DWT-T.

R0609L For a load access that returns a BusFault, any data that is returned by the memory system is invalid, and the DWT does not:

• Generate a data value match.
• Generate a Data trace data value packet.

The extension requirements are - DWT-T.

R_{FCF} A data access that generates any fault other than a BusFault does not generate a data address or data value match at the DWT and is not traced.

The extension requirements are - DWT-T.

R_{FRHP} DWT matches are generated asynchronously.

The extension requirements are - DWT-T.

R_{THHR} A DSB barrier guarantees that the effect of a DWT match is visible to a subsequent read of DWT_FUNCTION-MATCHED, DHCSR, or DEMCR. In the absence of a DSB barrier, the effect is only guaranteed to be visible in finite time.

The extension requirements are - DWT-T.

R_{HPGH} The effects of a DWT match never affect instructions appearing in program order before the operation that generates the match.

The extension requirements are - DWT-T.

See also:

B3.26 Tail-chaining on page 107.

B12.2.7 DWT trace restrictions and relaxations

R_{PGCS} If a single instruction makes multiple single-copy atomic accesses, such as the multiple-byte accesses from an unaligned access or a predicated vector load/store operation, the DWT might gather a sequence of consecutive bytes from the multiple accesses, and trace it as a single access.

The extension requirements are - DWT-T.

R_{HDXX} Where a single instruction or operation, or multiple instructions, generate multiple accesses that each generate one or more trace packets, then if the architecture guarantees the order in which a pair of these accesses is observed by the PE, the first trace packets that are generated for each of those accesses appear in the trace output in the same order.

The extension requirements are - DWT-T.

R_{WSXX} Where a single instruction or operation, or multiple instructions, generate multiple accesses that each generate one or more trace packets, then if the architecture does not guarantee the order of the accesses, the order of the trace packets in the trace output is not defined.

The extension requirements are - DWT-T.

R_{XCNB} If a single instruction or operation makes multiple or unaligned data accesses, then, if so configured, only the first access is guaranteed to generate a Data trace PC value packet, Data trace data address packet, or Data trace match packet. If the architecture does not guarantee the order of the accesses, the first access might be any of the accesses.

The extension requirements are - DWT-T.

R_{XVBT} If a single instruction or operation makes multiple or unaligned data accesses, then, if so configured, a Data trace data value packet is generated for each matching access.

The extension requirements are - DWT-T.
If a single instruction or operation makes unaligned data accesses, it is UNPREDICTABLE how many Data trace data value packets are generated for each unaligned matching access. An implementation might overread, meaning that more data outside the access might be traced.

*The extension requirements are - DWT-T.*

If a single instruction or operation makes multiple or unaligned data accesses, then, if so configured, for a matching data access that generates a Data trace data value packet, at least that part of the value that is guaranteed to be single-copy atomic is traced.

*The extension requirements are - DWT-T.*

Duplicate Data trace PC value packets, Data trace data address packets, and Data trace data value packets from a single access are not generated for a single access.

*The extension requirements are - DWT-T.*

Where a comparator or linked pair of comparators generates multiple packet types for a single access, the packets appear in the trace output in the following order:

1. Data trace PC value packet.
2. Data trace match packet, generated by a Data address or Data address with value comparator match.
3. Data trace data address packet.
4. Data trace match packet, generated by a Data value comparator match.
5. Data trace data value packet.

*The extension requirements are - DWT-T.*

Where a comparator or linked pair of comparators generates multiple packet types for a single access, packets are not interleaved with packets that are generated by other accesses by the same comparator or linked pair of comparators.

*The extension requirements are - DWT-T.*

Where a comparator or linked pair of comparators generates a trace packet for a single access, if a comparator other than this comparator or this linked pair of comparators generates a trace packet of the same type for the same access, then only one of these packets is output. It is IMPLEMENTATION DEFINED which comparator is chosen.

*The extension requirements are - DWT-T.*

Arm recommends that the packet from the lowest-numbered comparator is output.

*The extension requirements are - DWT-T.*

Where a comparator or linked pair of comparators generates multiple packet types for a single access, if any of the packets cannot be output and an Overflow packet is generated, then the remaining packets for that access are not generated.

*The extension requirements are - DWT-T.*

Where a comparator or linked pair of comparators generates multiple packet types for a single access, packets might be interleaved with packets that are generated for the same access by comparators other than this comparator or this linked pair of comparators.

*The extension requirements are - DWT-T.*

### B12.2.8 CYCCNT cycle counter and related timers

CYCCNT is an optional free-running 32-bit cycle counter. If the DWT unit implements CYCCNT then `DWT_CTRL.NOCYCCNT` is RAZ.
Chapter B12. Debug and Trace Components

B12.2. Data Watchpoint and Trace unit

The extension requirements are - DWT-T.

R2RFJ When implemented and enabled, CYCCNT increments on each cycle of the PE clock.

The extension requirements are - DWT-T.

R2NFJW When the counter overflows it transparently wraps to zero.

The extension requirements are - DWT-T.

R2D2JK DWT_CTRL.CYCCNTENA enables the CYCCNT counter.

The extension requirements are - DWT-T.

R2BEKCG POSTCNT is a 4-bit countdown counter derived from CYCCNT, that acts as a timer for the periodic generation of Periodic PC sample packets or Event counter packets, when these packets are enabled.

The extension requirements are - DWT-T.

I2MGL Periodic PC sample packets are not the same as the Data trace PC value packets that are generated by the DWT comparators.

The extension requirements are - DWT-T.

R2DGK The DWT does not support the generation of Periodic PC sample packets or Event packets if it does not implement the CYCCNT timer and DWT_CTRL.NOTRCPKT is RA0.

The extension requirements are - DWT-T.

R2RXTW The DWT_CTRL.CYCTAP bit selects the CYCCNT tap bit for POSTCNT.

<table>
<thead>
<tr>
<th>CYCTAP bit</th>
<th>CYCCNT tap at POSTCNT clock rate</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>Bit[6]</td>
</tr>
<tr>
<td>1</td>
<td>Bit[10]</td>
</tr>
</tbody>
</table>

The extension requirements are - DWT-T.

R2SXXK A write to DWT_CTRL will initialize POSTCNT to the previous value of DWT_CTRL.POSTINIT if all of the following are true:

- DWT_CTRL.PCSAMPLENA was set to 0 prior to the write.
- DWT_CTRL.CYCEVTENA was set to 0 prior to the write.
- The write sets either DWT_CTRL.PCSAMPLENA or DWT_CTRL.CYCEVTENA to 1.

It is UNPREDICTABLE whether any other write to DWT_CTRL that alters the value of DWT_CTRL.PCSAMPLENA and DWT_CTRL.CYCEVTENA sets POSTCNT to DWT_CTRL.POSTINIT or leaves POSTCNT unchanged.

The extension requirements are - DWT-T.

R2XFRM When either DWT_CTRL.PCSAMPLENA or DWT_CTRL.CYCEVTENA is set to 1, and the CYCCNT tap bit transitions, either from 0 to 1 or from 1 to 0:

- If POSTCNT is nonzero, POSTCNT decrements by 1.
- If POSTCNT is 0, the DWT:
  - Reloads POSTCNT from DWT_CTRL.POSTPRESET.
  - Generates a Periodic PC Sample packets if DWT_CTRL.PCSAMPLENA is set to 1.
  - Generates an Event Counter packet with the Cyc bit set to 1 if DWT_CTRL.CYCEVTENA is set to 1.

The extension requirements are - DWT-T.
The enable bit for the POSTCNT counter underflow event is DWT_CTRL.CYCEVTENA. There is no overflow event for the CYCCNT counter. When CYCCNT overflows it wraps to zero transparently. Software cannot access the POSTCNT value directly, or change this value.

The extension requirements are - DWT-T.

This means that, to initialize POSTCNT, software:

1. Ensures that DWT_CTRL.CYCEVTENA and DWT_CTRL.PCSAMPLENA are set to 0. This can be achieved with a single write to DWT_CTRL. This is also the reset value of these bits.
2. Writes the required initial value of POSTCNT to the DWT_CTRL.POSTINIT field, leaving DWT_CTRL.CYCEVTENA and DWT_CTRL.PCSAMPLENA set to 0.
3. Sets either DWT_CTRL.CYCEVTENA or DWT_CTRL.PCSAMPLENA to 1 to enable the POSTCNT counter.

Each of these are separate writes to DWT_CTRL.

Disabling CYCCNT stops POSTCNT.

The extension requirements are - DWT-T.

Writes to DWT_CTRL.POSTINIT are ignored if either DWT_CTRL.CYCEVTENA was set to 1 or DWT_CTRL.PCSAMPLENA was set to 1 prior to the write.

The extension requirements are - DWT-T.

### B12.2.9 Profiling counter support

If the Main Extension is implemented profiling counter support is an optional Non-invasive debug feature.

The extension requirements are - DWT-T & M.

If profiling counter support is implemented the DWT provides five 8-bit Event counters for software profiling:

- DWT_FOLDCNT.
- DWT_LSUNCT.
- DWT_EXCCNT.
- DWT_SLEEPCNT.
- DWT_CPICNT.

The extension requirements are - DWT-T.

Event counters do not increment when the PE is halted.

The extension requirements are - DWT-T.

The Event counters provide broadly accurate and statistically useful count information. However, the architecture allows for a reasonable degree of inaccuracy in the counts.

The extension requirements are - DWT-T.

The Event counters use the same definition of cycle in particular when counting cycles in power-saving modes.

The extension requirements are - DWT-T & M.

To keep the implementation and validation cost low, a reasonable degree of inaccuracy in the counts is acceptable. Arm does not define a reasonable degree of inaccuracy but recommends the following guidelines:

- Under normal operating conditions, the Event counters present an accurate value count.
• Entry to or exit from Debug state can be a source of inaccuracy.
• Under very unusual, non-repeating pathological cases, the counts can be inaccurate.

An implementation does not introduce inaccuracies that can be triggered systematically by the execution of normal pieces of software. As the Event counters include counters for measuring exception overhead, this includes the operation of exceptions.

*The extension requirements are - DWT-T.*

**I\_CHER**

Arm strongly recommends that an implementation document any particular scenarios where significant inaccuracies in the Event counters are expected.

*The extension requirements are - DWT-T.*

**I\_MWQ**

At entry and exit from an exception or sleep state, the exact attribution of cycles to the exception and cycles to the sleep overhead counters is IMPLEMENTATION DEFINED. Arm recommends that the overhead cycles are attributed to the overhead counters.

*The extension requirements are - DWT-T.*

**I\_MPQ\_R**

The architecture does not define the point in a pipeline where the particular instruction increments an Event counter, relative to the point where the incremented counter can be read.

*The extension requirements are - DWT-T.*

**R\_LMPK**

An Event counter overflows on every 256th event that is counted and then wraps to 0. If the appropriate counter overflow event is enabled in DWT_CTRL the DWT outputs an Event counter packet with the appropriate counter flag set to 1.

*The extension requirements are - DWT-T.*

**R\_LMB**

Setting one of the enable bits to 1 clears the corresponding counter to 0.

*The extension requirements are - DWT-T.*

**I\_QRPG**

The following equation holds:

\[
ICNT = CNT\_CYCLES + CNT\_FOLD - (CNT\_LSU + CNT\_EXC + CNT\_SLEEP + CNT\_CPI)
\]

Where:

- **ICNT**: is the total number of instructions Architecturally executed.
- **CNT\_CYCLES**: is the number of cycles counted by DWT\_CYCCNT.
- **CNT\_FOLD**: is the number of instructions counted by DWT\_FOLDCNT.
- **CNT\_LSU**: is the number of cycles counted by DWT\_LSUNCT.
- **CNT\_EXC**: is the number of cycles counted by DWT\_EXCCNT.
- **CNT\_SLEEP**: is the number of cycles counted by DWT\_SLEEP\_CNT.
- **CNT\_CPI**: is the number of cycles counted by DWT\_CPICNT.

*The extension requirements are - DWT-T.*

See also:

B12.4 Trace Port Interface Unit on page 298.

**Generating Overflow packets from Event counters**
B12.2. Data Watchpoint and Trace unit

**R_{RNBDH}** If an Event counter wraps to zero and the previous Event counter packet has been delayed and has not yet been output, and the counter flag in the previous Event counter packet is set to 0, then it is **IMPLEMENTATION DEFINED** whether:

- The DWT attempts to generate a second Event counter packet.
- The DWT updates the delayed Event counter packet to include the new wrap event.

*The extension requirements are - DWT-T.*

**R_{RHKTL}** If an Event counter wraps to zero and the previous Event counter packet has been delayed and has not yet been output, and the counter flag in the previous Event counter packet is set to 1, the DWT attempts to generate a second Event counter packet.

*The extension requirements are - DWT-T.*

**R_{RVPXK}** If the DWT unit attempts to generate a packet when its output buffer is full, an Overflow packet is output.

*The extension requirements are - DWT-T.*

**R_{RVPXK}** The size of the DWT output buffer is **IMPLEMENTATION DEFINED**.

*The extension requirements are - DWT-T.*

---

**B12.2.10 Program Counter sampling support**

**R_{RFXWL}** Program Counter sampling is an optional component provided through DWT_PCSR.

*The extension requirements are - DWT-T.*

**I_{ILNJL}** Program Counter sampling is independent of PC sampling provided by:

- Periodic PC sample packets.
- Data trace PC value packets generated as a result of a DWT comparator match.

*The extension requirements are - DWT-T.*

**I_{IKVFB}** The architecture does not define the delay between an instruction being executed by the PE and its address being written to DWT_PCSR.

*The extension requirements are - DWT-T.*

**R_{RNGMT}** When DWT_PCSR returns a value other than 0xFFFFFFFF, the returned value is an instruction that has been committed for execution. It is **IMPLEMENTATION DEFINED** whether an instruction that failed its condition code check is considered as committed for execution. A read of DWT_PCSR does not return the address of an instruction that has been fetched but not committed for execution.

*The extension requirements are - DWT-T.*

**I_{IKCBH}** Arm recommends that instructions that fail the condition code check are considered as committed instructions.

*The extension requirements are - DWT-T.*

**R_{RWPMP}** DWT_PCSR is able to sample references to branch targets. It is **IMPLEMENTATION DEFINED** whether it can sample references to other instructions.

*The extension requirements are - DWT-T.*

**I_{ISJVK}** Arm recommends that DWT_PCSR can sample a reference to any instruction.

*The extension requirements are - DWT-T.*
The branch target for a conditional branch that fails its Condition code check is the instruction that immediately follows the conditional branch instruction. The branch target for an exception is the exception vector address.

The extension requirements are - DWT-T.

Periodic sampling of DWT_PCSR provides broadly accurate and statistically useful profile information. However, the architecture allows for a reasonable degree of inaccuracy in the sampled data.

The extension requirements are - DWT-T.

To keep the implementation and validation cost low, a reasonable degree of inaccuracy in the counts is acceptable. Arm does not define a reasonable degree of inaccuracy but recommends the following guidelines:

- In exceptional circumstances, such as a change in Security state or other boundary condition, it is acceptable for the sample to represent an instruction that was not committed for execution.
- Under unusual non-repeating pathological cases, the sample can represent an instruction that was not committed for execution. These cases are likely to occur as a result of asynchronous exceptions, such as interrupts, where the chance of a systematic error in sampling is very unlikely.

The extension requirements are - DWT-T.

Arm strongly recommends that an implementation document any particular scenarios where significant inaccuracies in the sampled data are expected.

The extension requirements are - DWT-T.

When DEMCR.TRCENA is set to 0 any read of DWT_PCSR returns an **UNKNOWN** value.

The extension requirements are - DWT-T.

A read of DWT_PCSR will return 0xFFFFFFFF if any of the following are true:

- The PE is in Debug state.
- The instruction was executed in Secure state and SecureNoninvasiveDebugAllowed() returns FALSE.
- NoninvasiveDebugAllowed() returns FALSE.
- The address of a recently executed instruction is not available.

The extension requirements are - DWT-T. Note, S is required for Secure state.
B12.3 Embedded Trace Macrocell

An Embedded Trace Macrocell (ETM) is an optional non-invasive debug feature of an Armv8-M implementation.

The extension requirements are - ETM.

An ETM implementation complies with one of the following versions of the ETM architecture:

<table>
<thead>
<tr>
<th>Data trace</th>
<th>Security Extension</th>
</tr>
</thead>
<tbody>
<tr>
<td>Implemented</td>
<td>ETMv3 not permitted</td>
</tr>
<tr>
<td>Implemented</td>
<td>ETMv4, version 4.2 or later</td>
</tr>
<tr>
<td>Not Implemented</td>
<td>ETMv3, version 3.5 or later</td>
</tr>
<tr>
<td>Not Implemented</td>
<td>ETMv4, version 4.2 or later</td>
</tr>
</tbody>
</table>

The extension requirements are - ETM.

If an ETM is implemented a trace sink is also implemented. If the trace sink that is implemented is the TPIU it is CoreSight compliant, and complies with the TPIU architecture for compatibility with Arm and other CoreSight-compatible debug solutions.

The extension requirements are - ETM.

When an Armv8-M implementation includes an ETM, the CMPMATCH[N] signals from the DWT unit are available as control inputs to the ETM unit.

The extension requirements are - ETM.

If the Main Extension is not implemented, it is IMPLEMENTATION DEFINED whether the ETM is accessible only to the debugger and is RES0 to software.

The extension requirements are - ETM & & !M.

If the ETMv3 is implemented the debugger programs the ETMTRACEIDR with a unique nonzero Trace ID for the ETM trace stream.

The extension requirements are - ETM.

If the ETMv4 is implemented the debugger programs the TRCTRACEIDR with a unique nonzero Trace ID for the ETM trace stream.

The extension requirements are - ETM.

The ETM is not directly affected by DEMCR.TRCENA being set to 0.

The extension requirements are - ETM.

See also:

Arm® CoreSight™ Architecture Specification.

B12.2.4 CMPMATCH trigger events on page 285.
**B12.4 Trace Port Interface Unit**

**I**_PWXP_ The Trace Port Interface Unit (TPIU) support for Armv8-M provides an output path for trace data from the DWT, ITM, and ETM. The TPIU is a trace sink.

*The extension requirements are - TPIU.*

**R**_CRTQ_ It is IMPLEMENTATION DEFINED whether the TPIU supports a parallel trace port output.

*The extension requirements are - TPIU.*

**R**_GTBP_ It is IMPLEMENTATION DEFINED whether the TPIU supports low-speed asynchronous serial port output using NRZ encoding. This operates as a traditional UART.

*The extension requirements are - TPIU.*

**R**_LKQT_ It is IMPLEMENTATION DEFINED whether the TPIU supports medium-speed asynchronous serial port output using Manchester encoding.

*The extension requirements are - TPIU.*

**I**_SDDK_ Arm recommends that the TPIU provides both parallel and asynchronous serial ports, for maximum flexibility with external capture devices.

*The extension requirements are - TPIU.*

**R**_HJXK_ Whether the trace port clock is synchronous to the PE clock is IMPLEMENTATION DEFINED.

*The extension requirements are - TPIU.*

**R**_PKKS_ It is IMPLEMENTATION DEFINED whether the TPIU is reset by a Cold reset or has an independent Cold reset.

*The extension requirements are - TPIU.*

**R**_JLCQ_ The output formatting modes that are supported by the TPIU are IMPLEMENTATION DEFINED. They are:

- Bypass.
- Continuous.

*The extension requirements are - TPIU.*

**R**_DMFP_ Bypass mode is only supported if a serial port output is supported.

*The extension requirements are - TPIU.*

**R**_RRJP_ Continuous mode is supported if the parallel trace port is implemented. Continuous mode is selected when the parallel trace port is used.

*The extension requirements are - TPIU.*

**R**_FCFT_ Continuous mode is supported if the ETM is implemented. Continuous mode is selected when the ETM is used.

*The extension requirements are - TPIU.*
See also:

TPIU_FFCR, Formatter and Flush Control Register.
B12.1 Instrumentation Trace Macrocell on page 268.
B12.3 Embedded Trace Macrocell on page 297.
Chapter B1 Resets on page 46.
**B12.5 Flash Patch and Breakpoint unit**

**B12.5.1 About the FPB unit**

R<sub>FTWL</sub> The *Flash Patch and Breakpoint* (FPB) unit supports setting breakpoints on instruction fetches.

_The extension requirements are - FPB._

I<sub>BPFS</sub> The name Flash Patch and Breakpoint unit is historical and the architecture does not support remapping functionality.

_The extension requirements are - FPB._

R<sub>GDMW</sub> The number of implemented instruction address comparators is _IMPLEMENTATION DEFINED_. Software can discover the number of implemented instruction address comparators from _FP_CTRL.NUM_CODE_.

_The extension requirements are - FPB._

See also:
- Chapter B6 _The System Address Map_ on page 197.
- B12.2.7 _DWT trace restrictions and relaxations_ on page 290.
- Chapter D1 _Register Specification_ on page 848.

**B12.5.2 FPB unit operation**

R<sub>RRKD</sub> The FPB contains the following register types:

- A general control register, _FP_CTRL_.
- Comparator registers.

_The extension requirements are - FPB._

R<sub>RECM</sub> Each implemented instruction address comparator supports breakpoint generation.

_The extension requirements are - FPB._

R<sub>FFQF</sub> The _FP_CTRL_ register provides a global enable bit for the FPB, and ID fields that indicate the numbers of instruction address comparison and literal comparison registers implemented.

_The extension requirements are - FPB._

R<sub>CKBL</sub> When configured for breakpoint generation, instruction address comparators can be configured to match any halfword-aligned addresses in the whole address map.

_The extension requirements are - FPB._

R<sub>RFXS</sub> Instruction address comparators match only on instruction fetches. The FPB treats hardware accesses to the stack as data accesses for registers that are:

- Pushed to the stack by hardware as part of an exception entry or lazy state preservation.
- Popped from the stack by hardware as part of an exception return.
- Pushed to the stack by hardware as part of a Non-secure function return.
- Popped from the stack by hardware as part of a Non-secure function call.

It is _IMPLEMENTATION DEFINED_ whether the FPB treats a fetch from the exception vector table as part of an exception entry as a data access, or ignores these accesses, for the purposes of FPB address comparator matches. The fetch is never be treated as an instruction fetch.
The FPB does not match accesses from the DAP.

The extension requirements are - FPB.

**I\textsubscript{CHB}**

Bit[0] of each instruction fetch address is always 0.

The extension requirements are - FPB.

**R\textsubscript{CJKE}**

When an Instruction address matching comparator is configured for breakpoint generation, a match on the address of a 32-bit instruction is configured to match the first halfword or both halfwords of the instruction.

The extension requirements are - FPB.

**R\textsubscript{HXMM}**

If a Breakpoint debug event is generated by the FPB on the second halfword of a 32-bit T32 instruction, it is UNPREDICTABLE whether the breakpoint generates a debug event.

The extension requirements are - FPB.

**R\textsubscript{XXJW}**

An FPB match specifying a Breakpoint debug event generates a Breakpoint debug event that halts the PE if all of the following conditions are true:

- HaltingDebugAllowed() == TRUE.
- DHCSR.C\_DEBUGEN == 1.
- DHCSR.S\_HALT == 0.
- The Security Extension is not implemented, the matching instruction is executed in Non-secure state, or DHCSR.S\_SDE == 1.

The extension requirements are - FPB.

**R\textsubscript{HEMP}**

An FPB match specifying a Breakpoint debug event generates a DebugMonitor exception if it does not halt the PE and all of the following conditions are true:

- DEMCR.MON\_EN == 1.
- DHCSR.S\_HALT == 0.
- The DebugMonitor exception group priority is greater than the current execution priority.
- The Security Extension is not implemented, the matching instruction is executed in Non-secure state, or DEMCR.SDME == 1.

The extension requirements are - FPB.

**R\textsubscript{BFPK}**

An FPB match that specifies a Breakpoint debug event is ignored if it does not meet the conditions for generating either:

- A Breakpoint debug event that halts the PE.
- A DebugMonitor exception.

The extension requirements are - FPB.

**R\textsubscript{CLHN}**

Between a change to the debug authentication interface, DHCSR or DEMCR, that disables debug, and a following context synchronization event, it is UNPREDICTABLE whether any breakpoints generated by the FPB:

- Generate a Breakpoint debug event based on the old values and either:
  - If the Main Extension is implemented, generate a DebugMonitor exception.
  - Halts the PE.
- Are ignored.

The extension requirements are - FPB.

See also:

Halting debug.
B11.4.1 About debug events on page 249.

BKPTInstrDebugEvent()
FPB_BreakpointMatch()

B12.5.3 Cache maintenance

Instruction caches are not permitted to cache breakpoints that are generated by a Flash Patch and Breakpoint unit.

The extension requirements are - FPB.
Part C
Armv8-M Instruction Set
Chapter C1
Instruction Set Overview

This chapter provides a definition of the instruction descriptions contained in Chapter C2 Instruction Specification on page 326. It contains the following sections:

C1.1 Instruction set on page 305.
C1.2 Format of instruction descriptions on page 306.
C1.3 Conditional execution on page 312.
C1.4 Instruction set encoding information on page 318.
C1.5 Modified immediate constants on page 323.
C1.6 NOP-compatible hint instructions on page 324.
C1.7 SBZ or SBO fields in instructions on page 325.
C1.1 Instruction set

There is one instruction set, called T32.

See also:

C1.4 Instruction set encoding information on page 318.
Chapter C2 Instruction Specification on page 326.
Chapter C1. Instruction Set Overview

C1.2 Format of instruction descriptions

Each instruction description in Chapter C2 Instruction Specification on page 326 has the following content:

1. A title.
3. The instruction encoding or encodings.
4. Any alias conditions, if applicable.
5. A list of the assembler symbols for the instruction.
6. Pseudocode describing how the instruction operates.
7. Notes, if applicable.

C1.2.1 The title

The title of an instruction description includes the base mnemonic or mnemonics for the instruction. This is part of the assembler syntax, for example SUB.

If different forms of an instruction use the same base mnemonic, each form has its own description. In this case, the title is the mnemonic followed by a short description of the instruction form in parentheses. This is most often used when an operand is an immediate value in one instruction form, but is a register in another form.

For example, in Chapter C2 Instruction Specification on page 326 the Armv8-M Instruction Set there are the following titles for different forms of the ADD instruction:

- ADD (SP plus immediate)
- ADD (SP plus register)
- ADD (immediate)
- ADD (immediate to PC)
- ADD (register)

Where an instruction has more than one variant, the descriptions might be combined, for example for CDP and CDP2.

C1.2.2 A short description

This briefly describes the function of the instruction. The short description is not a complete description of the instruction and must be read in conjunction with the instruction encoding, mnemonic, alias conditions, assembler symbols, pseudocode and any applicable notes.

C1.2.3 The instruction encoding or encodings

Instruction descriptions in this manual contain:

- An encoding section, containing one or more encoding diagrams, each followed by some decode pseudocode that:
  1. Picks out any encoding-specific special cases.
  2. Translates the fields of the encoding into inputs for the common pseudocode of the instruction.
An operation section, containing common pseudocode that applies to all of the encodings being described. The Operation section pseudocode contains a call to the `EncodingSpecificOperations()` function which triggers the decode pseudocode, either at its start or only after a `Condition code check` performed by `if ConditionPassed() then`.

An encoding diagram specifies each bit of the instruction encoding as one of the following:

- A mandatory 0 or 1, represented in the diagram as 0 or 1. If the PE attempts to decode and execute the instruction and a bit does not have a mandatory value, the encoding corresponds to a different instruction.
- A `should be 0` or `should be 1`, represented in the diagram as `(0)` or `(1)`. If the PE attempts to decode and execute the instruction and a bit does not have the `should be` value, the instruction is `CONSTRAINED UNPREDICTABLE`.
- A named single bit or a bit in a named multi-bit field.

An encoding diagram matches an instruction if all mandatory bits are identical in the encoding diagram and the instruction.

Between each encoding diagram and its T <n> heading, there is an italicized statement that describes which Armv8-M variant the encoding is present in. For example, Armv8-M Main Extension only.

The instruction description shows the instruction encoding diagram, or, if the instruction has multiple encodings, shows all of the encoding diagrams. The heading for each encoding is the letter T followed by an arbitrary number, usually between 1 and 5.

Below each encoding diagram is the assembler syntax prototype for that encoding, written in typewriter font. The assembler syntax prototype describes the syntax that can be used in the assembler to select this encoding, and also the syntax that is used when disassembling this encoding.

In some cases an encoding has multiple variants of assembler syntax prototype, when the prototype differs depending on the value in one or more of the encoding fields. In these cases, the correct variant to use can be identified by either:

- Its subheading.
- An annotation to the syntax.

See also:

B5.3 Endianness on page 145.

C1.2.6 Pseudocode describing how the instruction operates on page 309.

Any alias conditions, if applicable

Alias conditions are an optional part of an instruction description. If included, it describes the set of conditions for which an alternative mnemonic and its associated assembler syntax prototypes are preferred for disassembly by a disassembler. It includes a link to the alias instruction description that defines the alternative syntax. The alias
syntax and the original syntax can be used interchangeably in the assembler source code.

Arm recommends that if a disassembler outputs the alias syntax, it consistently outputs the alias syntax.

Arm recommends that where possible, the alias is used.

### C1.2.5 Standard assembler syntax fields

This manual uses the Arm *Unified Assembler Language* (UAL). This assembly language syntax provides a canonical form for all T32 instructions.

UAL describes the syntax for the mnemonic and the operands of each instruction. Operands can also be referred to as *Assembler symbols*. In addition, UAL assumes that instructions and data items can be given labels. It does not specify the syntax to be used for labels, see the assembler documentation for these details.

The *Assembler symbols* subsection of an instruction description contains a list of the symbols that the assembler syntax prototype or prototypes use.

The following conventions are used:

- **< >**: Angle brackets. Any symbol enclosed by these is mandatory. For each symbol, there is a description of what the symbol represents. The description usually also specifies which encoding field or fields encodes the symbol.
- **{ }**: Brace brackets. Any symbol enclosed by these is optional. For each optional symbol, there is a description of what the symbol represents and how its presence or absence is encoded.

In some assembler syntax prototypes, some brace brackets are mandatory, for example if they surround a register list. When the use of brace brackets is mandatory, they are separated from other syntax items by one or more spaces.

- **#**: Usually precedes a numeric constant. All uses of # are optional in assembler source code. Arm recommends that disassemblers output the # where the assembler syntax prototype includes it.
- **+/-**: Indicates an optional + or - sign. If neither is coded, + is assumed.
- **!**: Indicates that the result address is written back to the base register.

Single spaces are used for clarity, to separate syntax items. Where a space is mandatory, the assembler syntax prototype shows two or more consecutive spaces.

Any characters not shown in this conventions list must be coded exactly as shown in the assembler syntax prototype. Apart from brace brackets, these characters are used as part of a meta-language to define the architectural assembler syntax prototype for an instruction encoding, but have no architecturally defined significance in the input to an assembler or in the output from a disassembler.

UAL includes *instruction selection* rules that specify which instruction encoding is selected when more than one can provide the required functionality. The following assembler syntax prototype fields are standard across all or
most instructions:

<c>: Specifies the condition under which the instruction is executed. If <c> is omitted, it defaults to always (\textit{AL}).

<q>: Specifies one of the following optional assembler qualifiers on the instruction:

\texttt{.N}

Meaning narrow. The assembler must select a 16-bit encoding for the instruction. If this is not possible, an assembler error is produced.

\texttt{.W}

Meaning wide. The assembler must select a 32-bit encoding for the instruction. If this is not possible, an assembler error is produced.

If neither \texttt{.W} nor \texttt{.N} is specified, the assembler can select either a 16-bit or 32-bit encoding. If both encoding lengths are available, it must select a 16-bit encoding. In the few cases where more than one encoding of the same length is available for an instruction, the rules for selecting between them are instruction-specific and are part of the instruction description.

Syntax options exist to override the normal instruction selection rules and ensure that a particular encoding is selected. These are useful when disassembling code, to ensure that subsequent assembly produces the original code, and in some other situations.

\textbf{C1.2.6 Pseudocode describing how the instruction operates}

\texttt{I_{RTDZ}}

Each instruction description includes pseudocode that provides a precise description of what the instruction does.

\texttt{I_{LRZT}}

In the instruction pseudocode, instruction fields are referred to by the names shown in the encoding diagram for the instruction.

\texttt{RNLPW}

Where the pseudocode describes UNPREDICTABLE behavior the constraints on that behavior are described in the Operation section.

\texttt{I_{BNWV}}

Pseudocode does not describe the ordering requirements when an instruction generates multiple memory accesses.

\texttt{R_{CNRM}}

Pseudocode describes the exact rules when an UNDEFINED instruction fails its Condition code check.

In such cases, the UNDEFINED pseudocode statement lies inside the if \texttt{ConditionPassed()} then ... structure, either directly or in the \texttt{EncodingSpecificOperations()} function call, and so the pseudocode indicates that the instruction executes as a NOP.

\texttt{I_{M3XZ}}

Pseudocode does not describe the exact ordering requirements when a single floating-point instruction generates more than one floating-point exception and one or more of those floating-point exceptions is trapped.
An exception can be taken during execution of the pseudocode for an instruction, either explicitly as a result of the execution of a pseudocode function, or implicitly, for example if an interrupt is taken during execution of an LDM instruction. If this happens, the pseudocode does not describe the extent to which the normal behavior of the instruction occurs.

See also:

Chapter E1 Arm Pseudocode Definition on page 1199.
B5.10 Ordering requirements for memory accesses on page 157.
E1.1.1 General limitations of Arm pseudocode on page 1200.
C1.3.3 Conditional execution of undefined instructions on page 313.
B4.12 Priority of Floating-point exceptions relative to other Floating-point exceptions on page 140.
B3.18 Exception handling on page 86.
B3.22 Exception return on page 100.

C1.2.7 Use of labels in UAL instruction syntax

The UAL syntax for some instructions includes the label of an instruction or a literal data item that is at a fixed offset from the instruction being specified. The assembler must:

1. Calculate the PC or Align(PC,4) value of the instruction. The PC value of an instruction is its address plus 4 for a T32 instruction. The Align(PC,4) value of an instruction is its PC value ANDed with 0xFFFFFFFF to force it to be word-aligned.
2. Calculate the offset from the PC or Align(PC,4) value of the instruction to the address of the labeled instruction or literal data item.
3. Assemble a PC-relative encoding of the instruction, that is, one that reads its PC or Align(PC,4) value and adds the calculated offset to form the required address.

For instructions that encode a subtraction operation, if the instruction cannot encode the calculated offset, but can encode minus the calculated offset, the instruction encoding specifies a subtraction of minus the calculated offset.

The following instructions include a label:

- B and BL.
- CBNZ and CBZ.
- LDC, LDC2, LDR, LDRB, LDRD, LDRH, LDRSB, LDRSH, PLD, PLI, and VLDR:
  - When the assembler calculates an offset of 0 for the normal syntax of these instructions, it must assemble an encoding that adds 0 to the Align(PC,4) value of the instruction. Encodings that subtract 0 from the Align(PC,4) value cannot be specified by the normal syntax.
  - There is an alternative syntax for these instructions that specifies the addition or subtraction and the immediate offset explicitly. In this syntax, the label is replaced by [PC, +/-<imm>], where:
    - +/-: Is + or omitted to specify that the immediate offset is to be added to the Align(PC,4) value, or - if it is to be subtracted.
    - <imm>: Is the immediate offset.
  - This alternative syntax makes it possible to assemble the encodings that subtract 0 from the Align(PC,4) value. If the immediate offset is 0, the assembler must specify the label of the instruction or literal data item in its normal form.
value, and to disassemble them to a syntax that can be re-assembled correctly.

- **ADR**:
  
  - When the assembler calculates an offset of 0 for the normal syntax of this instruction, it must assemble the encoding that adds 0 to the `Align(PC,4)` value of the instruction. The encoding that subtracts from the `Align(PC,4)` value cannot be specified by the normal syntax.
  
  - There is an alternative syntax for this instruction that specifies the addition or subtraction and the immediate value explicitly, by writing them as additions `ADD <Rd>, PC, #<imm>` or subtractions `SUB <Rd>, PC, #<imm>`. This alternative syntax makes it possible to assemble the encoding that subtracts 0 from the `Align(PC,4)` value, and to disassemble it to a syntax that can be re-assembled correctly.

### C1.2.8 Using syntax information

**I\text{B}JG\text{X}** For a particular encoding:

- There is usually more than one assembler syntax prototype variant that assembles to it.
- The exact set of prototype variants that assemble to it usually depends on the operands to the instruction, for example the register numbers or immediate constants. As an example, for the `AND (register)` instruction, the syntax `AND R0, R0, R8` selects a 32-bit encoding, but `AND R0, R0, R1` selects a 16-bit encoding.

**I\text{B}QSS** For each instruction encoding that belongs to a target instruction set, an assembler can use the information in the encoding to determine whether it can use that particular encoding to encode the instruction requested by the UAL source. If multiple encodings can encode the instruction, then:

- If both a 16-bit encoding and a 32-bit encoding can encode the instruction, the architecturally preferred encoding is the 16-bit encoding. This means that the assembler must use the 16-bit encoding instead of the 32-bit encoding.
- If multiple encodings of the same width can encode the instruction, the assembler syntax indicates the preferred encoding, and how software can select other encodings if required. Each encoding also documents UAL syntax that selects it in preference to any other encoding. If no encodings of the target instruction set can encode the instruction requested by the UAL source, the assembler normally generates an error that indicates that the instruction is not available in that instruction set.
C1.3 Conditional execution

**I\_{XDMQ}**  Conditionally executed means that the instruction only has its normal effect on the programmers’ model operation, memory and coprocessors if the N, Z, C, and V flags in the APSR satisfy a condition specified in the instruction. If the flags do not satisfy this condition, the instruction acts as a NOP, that is, execution advances to the next instruction as normal, including any relevant checks for exceptions being taken, but has no other effect.

**I\_{SPPQ}**  Most T32 instructions are unconditional. Conditional execution in T32 code can be achieved using any of the following instructions:

- A 16-bit conditional branch instruction, with a branch range of -256 to +254 bytes. See B for details.
- A 32-bit conditional branch instruction, with a branch range of approximately ±1MB. See B for details.
- 16-bit Compare and Branch on Zero and Compare and Branch on Nonzero instructions, with a branch range of +4 to +130 bytes. See CBNZ, CBZ for details.
- A 16-bit If-Then instruction that makes up to four following instructions conditional. See IT for details. The instructions that are made conditional by an IT instruction are called its IT block. Instructions in an IT block must either all have the same condition, or some can have one condition, and others can have the inverse condition.

**R\_{FNBQ}**  In T32 instructions, the condition (if it is not AL) is encoded in a preceding IT instruction, other than B, CBNZ and CBZ. Some conditional branch instructions do not require a preceding IT instruction, and include a condition code in their encoding.

**I\_{BDMC}**  The following table shows the conditions that are available for conditionally executed instructions.

<table>
<thead>
<tr>
<th>cond</th>
<th>Mnemonic extension</th>
<th>Meaning, integer arithmetic</th>
<th>Meaning, Floating-point arithmetic</th>
<th>APSR condition flags</th>
</tr>
</thead>
<tbody>
<tr>
<td>0000</td>
<td>EQ</td>
<td>Equal</td>
<td>Equal</td>
<td>Z == 1</td>
</tr>
<tr>
<td>0001</td>
<td>NE</td>
<td>Not equal</td>
<td>Not equal, or unordered</td>
<td>Z == 0</td>
</tr>
<tr>
<td>0010</td>
<td>CS</td>
<td>Carry set</td>
<td>Greater than, equal or unordered</td>
<td>C == 1</td>
</tr>
<tr>
<td>0011</td>
<td>CC</td>
<td>Carry clear</td>
<td>Less than</td>
<td>C == 0</td>
</tr>
<tr>
<td>0100</td>
<td>MI</td>
<td>Minus, negative</td>
<td>Less than</td>
<td>N == 1</td>
</tr>
<tr>
<td>0101</td>
<td>PL</td>
<td>Plus, positive or zero</td>
<td>Greater than, equal or unordered</td>
<td>N == 0</td>
</tr>
<tr>
<td>0110</td>
<td>VS</td>
<td>Overflow</td>
<td>Unordered</td>
<td>V == 1</td>
</tr>
<tr>
<td>0111</td>
<td>VC</td>
<td>No overflow</td>
<td>Unconditional</td>
<td>V == 0</td>
</tr>
<tr>
<td>1000</td>
<td>HI</td>
<td>Unsigned higher</td>
<td>Greater than or unordered</td>
<td>C == 1 and Z == 0</td>
</tr>
<tr>
<td>1001</td>
<td>LS</td>
<td>Unsigned lower or same</td>
<td>Less than or equal</td>
<td>C == 0 or Z == 1</td>
</tr>
<tr>
<td>1010</td>
<td>GE</td>
<td>Signed greater than or equal</td>
<td>Greater than or equal</td>
<td>N == V</td>
</tr>
<tr>
<td>1011</td>
<td>LT</td>
<td>Signed less than</td>
<td>Less than or unordered</td>
<td>N != V</td>
</tr>
<tr>
<td>1100</td>
<td>GT</td>
<td>Signed greater than</td>
<td>Greater than</td>
<td>Z == 0 and N == V</td>
</tr>
<tr>
<td>1101</td>
<td>LE</td>
<td>Signed less than or equal</td>
<td>Less than, equal or unordered</td>
<td>Z == 1 and N != V</td>
</tr>
<tr>
<td>1110</td>
<td>None (AL)</td>
<td>Always (unconditional)</td>
<td>Always (unconditional)</td>
<td>Any</td>
</tr>
</tbody>
</table>

Unordered means at least one NaN operand.

HS (unsigned higher or same) is a synonym for CS.

LO (unsigned lower) is a synonym for CC.

AL is an optional mnemonic extension for always, except in IT instructions. See IT for details.
Chapter C1. Instruction Set Overview

C1.3. Conditional execution

C1.3.1 Conditional instructions

R_{WRJS} The instructions that are made conditional by an IT instruction must be written with a condition after the mnemonic. These conditions must match the conditions imposed by the IT instruction.

I_{WVXC} An example of R_{WRJS} is:

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>ITTEE EQ</td>
</tr>
<tr>
<td>2</td>
<td>ADDEQ R0, R1</td>
</tr>
<tr>
<td>3</td>
<td>SUBEQ R2, R3</td>
</tr>
<tr>
<td>4</td>
<td>ADDNE R4, R5</td>
</tr>
<tr>
<td>5</td>
<td>SUBNE R6, R7</td>
</tr>
</tbody>
</table>

R_{THGJ} Some instructions cannot be made conditional by an IT instruction. Some instructions can be conditional if they are the last instruction in the IT block, but not otherwise, see the individual instruction descriptions for details.

R_{TGXF} If the assembler syntax indicates a conditional branch that correctly matches a preceding IT instruction, it is assembled using a branch instruction encoding that does not include a condition field.

See also
- IT instruction

C1.3.2 Pseudocode details of conditional execution

R_{NBVCJ} The CurrentCond() pseudocode function prototype returns a 4-bit condition specifier as follows:
- For the T1 and T3 encodings of the Branch instruction, it returns the 4-bit cond field of the encoding.
- For all other T32 instructions:
  - If ITSTATE.IT[3:0] != '0000' it returns ITSTATE.IT[7:4]
  - If ITSTATE.IT[7:0] == '00000000' it returns '1110'
  - Otherwise, execution of the instruction is UNPREDICTABLE.

R_{LTPO} The ConditionPassed() function calls the ConditionHolds() function to determine whether the instruction must be executed.

See also
- C1.3.5 ITSTATE on page 314.

B.

C1.3.3 Conditional execution of undefined instructions

R_{NHNF} The conditional execution applies to all instructions. This includes undefined instructions and other instructions that would cause entry to the UsageFault or the UNDEFINSTR UsageFault.
If such an instruction fails its condition code check the instruction behaves as a **NOP** and does not cause an **UsageFault**.

### C1.3.4 Interaction of undefined instruction behavior with **UNPREDICTABLE** or **CONSTRAINED UNPREDICTABLE** instruction behavior

If this manual describes an instruction as both:

- **UNPREDICTABLE** and **UNDEFINED**, then the instruction is **UNPREDICTABLE**.
- **CONSTRAINED UNPREDICTABLE** and **UNDEFINED**, then the instruction is **CONSTRAINED UNPREDICTABLE**.

### C1.3.5 ITSTATE

**ITSTATE** is held in **EPSR.IT**.

This register holds the If-Then Execution state bits for the T32 **IT** instruction.

**EPSR.IT** and **ITSTATE** divide into two subfields:

**IT[7:5]**

Holds the *base condition* for the current IT block. The base condition is the top 3 bits of the condition specified by the IT instruction.

This subfield is `0b000` when no IT block is active.

**IT[4:0]**

Encodes:

- The size of the IT block. This is the number of instructions that are to be conditionally executed. The size of the block is indicated by the position of the least significant 1 in this field which is bit `[4-size of the block]`.
- The value of the least significant bit, bit[0], of the condition code for each instruction in the block.
- Changing the value of the least significant bit of a condition code from 0 to 1 inverts the condition code. For example `cond 0000` is **EQ**, and `cond 0001` is **NE**.

This subfield is `0b00000` when no IT block is active.

When an IT instruction is executed, IT bits[7:0] are set according to the condition in the instruction, and the **Then** and **Else** (**T** and **E**) parameters in the instruction.

An instruction in an IT block is conditional. The condition used is the current value of IT[7:4]. When an instruction in an IT block completes its execution normally, **ITSTATE** is advanced by shifting IT bits[4:0] left by 1 bit.

For example:
C1.3. Conditional execution

<table>
<thead>
<tr>
<th>IT[7:5]</th>
<th>IT[4:0]</th>
</tr>
</thead>
<tbody>
<tr>
<td>ITTEE EQ</td>
<td>000 00111</td>
</tr>
<tr>
<td>ADDEQ R0, R1</td>
<td>000 01110</td>
</tr>
<tr>
<td>SUBEQ R2, R3</td>
<td>000 11100</td>
</tr>
<tr>
<td>ADDNE R4, R5</td>
<td>000 11000</td>
</tr>
<tr>
<td>SUBNE R6, R7</td>
<td>000 00000</td>
</tr>
</tbody>
</table>

Instructions that can complete their normal execution by branching are only permitted in an IT block as its last instruction, and so always result in ITSTATE advancing to normal execution.

In the following table, \( P \) represents the base condition or the inverse of the base condition.

<table>
<thead>
<tr>
<th>IT Bits</th>
<th>[7:5]</th>
<th>[4]</th>
<th>[3]</th>
<th>[2]</th>
<th>[1]</th>
<th>[0]</th>
</tr>
</thead>
<tbody>
<tr>
<td>cond_base P1 P2 P3 P4 1</td>
<td>Entry point for 4-instruction IT block</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>cond_base P1 P2 P3 1 0</td>
<td>Entry point for 3-instruction IT block</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>cond_base P1 P2 1 0 0</td>
<td>Entry point for 2-instruction IT block</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>cond_base P1 1 0 0 0</td>
<td>Entry point for 1-instruction IT block</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>000 0 0 0 0 0</td>
<td>Normal execution, not in an IT block</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Combinations of the IT bits not shown in this table are reserved.

C1.3.6 Pseudocode details of ITSTATE operation

ITAdvance() describes how ITSTATE advances after normal execution.

InITBlock() and LastInITBlock() test whether the current instruction is in an IT block, and whether it is the last instruction of an IT block.

C1.3.7 SVC and ISTATE

The ReturnAddress() for an SVC instruction must point to the instruction after the SVC instruction and advance ITSTATE.

When an SVC instruction is escalated to HardFault resulting in lockup the ReturnAddress() is 0xEFFFFFFE.

See also:
B3.31 Lockup on page 118.

C1.3.8 CONSTRAINED UNPREDICTABLE behavior and IT blocks

Branching into an IT block, other than by way of exception return or exit from Debug state, leads to CONSTRAINED UNPREDICTABLE behavior. Execution starts from the address that is determined by the branch, but each instruction in the IT block is:
Chapter C1. Instruction Set Overview
C1.3. Conditional execution

- Executed as if the instruction is not in an IT block, meaning that the instruction is executed unconditionally.
- Executed as if the instruction had passed its Condition code check within an IT block.
- Executed as a NOP. That is, the instruction behaves as if it had failed the Condition code check.

For exception returns or Debug state exits that cause EPSR.IT to be set to a reserved value with a nonzero value in EPSR.IT, the EPSR.IT bits are forced to 0b00000000.

Note, Debug state requires Halting debug.

Exception returns or Debug state exits that set EPSR.IT to a non-reserved value can occur when the flow of execution returns to a point:

- Outside an IT block, but with the EPSR.IT bits set to a value other than 0b00000000.
- Inside an IT block, but with a different value of the EPSR.IT bits than if the IT block had been executed without an exception return or Debug state exit.

In this case the instructions at the target of the exception return or Debug state exit does one of the following:

- Execute as if they passed the Condition code check for the remaining iterations of the EPSR.IT state machine.
- Execute as NOPs. That is, they behave as if they failed the Condition code check for the remaining iterations of the EPSR.IT state machine.

Note, Debug state requires Halting debug.

A number of instructions in the architecture are described as being CONSTRAINED UNPREDICTABLE either:

- Anywhere within an IT block.
- As an instruction within an IT block, other than the last instruction within an IT block.

Unless otherwise stated in this reference manual, when these instructions are committed for execution, one of the following occurs:

- An UNDEFINED exception is taken.
- The instructions are executed as if they had passed the condition code check.
- The instructions execute as NOPs, as if they had failed the condition code check.

The behavior might in some implementations vary from instruction to instruction, or between different instances of the same instruction.

Branch instructions or other non-sequential instructions that change the PC are CONSTRAINED UNPREDICTABLE in an IT block. Where these instructions are not treated as UNDEFINED within an IT block, the remaining iterations of the EPSR.IT state machine is treated in one of the following ways:

- EPSR.IT is cleared to 0.
- EPSR.IT advances for either a sequential or a nonsequential change of the PC in the same way as it does for instructions that are not CONSTRAINED UNPREDICTABLE that cause a sequential change of the PC.

This behavior does not apply to an instruction that is the last instruction in an IT block.

The instructions that are addressed by the updated PC does one of the following:

- Execute as if they had passed the condition code check for the remaining iterations of the EPSR.IT state machine.
C1.3. Conditional execution

- Execute as `NOP`. That is, they behave as if they had failed the condition code check for the remaining iterations of the `EPSR.IT` state machine.

The remaining iterations of the `EPSR.IT` state machine behave in one of the following ways:

- The `EPSR.IT` state machine advances as if it were in an IT block.
- The `EPSR.IT` bits are ignored.
- The `EPSR.IT` bits are forced to `0b00000000`.

Execution of an instruction inside an IT block with `ITSTATE` set to zero, an ICI value, or a value that is inconsistent with the IT block is UNPREDICTABLE.

See also:

- B3.5 XPSR, APSR, IPSR, and EPSR on page 59.
- B3.5.2 Execution Program Status Register (EPSR) on page 60.
C1.4 Instruction set encoding information

C1.4.1 UNDEFINED and UNPREDICTABLE instruction set space

UNDEFINED and UNPREDICTABLE behavior. The instruction is described as UNPREDICTABLE.

An UNDEFINSTR UsageFault. The instruction is described as UNDEFINED.

Unallocated instructions in the NOP hint space behave as NOPs.

R\ disgrace An attempt to execute an unallocated instruction results in either:

• UNPREDICTABLE behavior. The instruction is described as UNPREDICTABLE.

• An UNDEFINSTR UsageFault. The instruction is described as UNDEFINED.

• Unallocated instructions in the NOP hint space behave as NOPs.

R\ disgrace An instruction is UNDEFINED if it is declared as UNDEFINED in an instruction description.

R\ disgrace An instruction is UNPREDICTABLE if:

• A bit marked (0) or (1) in the encoding diagram of an instruction is not 0 or 1, respectively, and the pseudocode
for that encoding does not indicate that a different special case applies.

• It is declared as UNPREDICTABLE in an instruction description.

R\ disgrace Unless otherwise specified, a T32 instruction that is provided by one or more of the architecture extensions is
either UNPREDICTABLE or UNDEFINED in an implementation that does not include those extensions. See the
individual instruction descriptions for details.

C1.4.2 Pseudocode descriptions of operations on general-purpose registers and the PC

In pseudocode, the uses of the R[] function are:

• Reading or writing R0-R12, SP, and LR, using n = 0-12, 13, and 14 respectively.

• Reading the PC, using n = 15.

The use of RSPCheck() returns the value of the current SP

See also:

R[], RSPCheck()

C1.4.3 Use of 0b1111 as a register specifier

All use of the PC as a named register specifier for a source register that is described as CONSTRAINED UNPRE-
DICTABLE in the pseudocode or in other places in this reference manual does one of the following:

• Cause the instruction to be treated as UNDEFINED.

• Cause the instruction to be executed as a NOP.

• Read an UNKNOWN value for the source register that is specified as the PC.

All use of the PC as a named register specifier for a destination register that is described as CONSTRAINED
UNPREDICTABLE in the pseudocode or in other places in this reference manual does one of the following:
C1.4. Instruction set encoding information

- Cause the instruction to be treated as UNDEFINED.
- Cause the instruction to be executed as a NOP.
- Ignore the write.
- Branch to an UNKNOWN location.

**I**QVWL

The choice between the behavior of the PC as a source or destination register might vary in some implementations from instruction to instruction, or between different instances of the same instruction.

**R**LXPR

For instructions that specify two destination registers and if one is specified as the PC, then the other destination register of the pair is UNKNOWN. The CONSTRAINED UNPREDICTABLE behavior for the write to the PC is either to ignore the write or to branch to an UNKNOWN location.

**R**GRSS

An instruction that specifies the PC as a Base register and specifies a base register writeback is CONSTRAINED UNPREDICTABLE and behaves as if the PC is both the source and destination register.

**R**XLVX

For instructions that affect any or all of APSR.{N, Z, C, V} or APSR.GE when the register specifier is not the PC, any flags that are affected by an instruction that is CONSTRAINED UNPREDICTABLE become UNKNOWN.

**R**JFGT

For MRC instructions that use the PC as the destination register descriptor (and therefore target APSR.{N, Z, C, V}) and where these instructions are described as being CONSTRAINED UNPREDICTABLE the status of the flags becomes UNKNOWN.

**R**XPBT

Multi-access instructions that load the PC from Device memory are CONSTRAINED UNPREDICTABLE and one of the following behaviors occurs:

- The instruction loads the PC from the memory location as if the memory location had the Normal Non-cacheable attribute.
- The instruction generates a MemManage fault.

**R**RTBM

All unallocated or reserved values of fields with allocated values within the memory-mapped registers that are described in this reference manual behave, unless otherwise stated in the register description, in one of the following ways:

- The encoding maps onto any of the allocated values, but otherwise does not cause CONSTRAINED UNPREDICTABLE behavior.
- The encoding causes effects that could be achieved by a combination of more than one of the allocated encodings.
- The encoding causes the field to have no functional effect.

**I**QXNP

When a value of 0b1111 is permitted as a register specifier, as indicated in the individual instruction descriptions, a variety of meanings is possible. For register reads, these meanings are:

- Read the PC value, that is, the address of the current instruction + 4. The base register of the table branch instructions TBB and TBH can be the PC. This enables branch tables to be placed in memory immediately after the instruction. (Some instructions read the PC value implicitly, without the use of a register specifier,
for example the conditional branch instruction \( B<\text{cond}> \).

- Read the word-aligned PC value, that is, the address of the current instruction + 4, with bits [1:0] forced to zero. The base register of LDC, LDR, LDRB, LDRD (pre-indexed, no write-back), LDRH, LDRSB, and LDRSH instructions can be the word-aligned PC. This enables PC-relative data addressing. In addition, some encodings of the ADD and SUB instructions permit their source registers to be 0b1111 for the same purpose.

- Read zero. This is done in some cases when one instruction is a special case of another, more general instruction, but with one operand zero. In these cases, the instructions are listed on separate pages, with a special case in the pseudocode for the more general instruction cross-referencing the other page. An example of this is the descriptions of MOV (register) and ORR (register).

When a value of 0b1111 is permitted as a register specifier, as indicated in the individual instruction descriptions, a variety of meanings is possible. For register writes, these meanings are:

- The PC can be specified as the destination register of an LDR instruction. This is done by encoding Rt as 0b1111. The loaded value is treated as an address, and the effect of execution is a branch to that address. bit[0] of the loaded value selects the Execution state after the branch and must have the value 1.

- Discard the result of a calculation. This is done in some cases when one instruction is a special case of another, more general instruction, but with the result discarded. In these cases, the instructions are listed on separate pages, with a special case in the pseudocode for the more general instruction cross-referencing the other page. An example of this is the descriptions of TST (register) and AND (register).

- If the destination register specifier of an LDRB, LDRH, LDRSB, or LDRSH instruction is 0b1111, the instruction is a memory hint instead of a load operation.

- If the destination register specifier of an MRC instruction is 0b1111, bits[31:28] of the value transferred from the coprocessor are written to the N, Z, C, and V flags in the APSR, and bits[27:0] are discarded.

### C1.4.4 Use of 0b1101 as a register specifier

**SP[1:0] definition**

- Bits [1:0] of SP must be treated as SBZP (Should Be Zero or Preserved). Writing a non-zero value to bits [1:0] results in UNPREDICTABLE behavior. Reading bits [1:0] returns zero.

**32-bit T32 instruction support for SP**

Use of the SP in T32 instructions and 16-bit data processing instructions is restricted to the following cases:

- SP as the source or destination register of a MOV instruction. Only register to register transfers without shifts are supported, with no flag setting:

<table>
<thead>
<tr>
<th></th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>MOV SP,Rm</td>
</tr>
<tr>
<td>2</td>
<td>MOV Rn,SP</td>
</tr>
</tbody>
</table>

- Adjusting SP up or down by a multiple of its alignment:

<table>
<thead>
<tr>
<th></th>
<th>Instruction</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>ADD{W} SP,SP,#N ; For N a multiple of 4</td>
</tr>
<tr>
<td>2</td>
<td>SUB{W} SP,SP,#N ; For N a multiple of 4</td>
</tr>
<tr>
<td>3</td>
<td>ADD SP,SP,Rm,LSL #shift ; For shift=0,1,2,3</td>
</tr>
<tr>
<td>4</td>
<td>SUB SP,SP,Rm,LSL #shift ; For shift=0,1,2,3</td>
</tr>
</tbody>
</table>

- SP as a base register, Rn, of any load or store instruction. This supports SP-based addressing for load, store,
Chapter C1. Instruction Set Overview

C1.4. Instruction set encoding information

or memory hint instructions, with positive or negative offsets, with and without write-back.

- SP as the first operand, Rn, in any ADD{S}, CMN, CMP, or SUB{S} instruction. The add and subtract instructions support SP-based address generation, with the address going into a general-purpose register. CMN and CMP can check the stack pointer.
- SP as the transferred register, Rt, in any LDR or STR instruction.
- SP as the address in a POP or PUSH instruction.

Where an instruction states that the SP is UNPREDICTABLE and SP is used:

- The value that is read or written from or to the SP is UNKNOWN.
- The instruction is permitted to be treated as UNDEFINED.
- If the SP is being written, it is UNKNOWN whether a stack-limit check is applied.

C1.4.5 16-bit T32 instruction support for SP

Arm deprecates any other use of the SP in T16 instructions. This affects the high register forms of CMP and ADD, where Arm deprecates the use of SP as Rm.

C1.4.6 Branching

Writing an address to the PC causes either a simple branch to that address or an interworking branch.

A simple branch is performed by BranchWritePC().

An interworking branch is performed by BXWritePC().

Branching can occur in cases where 0b1111 is not a register specifier. In these cases, instructions write the PC either:

- Implicitly, for example, b<cond>.
- By using a register mask rather than a register specifier, for example LDM.

The address to branch to can be:

- A loaded value, for example LDM.
- A register value, for example BX.
- The result of a calculation, for example TBB or TBH.

The following table summarizes the branch instructions in the T32 instruction set.
Chapter C1. Instruction Set Overview
C1.4. Instruction set encoding information

<table>
<thead>
<tr>
<th>Instruction</th>
<th>See</th>
<th>Range, T32</th>
</tr>
</thead>
<tbody>
<tr>
<td>Branch to target address</td>
<td>B</td>
<td>±16MB</td>
</tr>
<tr>
<td>Compare and Branch on Nonzero, Compare and Branch on Zero</td>
<td>CBNZ, CBZ</td>
<td>0-126 bytes</td>
</tr>
<tr>
<td>Call a subroutine</td>
<td>BL</td>
<td>±16MB</td>
</tr>
<tr>
<td>Call a subroutine, optionally change Security state</td>
<td>BLX, BLXNS</td>
<td>Any</td>
</tr>
<tr>
<td>Branch to target address, change to Non-secure state</td>
<td>BX, BXNS</td>
<td>Any</td>
</tr>
<tr>
<td>Table Branch (byte offsets)</td>
<td>TBB, TBH</td>
<td>0-510 bytes</td>
</tr>
<tr>
<td>Table Branch (halfword offsets)</td>
<td></td>
<td>0-31070 bytes</td>
</tr>
</tbody>
</table>

Branches to loaded and calculated addresses can be performed by LDR, LDM and data-processing instructions.

A load instruction that targets the PC behaves as a branch instruction.

C1.4.7 Instruction set, interworking and interstating support

The following instructions are **Interworking** branches:
- BX and BLX.
- POP (multiple registers) and all forms of LDM, when the register list includes the PC.
- LDR (immediate), LDR (literal), and LDR (register), with <Rt> equal to the PC.

The value of bit[0] of an interworking branch instruction is not stored in the PC. Bit[0] of an interworking branch instruction sets EPSR.T. If EPSR.T is cleared to 0 an INVSTATE UsageFault or HardFault is generated on the next instruction the PE attempts to execute.

*Note, requires M for INVSTATE UsageFault.*

The following instructions are **interstating branches**:
- BXNS and BLXNS.

The extension requirements are - S.

When an interstating branch is executed in Secure state, bit[0] of the target address indicates the target Security state:
0: The target Security state is Non-secure state.
1: The target Security state is Secure state.

The value of bit[0] of an interstating branch instruction is not stored in the PC.

The extension requirements are - S.

Interstating branches are **UNDEFINED** when executing in Non-secure state.

The extension requirements are - S.

See also:
- C1.1 Instruction set on page 305.
- BXWritePC().
- B3.15 Security state transitions on page 81.
C1.5 Modified immediate constants

The encoding of modified immediate constants in T32 instructions is:

<table>
<thead>
<tr>
<th>i:imm3:a</th>
<th>&lt;const&gt;</th>
<th>Carry flag set</th>
</tr>
</thead>
<tbody>
<tr>
<td>0000x</td>
<td>00000000 00000000 00000000 abcdefgh</td>
<td>No</td>
</tr>
<tr>
<td>0001x</td>
<td>00000000 abcdefgh 00000000 abcdefgh</td>
<td>No</td>
</tr>
<tr>
<td>0010x</td>
<td>abcdefgh 00000000 abcdefgh 00000000</td>
<td>No</td>
</tr>
<tr>
<td>0011x</td>
<td>abcdefgh abcdefgh abcdefgh abcdefgh</td>
<td>No</td>
</tr>
<tr>
<td>01000</td>
<td>1bcdefgh 00000000 00000000 00000000</td>
<td>Yes, to 1</td>
</tr>
<tr>
<td>01001</td>
<td>01bcdefgh h0000000 00000000 00000000</td>
<td>Yes, to 0</td>
</tr>
<tr>
<td>01010</td>
<td>001bcdef gh0000000 00000000 00000000</td>
<td>Yes, to 0</td>
</tr>
<tr>
<td>01011</td>
<td>0001bcde fgh00000 00000000 00000000</td>
<td>Yes, to 0</td>
</tr>
<tr>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>11101</td>
<td>00000000 00000000 00000000 bcd efgh000</td>
<td>Yes, to 0</td>
</tr>
<tr>
<td>11110</td>
<td>00000000 00000000 00000000 00000000 b cd efgh00</td>
<td>Yes, to 0</td>
</tr>
<tr>
<td>11111</td>
<td>00000000 00000000 00000000 00000000 bcdefgh0</td>
<td>Yes, to 0</td>
</tr>
</tbody>
</table>

This table shows the immediate constant value in binary form, to relate abcdefgh to the encoding diagram. In assembly syntax, the immediate value is specified as a decimal integer by default.

The setting of the Carry flag will only apply if a logical operation with a modified immediate constant can set the flags.

Where i:imm3:a is 0001x, 0010x or 0011x the instruction will be UNPREDICTABLE if abcdefgh == 0b00000000.

C1.5.1 Operation of modified immediate constants

T32ExpandImm() and T32T32ExpandImm_C() describe the operation of modified immediate constants.

The operation of modified immediate constants are UNPREDICTABLE where both:

- hw2[7:0] == 0b00000000.
- hw1[10] == 0 and either:
  - hw2 [14:12] == 0b001.
  - hw2 [14:12] == 0b010.
  - hw2 [14:12] == 0b011.
Chapter C1. Instruction Set Overview
C1.6. NOP-compatible hint instructions

C1.6 NOP-compatible hint instructions

A hint instruction only provides an indication to the PE. It is not required that the PE perform an operation on a hint instruction.

A NOP-compatible hint instruction either:

- Acts as a NOP (No Operation) instruction.
- Performs some IMPLEMENTATION DEFINED behavior.

A PE without the Main Extension only supports the 16-bit encodings of the Armv8-M NOP-compatible hint instructions.

The extension requirements are - ![M].

A PE with the Main Extension supports both the 16-bit and the 32-bit encodings of the Armv8-M NOP-compatible hint instructions.

The extension requirements are - M.

See also

Hints, T16.
Hints, T32.
C1.7 SBZ or SBO fields in instructions

Many of the instructions have (0) or (1) in the instruction decode to indicate Should-Be-Zero, SBZ, or Should-Be-One, SBO.

If the instruction bit pattern of an instruction is executed with these fields not having the should-be values, one of the following must occur:

- The instruction is UNDEFINED.
- The instruction executes as a NOP.
- The instruction operates as if the bit had the should-be value.
- Any destination registers of the instruction become UNKNOWN.

The exceptions to this rule are:

- LDM, LDMIA, LDMFD.
- LDMDB, LDMEA.
- LDR (immediate).
- LDRB (immediate).
- LDRD (immediate).
- LDRH (immediate).
- LDRSB (literal).
- LDRSH (literal).
- POP (multiple registers).
- PUSH (multiple registers).
- SDIV.
- STM, STMIA, STMEA.
- STMDB, STMFD.
- UDIV.
Chapter C2
Instruction Specification

This chapter specifies the Armv8-M instruction set. It contains the following sections:

- Top level T32 instruction set encoding.
- 16-bit T32 instruction encoding.
- 32-bit T32 instruction encoding.
- Alphabetical list of instructions.
Chapter C2. Instruction Specification
C2.1. Top level T32 instruction set encoding

C2.1  Top level T32 instruction set encoding

The T32 instruction stream is a sequence of halfword-aligned halfwords. Each T32 instruction is either a single
16-bit halfword in that stream, or a 32-bit instruction consisting of two consecutive halfwords in that stream.

If the value of bits[15:11] of the halfword being decoded is one of the following, the halfword is the first halfword
of a 32-bit instruction:

- 0b11101.
- 0b11110.
- 0b11111.

Otherwise, the halfword is a 16-bit instruction.

| 15 13 12|11 10 | | 0 |15 | | | | 0 |
|---|---|---|---|---|---|---|---|
| op0 | op1 | | | | | | |

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Decode group or instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>op0 op1</td>
<td>16-bit T32 instruction encoding</td>
</tr>
<tr>
<td>111 00</td>
<td>B - T2 variant</td>
</tr>
<tr>
<td>111 != 00</td>
<td>32-bit T32 instruction encoding</td>
</tr>
</tbody>
</table>
Chapter C2. Instruction Specification
C2.2. 16-bit T32 instruction encoding

This section describes the encoding of the 16-bit T32 instruction encoding group. This section is decoded from Top level T32 instruction set encoding.

Note
In the decode tables in this section, an entry of - for a field value means the value of the field does not affect the decoding.

<table>
<thead>
<tr>
<th>15</th>
<th>10</th>
<th>9</th>
<th></th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>op0</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### C2.2.1 Shift (immediate), add, subtract, move, and compare

This section describes the encoding of the Shift (immediate), add, subtract, move, and compare group. The encodings in this section are decoded from 16-bit T32 instruction encoding.

<table>
<thead>
<tr>
<th>15</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th></th>
<th></th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>00</td>
<td></td>
<td>op1</td>
<td></td>
<td>op0</td>
<td></td>
<td>op2</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Decode group or instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>op0 op1 op2</td>
<td></td>
</tr>
<tr>
<td>00xxxx</td>
<td>Shift (immediate), add, subtract, move, and compare</td>
</tr>
<tr>
<td>010000</td>
<td>Data-processing (two low registers)</td>
</tr>
<tr>
<td>010001</td>
<td>Special data instructions and branch and exchange</td>
</tr>
<tr>
<td>01001x</td>
<td>LDR (literal) - T1 variant</td>
</tr>
<tr>
<td>0101xx</td>
<td>Load/store (register offset)</td>
</tr>
<tr>
<td>011xxx</td>
<td>Load/store word/byte (immediate offset)</td>
</tr>
<tr>
<td>1000xx</td>
<td>Load/store halfword (immediate offset)</td>
</tr>
<tr>
<td>1001xx</td>
<td>Load/store (SP-relative)</td>
</tr>
<tr>
<td>1010xx</td>
<td>Add PC/SP (immediate)</td>
</tr>
<tr>
<td>1011xx</td>
<td>Miscellaneous 16-bit instructions</td>
</tr>
<tr>
<td>1100xx</td>
<td>Load/store multiple</td>
</tr>
<tr>
<td>1101xx</td>
<td>Conditional branch, and Supervisor Call</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Decode group or instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>op0 op1 op2</td>
<td></td>
</tr>
<tr>
<td>00 11 0</td>
<td>Add, subtract (three low registers)</td>
</tr>
<tr>
<td>00 11 1</td>
<td>Add, subtract (two low registers and immediate)</td>
</tr>
<tr>
<td>00 !!= 11 -</td>
<td>MOV (register) - T2 variant</td>
</tr>
<tr>
<td>1 - -</td>
<td>Add, subtract, compare, move (one low register and immediate)</td>
</tr>
</tbody>
</table>
Add, subtract (three low registers)

This section describes the encoding of the Add, subtract (three low registers) instruction class. The encodings in this section are decoded from Shift (immediate), add, subtract, move, and compare.

```
<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>6 5</th>
<th>3 2 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 0 0 1 1 0</td>
<td>S</td>
<td>Rm</td>
<td>Rn</td>
</tr>
</tbody>
</table>
```

**Decode fields**

<table>
<thead>
<tr>
<th>S</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>ADD (register)</td>
</tr>
<tr>
<td>1</td>
<td>SUB (register)</td>
</tr>
</tbody>
</table>

Add, subtract (two low registers and immediate)

This section describes the encoding of the Add, subtract (two low registers and immediate) instruction class. The encodings in this section are decoded from Shift (immediate), add, subtract, move, and compare.

```
<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>6 5</th>
<th>3 2 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 0 0 1 1 1</td>
<td>S</td>
<td>imm3</td>
<td>Rn</td>
</tr>
</tbody>
</table>
```

**Decode fields**

<table>
<thead>
<tr>
<th>S</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>ADD (immediate)</td>
</tr>
<tr>
<td>1</td>
<td>SUB (immediate)</td>
</tr>
</tbody>
</table>

Add, subtract, compare, move (one low register and immediate)

This section describes the encoding of the Add, subtract, compare, move (one low register and immediate) instruction class. The encodings in this section are decoded from Shift (immediate), add, subtract, move, and compare.

```
<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 8 7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 0 1</td>
<td>op</td>
<td>Rd</td>
</tr>
<tr>
<td></td>
<td></td>
<td>imm8</td>
</tr>
</tbody>
</table>
```

**Decode fields**

<table>
<thead>
<tr>
<th>op</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>00</td>
<td>MOV (immediate)</td>
</tr>
<tr>
<td>01</td>
<td>CMP (immediate)</td>
</tr>
<tr>
<td>10</td>
<td>ADD (immediate)</td>
</tr>
<tr>
<td>11</td>
<td>SUB (immediate)</td>
</tr>
</tbody>
</table>
Chapter C2. Instruction Specification
C2.2. 16-bit T32 instruction encoding

C2.2.2 Data-processing (two low registers)

This section describes the encoding of the Data-processing (two low registers) instruction class. The encodings in this section are decoded from 16-bit T32 instruction encoding.

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9</th>
<th>6 5</th>
<th>3 2 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 0 0 0 0</td>
<td>op</td>
<td>Rs</td>
<td>Rd</td>
</tr>
</tbody>
</table>

Decode fields Instruction page

<table>
<thead>
<tr>
<th>op</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>0000</td>
<td>AND (register)</td>
</tr>
<tr>
<td>0001</td>
<td>EOR (register)</td>
</tr>
<tr>
<td>0010</td>
<td>MOV, MOVS (register-shifted register) - Logical shift left variant</td>
</tr>
<tr>
<td>0011</td>
<td>MOV, MOVS (register-shifted register) - Logical shift right variant</td>
</tr>
<tr>
<td>0100</td>
<td>MOV, MOVS (register-shifted register) - Arithmetic shift right variant</td>
</tr>
<tr>
<td>0101</td>
<td>ADC (register)</td>
</tr>
<tr>
<td>0110</td>
<td>SBC (register)</td>
</tr>
<tr>
<td>0111</td>
<td>MOV, MOVS (register-shifted register) - Rotate right variant</td>
</tr>
<tr>
<td>1000</td>
<td>TST (register)</td>
</tr>
<tr>
<td>1001</td>
<td>RSB (immediate)</td>
</tr>
<tr>
<td>1010</td>
<td>CMP (register)</td>
</tr>
<tr>
<td>1011</td>
<td>CMN (register)</td>
</tr>
<tr>
<td>1100</td>
<td>ORR (register)</td>
</tr>
<tr>
<td>1101</td>
<td>MUL</td>
</tr>
<tr>
<td>1110</td>
<td>BIC (register)</td>
</tr>
<tr>
<td>1111</td>
<td>MVN (register)</td>
</tr>
</tbody>
</table>

C2.2.3 Special data instructions and branch and exchange

This section describes the encoding of the Special data instructions and branch and exchange group. The encodings in this section are decoded from 16-bit T32 instruction encoding.

<table>
<thead>
<tr>
<th>15</th>
<th>9 8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>010001</td>
<td>op0</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Decode fields Decode group or instruction page

<table>
<thead>
<tr>
<th>01</th>
<th>Branch and exchange</th>
</tr>
</thead>
<tbody>
<tr>
<td>11</td>
<td>Add, subtract, compare, move (two high registers)</td>
</tr>
</tbody>
</table>

Branch and exchange

This section describes the encoding of the Branch and exchange instruction class. The encodings in this section are decoded from Special data instructions and branch and exchange.
Add, subtract, compare, move (two high registers)

This section describes the encoding of the Add, subtract, compare, move (two high registers) instruction class. The encodings in this section are decoded from Special data instructions and branch and exchange.

C2.2.4 Load/store (register offset)

This section describes the encoding of the Load/store (register offset) instruction class. The encodings in this section are decoded from 16-bit T32 instruction encoding.
Chapter C2. Instruction Specification
C2.2. 16-bit T32 instruction encoding

C2.2.5 Load/store word/byte (immediate offset)

This section describes the encoding of the Load/store word/byte (immediate offset) instruction class. The encodings in this section are decoded from 16-bit T32 instruction encoding.

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10</th>
<th>6 5</th>
<th>3 2</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 1 B L imm5</td>
<td>Rn</td>
<td>Rt</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>B L</td>
<td></td>
</tr>
<tr>
<td>0 0</td>
<td>STR (immediate)</td>
</tr>
<tr>
<td>0 1</td>
<td>LDR (immediate)</td>
</tr>
<tr>
<td>1 0</td>
<td>STRB (immediate)</td>
</tr>
<tr>
<td>1 1</td>
<td>LDRB (immediate)</td>
</tr>
</tbody>
</table>

C2.2.6 Load/store halfword (immediate offset)

This section describes the encoding of the Load/store halfword (immediate offset) instruction class. The encodings in this section are decoded from 16-bit T32 instruction encoding.

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10</th>
<th>6 5</th>
<th>3 2</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 1 B L imm5</td>
<td>Rn</td>
<td>Rt</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>L</td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>STRH (immediate)</td>
</tr>
<tr>
<td>1</td>
<td>LDRH (immediate)</td>
</tr>
</tbody>
</table>

C2.2.7 Load/store (SP-relative)

This section describes the encoding of the Load/store (SP-relative) instruction class. The encodings in this section are decoded from 16-bit T32 instruction encoding.

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10</th>
<th>8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 0 0 1 L Rt</td>
<td>imm8</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>L</td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>STR (immediate)</td>
</tr>
<tr>
<td>1</td>
<td>LDR (immediate)</td>
</tr>
</tbody>
</table>
C2.2.8 Add PC/SP (immediate)

This section describes the encoding of the Add PC/SP (immediate) instruction class. The encodings in this section are decoded from 16-bit T32 instruction encoding.

```
| 15 14 13 12|11 10 8 7 | 0 |
| 1 0 1 0 | SP | Rd | imm8 |
```

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>SP</td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>ADR</td>
</tr>
<tr>
<td>1</td>
<td>ADD (SP plus immediate)</td>
</tr>
</tbody>
</table>

C2.2.9 Miscellaneous 16-bit instructions

This section describes the encoding of the Miscellaneous 16-bit instructions group. The encodings in this section are decoded from 16-bit T32 instruction encoding.

```
<table>
<thead>
<tr>
<th>15</th>
<th>11</th>
<th>8 6 5 4 3 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1011</td>
<td>op0</td>
<td>op1</td>
</tr>
</tbody>
</table>
```

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Decode group or instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>op0</td>
<td>op1</td>
</tr>
<tr>
<td>0000</td>
<td>–</td>
</tr>
<tr>
<td>0010</td>
<td>–</td>
</tr>
<tr>
<td>0110 00</td>
<td>–</td>
</tr>
<tr>
<td>0110 01 0</td>
<td>–</td>
</tr>
<tr>
<td>0110 01 1</td>
<td>–</td>
</tr>
<tr>
<td>0111</td>
<td>–</td>
</tr>
<tr>
<td>1000</td>
<td>–</td>
</tr>
<tr>
<td>1010 10</td>
<td>–</td>
</tr>
<tr>
<td>1010 != 10</td>
<td>–</td>
</tr>
<tr>
<td>1110</td>
<td>–</td>
</tr>
<tr>
<td>1111</td>
<td>–</td>
</tr>
<tr>
<td>1111</td>
<td>–</td>
</tr>
<tr>
<td>x0x1</td>
<td>–</td>
</tr>
<tr>
<td>x10x</td>
<td>–</td>
</tr>
</tbody>
</table>

Adjust SP (immediate)

This section describes the encoding of the Adjust SP (immediate) instruction class. The encodings in this section are decoded from Miscellaneous 16-bit instructions.
Extend

This section describes the encoding of the Extend instruction class. The encodings in this section are decoded from Miscellaneous 16-bit instructions.

Reverse bytes

This section describes the encoding of the Reverse bytes instruction class. The encodings in this section are decoded from Miscellaneous 16-bit instructions.

Hints

This section describes the encoding of the Hints instruction class. The encodings in this section are decoded from Miscellaneous 16-bit instructions.
Chapter C2. Instruction Specification
C2.2. 16-bit T32 instruction encoding

### Push and Pop

This section describes the encoding of the Push and Pop instruction class. The encodings in this section are decoded from Miscellaneous 16-bit instructions.

![Instruction Encoding](image)

### C2.2.10 Load/store multiple

This section describes the encoding of the Load/store multiple instruction class. The encodings in this section are decoded from 16-bit T32 instruction encoding.

![Instruction Encoding](image)

### C2.2.11 Conditional branch, and Supervisor Call

This section describes the encoding of the Conditional branch, and Supervisor Call group. The encodings in this section are decoded from 16-bit T32 instruction encoding.
C2.2.11.1 Exception generation

This section describes the encoding of the Exception generation instruction class. The encodings in this section are decoded from Conditional branch, and Supervisor Call.

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8 7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 0 1 1 1</td>
<td>S</td>
<td>imm8</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>S</td>
<td>UDF</td>
</tr>
<tr>
<td></td>
<td>SVC</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Decode group or instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>111x</td>
<td>Exception generation</td>
</tr>
<tr>
<td>! = 111x</td>
<td>B - T1 variant</td>
</tr>
</tbody>
</table>
C2.3 32-bit T32 instruction encoding

This section describes the encoding of the 32-bit T32 instruction encoding group. This section is decoded from Top level T32 instruction set encoding.

Note

In the decode tables in this section, an entry of - for a field value means the value of the field does not affect the decoding.

<table>
<thead>
<tr>
<th>15 12</th>
<th>9 8</th>
<th>4 3</th>
<th>0</th>
<th>15 14</th>
<th></th>
<th></th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>111</td>
<td>op0</td>
<td>op1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>op3</td>
</tr>
</tbody>
</table>

### Decode fields

<table>
<thead>
<tr>
<th>op0</th>
<th>op1</th>
<th>op3</th>
</tr>
</thead>
<tbody>
<tr>
<td>x11x</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>0100</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>0101</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>10xx</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>10x0</td>
<td>-</td>
<td>0</td>
</tr>
<tr>
<td>10x1</td>
<td>-</td>
<td>0</td>
</tr>
<tr>
<td>1100</td>
<td>1xxx0</td>
<td>-</td>
</tr>
<tr>
<td>1100 != 1xxx0</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>1101</td>
<td>0xxxx</td>
<td>-</td>
</tr>
<tr>
<td>1101 10xxx</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>1101 11xxx</td>
<td>-</td>
<td></td>
</tr>
</tbody>
</table>

### Decode group or instruction page

- Coprocessor and floating-point instructions
- Load/store (multiple, dual, exclusive, acquire-release), table branch
- Data-processing (shifted register)
- Branches and miscellaneous control
- Data-processing (modified immediate)
- Data-processing (plain binary immediate)
- Unallocated.
- Load/store single
- Data-processing (register)
- Multiply, multiply accumulate, and absolute difference
- Long multiply and divide

C2.3.1 Load/store (multiple, dual, exclusive, acquire-release), table branch

This section describes the encoding of the Load/store (multiple, dual, exclusive, acquire-release), table branch group. The encodings in this section are decoded from 32-bit T32 instruction encoding.

<table>
<thead>
<tr>
<th>15</th>
<th>8 7 6 5 4</th>
<th>0</th>
<th>15</th>
</tr>
</thead>
<tbody>
<tr>
<td>1110100</td>
<td>op1</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Decode fields

<table>
<thead>
<tr>
<th>op0</th>
<th>op1</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x</td>
<td>Load/store multiple</td>
</tr>
<tr>
<td>0 10</td>
<td>Load/store exclusive, load-acquire/store-release, table branch</td>
</tr>
<tr>
<td>0 11</td>
<td>Load/store dual (post-indexed)</td>
</tr>
<tr>
<td>1 10</td>
<td>Load/store dual (literal and immediate)</td>
</tr>
<tr>
<td>1 11</td>
<td>Load/store dual (pre-indexed), secure gateway</td>
</tr>
</tbody>
</table>
Load/store multiple

This section describes the encoding of the Load/store multiple instruction class. The encodings in this section are decoded from Load/store (multiple, dual, exclusive, acquire-release), table branch.

```
| 15 14 13 12 | 11 10 9 8 | 7 6 5 4 | 3 | 0 | 15 14 13 12 | | | 0 |
|--------------|----------|----------|---|---|----------|---|---|
| 1 1 1 0 1 0 0 | opc 0 W | L Rn P | M (0) | register_list
```

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>opc L Rn</td>
<td></td>
</tr>
<tr>
<td>00 - -</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>01 0 -</td>
<td>STM, STMIA, STMEA</td>
</tr>
<tr>
<td>01 1 != 1111</td>
<td>LDM, LDMIA, LDMFD</td>
</tr>
<tr>
<td>10 0 -</td>
<td>STMDB, STMFD</td>
</tr>
<tr>
<td>10 1 -</td>
<td>LDMDB, LDMEA</td>
</tr>
<tr>
<td>11 - -</td>
<td>Unallocated.</td>
</tr>
</tbody>
</table>

Load/store exclusive, load-acquire/store-release, table branch

This section describes the encoding of the Load/store exclusive, load-acquire/store-release, table branch group. The encodings in this section are decoded from Load/store (multiple, dual, exclusive, acquire-release), table branch.

```
<table>
<thead>
<tr>
<th>15</th>
<th>7 6 4</th>
<th>0</th>
<th>15</th>
<th>12</th>
<th>11</th>
<th>8</th>
<th>7</th>
<th>5</th>
<th>4</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>11101000</td>
<td>10</td>
<td>op1</td>
<td></td>
<td>op2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

<table>
<thead>
<tr>
<th>op0</th>
<th>op1</th>
<th>op2</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0xxxxxx1111</td>
<td>-</td>
</tr>
<tr>
<td>0</td>
<td>!= 0xxxxxx1111</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>0xxxxxxxxxxx</td>
<td>000</td>
</tr>
<tr>
<td>1</td>
<td>1xxxxxxxxxx</td>
<td>000</td>
</tr>
<tr>
<td>1</td>
<td>-</td>
<td>01x</td>
</tr>
<tr>
<td>1</td>
<td>-</td>
<td>1xx</td>
</tr>
</tbody>
</table>

Load/store exclusive

This section describes the encoding of the Load/store exclusive instruction class. The encodings in this section are decoded from Load/store exclusive, load-acquire/store-release, table branch.

```
<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3</th>
<th>0</th>
<th>15 12</th>
<th>11</th>
<th>8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 0 0 0 0 1 0</td>
<td>L Rn</td>
<td>Rt Rd</td>
<td>imm8</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```
C2. Instruction Specification

C2.3. 32-bit T32 instruction encoding

Load/store exclusive byte/half/dual

This section describes the encoding of the Load/store exclusive byte/half/dual instruction class. The encodings in this section are decoded from Load/store exclusive, load-acquire/store-release, table branch.

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 0</th>
<th>14 13 12 11 8 7 6 5 4 3 0 15 12 11 8 7 6 5 4 3 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>L Rn Rt Rt2 0 1 sz Rd</td>
<td>L sz Rn Rt Rt2 0 1 op sz Rd</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>L</td>
<td>STREX</td>
</tr>
<tr>
<td></td>
<td>LDREX</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>L</td>
<td>STREXB</td>
</tr>
<tr>
<td></td>
<td>STREXH</td>
</tr>
<tr>
<td></td>
<td>Unallocated.</td>
</tr>
<tr>
<td></td>
<td>Unallocated.</td>
</tr>
<tr>
<td></td>
<td>LDREXB</td>
</tr>
<tr>
<td></td>
<td>LDREXH</td>
</tr>
<tr>
<td></td>
<td>Unallocated.</td>
</tr>
<tr>
<td></td>
<td>Unallocated.</td>
</tr>
</tbody>
</table>

Load-acquire/ Store-release

This section describes the encoding of the Load-acquire / Store-release instruction class. The encodings in this section are decoded from Load/store exclusive, load-acquire/store-release, table branch.

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 0</th>
<th>15 14 13 12 11 8 7 6 5 4 3 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>L Rn Rt Rt2 0 1 op sz Rd</td>
<td>L op sz Rd</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>L</td>
<td>STLB</td>
</tr>
<tr>
<td></td>
<td>STLH</td>
</tr>
<tr>
<td></td>
<td>STL</td>
</tr>
<tr>
<td></td>
<td>Unallocated.</td>
</tr>
<tr>
<td></td>
<td>STLEXB</td>
</tr>
<tr>
<td></td>
<td>STLEXH</td>
</tr>
<tr>
<td></td>
<td>STLEX</td>
</tr>
<tr>
<td></td>
<td>Unallocated.</td>
</tr>
<tr>
<td></td>
<td>LDAB</td>
</tr>
<tr>
<td></td>
<td>LDAH</td>
</tr>
<tr>
<td></td>
<td>LDA</td>
</tr>
<tr>
<td></td>
<td>Unallocated.</td>
</tr>
<tr>
<td></td>
<td>LDAEXB</td>
</tr>
</tbody>
</table>

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Non-confidential
Load/store dual (post-indexed)

This section describes the encoding of the Load/store dual (post-indexed) group. The encodings in this section are decoded from Load/store (multiple, dual, exclusive, acquire-release), table branch.unnumbered.

<table>
<thead>
<tr>
<th>15</th>
<th>7</th>
<th>6</th>
<th>4</th>
<th>3</th>
<th>0</th>
<th>15</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>11101000</td>
<td>11</td>
<td>op0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Load/store dual (immediate, post-indexed)

This section describes the encoding of the Load/store dual (immediate, post-indexed) instruction class. The encodings in this section are decoded from Load/store dual (post-indexed).

| 15 14 13 12|11 10 9 8 |7 6 5 4 |3 |0 |15 |12|11 |8 |7 |0 |
|-----|-----|-----|---|---|----|---|---|---|---|---|---|
| 1 | 1 | 1 | 0 | 1 | 0 | 0 | U | 1 | 1 | L | !=1111 | Rt | Rt2 | imm8 |

Rn

Load/store dual (literal and immediate)

This section describes the encoding of the Load/store dual (literal and immediate) group. The encodings in this section are decoded from Load/store (multiple, dual, exclusive, acquire-release), table branch.

<table>
<thead>
<tr>
<th>15</th>
<th>7</th>
<th>6</th>
<th>4</th>
<th>3</th>
<th>0</th>
<th>15</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>11101001</td>
<td>10</td>
<td>op0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Decode fields Instruction page
L  op  sz
1  1  01  LDAEXH
1  1  10  LDAEX
1  1  11  Unallocated.

Decode group or instruction page

<table>
<thead>
<tr>
<th>op0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1111</td>
</tr>
<tr>
<td>!= 1111</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>op0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1111</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
</tr>
<tr>
<td>1</td>
</tr>
</tbody>
</table>

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Non-confidential
C2.3. 32-bit T32 instruction encoding

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Decode group or instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>op0</td>
<td>!= 1111</td>
</tr>
<tr>
<td></td>
<td>Load/store dual (immediate)</td>
</tr>
</tbody>
</table>

**Load/store dual (immediate)**

This section describes the encoding of the Load/store dual (immediate) instruction class. The encodings in this section are decoded from Load/store dual (literal and immediate).

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 0</th>
<th>15</th>
<th>12</th>
<th>11</th>
<th>8 7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 0 0 1</td>
<td>U</td>
<td>1 0</td>
<td>L</td>
<td>!=1111</td>
<td>Rt</td>
<td>Rt2</td>
<td>imm8</td>
<td></td>
</tr>
</tbody>
</table>

| Rn |

**Load/store dual (pre-indexed), secure gateway**

This section describes the encoding of the Load/store dual (pre-indexed), secure gateway group. The encodings in this section are decoded from Load/store (multiple, dual, exclusive, acquire-release), table branch.

<table>
<thead>
<tr>
<th>15</th>
<th>7 6 4 3 0</th>
<th>15 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>11101001</td>
<td>11</td>
<td>op2</td>
</tr>
</tbody>
</table>

**Load/store dual (immediate, pre-indexed)**

This section describes the encoding of the Load/store dual (immediate, pre-indexed) instruction class. The encodings in this section are decoded from Load/store dual (pre-indexed), secure gateway.

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 0</th>
<th>15</th>
<th>12</th>
<th>11</th>
<th>8 7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 0 0 1</td>
<td>U</td>
<td>1 1</td>
<td>L</td>
<td>!=1111</td>
<td>Rt</td>
<td>Rt2</td>
<td>imm8</td>
<td></td>
</tr>
</tbody>
</table>

| Rn |
C2.3.2 Data-processing (shifted register)

This section describes the encoding of the Data-processing (shifted register) instruction class. The encodings in this section are decoded from 32-bit T32 instruction encoding.

```
| 15 14 13 12|11 10 9 8 | 5 4 3 | 0 |15 14 12|11 8 7 6 5 4 3 0 |
|-------------|--------|-----|---|--------|------------|-----|-----|-----|-----|-----|
| 0           | 1      | 0   | 1 | 0      | 1   | 0   | 1   | 0   | 1    | 0   |

**Decode fields** Instruction page

| L | 0 | STRD (immediate) |
| 1 |   | LDRD (immediate) |

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>op1 S Rn imm3:imm2:type Rd</td>
<td></td>
</tr>
<tr>
<td>0000 0 - - - -</td>
<td>AND (register) - AND, rotate right with extend variant</td>
</tr>
<tr>
<td>0000 1 - != 0000011 != 1111</td>
<td>AND (register) - ANDS, shift or rotate by value variant</td>
</tr>
<tr>
<td>0000 1 - != 0000011 1111</td>
<td>TST (register) - Shift or rotate by value variant</td>
</tr>
<tr>
<td>0000 1 - 0000011 != 1111</td>
<td>AND (register) - ANDS, rotate right with extend variant</td>
</tr>
<tr>
<td>0000 1 - 0000011 1111</td>
<td>TST (register) - Rotate right with extend variant</td>
</tr>
<tr>
<td>0001 - - - -</td>
<td>BIC (register)</td>
</tr>
<tr>
<td>0010 0 != 1101 - - -</td>
<td>EOR (register) - EOR, rotate right with extend variant</td>
</tr>
<tr>
<td>0010 0 1101 - - -</td>
<td>ADD (SP plus register) - ADD, rotate right with extend variant</td>
</tr>
<tr>
<td>0010 1 != 1101 != 1111</td>
<td>ADD (register) - ADDS, rotate right with extend variant</td>
</tr>
<tr>
<td>0010 1 1101 - - -</td>
<td>ADD (SP plus register) - ADDS, rotate right with extend variant</td>
</tr>
<tr>
<td>0011 0 != 1101 - - -</td>
<td>CMN (register)</td>
</tr>
<tr>
<td>0011 0 - xxxxx00 -</td>
<td>PKHBT, PKHTB - PKHBT variant</td>
</tr>
<tr>
<td>0011 0 - xxxxx01 -</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>0011 0 - xxxxx10 -</td>
<td>PKHBT, PKHTB - PKHTB variant</td>
</tr>
<tr>
<td>0011 0 - xxxxx11 -</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>0011 - - - -</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>1000 0 != 1101 - - -</td>
<td>ADD (register) - ADD, rotate right with extend variant</td>
</tr>
<tr>
<td>1000 0 1101 - - -</td>
<td>ADD (SP plus register) - ADD, rotate right with extend variant</td>
</tr>
<tr>
<td>1000 1 != 1101 != 1111</td>
<td>ADD (register) - ADDS, rotate right with extend variant</td>
</tr>
<tr>
<td>1000 1 1101 - != 1111</td>
<td>ADD (SP plus register) - ADDS, rotate right with extend variant</td>
</tr>
<tr>
<td>1000 1 - - - 1111</td>
<td>CMN (register)</td>
</tr>
<tr>
<td>1001 - - - -</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>1010 - - - -</td>
<td>ADC (register)</td>
</tr>
<tr>
<td>1011 - - - -</td>
<td>SBC (register)</td>
</tr>
<tr>
<td>1100 - - - -</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>1101 0 != 1101 - - -</td>
<td>SUB (register) - SUB, rotate right with extend variant</td>
</tr>
</tbody>
</table>
```
### C2.3.3 Data-processing (modified immediate)

This section describes the encoding of the Data-processing (modified immediate) instruction class. The encodings in this section are decoded from 32-bit T32 instruction encoding.

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>5 4 3</th>
<th>0 15 14 12</th>
<th>11 8 7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0</td>
<td>i 0</td>
<td>op1</td>
<td>S</td>
<td>Rn</td>
<td>0</td>
</tr>
</tbody>
</table>

#### Decode fields

<table>
<thead>
<tr>
<th>op1</th>
<th>S</th>
<th>Rn</th>
<th>imm3:imm2:type</th>
<th>Rd</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>1101 0</td>
<td>1101</td>
<td>-</td>
<td>-</td>
<td>SUB (SP minus register) - SUB, rotate right with extend variant</td>
<td></td>
</tr>
<tr>
<td>1101 1</td>
<td>!= 1101</td>
<td>-</td>
<td>!= 1111</td>
<td>SUB (register) - SUBS, rotate right with extend variant</td>
<td></td>
</tr>
<tr>
<td>1101 1</td>
<td>1101</td>
<td>-</td>
<td>!= 1111</td>
<td>SUB (SP minus register) - SUBS, rotate right with extend variant</td>
<td></td>
</tr>
<tr>
<td>1101 1</td>
<td>-</td>
<td>-</td>
<td>1111</td>
<td>CMP (register)</td>
<td></td>
</tr>
<tr>
<td>1110</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>RSB (register)</td>
<td></td>
</tr>
<tr>
<td>1111</td>
<td>-</td>
<td>-</td>
<td>-</td>
<td>Unallocated.</td>
<td></td>
</tr>
</tbody>
</table>

#### Instruction page

- **AND (immediate)** - AND variant
- **AND (immediate)** - ANDS variant
- **TST (immediate)**
- **BIC (immediate)** - ORR variant
- **ORR (immediate)** - ORRS variant
- **MOV (immediate)** - MOVS variant
- **ORN (immediate)** - Non flag setting variant
- **MVN (immediate)** - MVNS variant
- **EOR (immediate)** - EORS variant
- **TEQ (immediate)**
- **Unallocated.**
- **ADD (immediate)** - ADD variant
- **ADD (SP plus immediate)** - ADDS variant
- **ADD (SP minus immediate)** - ADDS variant
- **CMN (immediate)**
- **Unallocated.**
- **ADC (immediate)**
- **SBC (immediate)**
- **Unallocated.**
- **SUB (immediate)** - SUB variant
- **SUB (SP minus immediate)** - SUBS variant
- **SUB (SP minus immediate)** - SUBS variant
- **SUB (SP minus immediate)** - SUBS variant
- **CMP (immediate)**
C2.3.4 Data-processing (plain binary immediate)

This section describes the encoding of the Data-processing (plain binary immediate) group. The encodings in this section are decoded from 32-bit T32 instruction encoding.

```
<table>
<thead>
<tr>
<th>15</th>
<th>10 9 8 7 6 5 4 3</th>
<th>0</th>
<th>15 14</th>
</tr>
</thead>
<tbody>
<tr>
<td>1111</td>
<td>1</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>
```

op0

**Decode fields**

- op0
- op1

**Decode group or instruction page**

- 0 0x Data-processing (simple immediate)
- 0 10 Move Wide (16-bit immediate)
- 0 11 Unallocated.
- 1 - Saturate, Bitfield

Data-processing (simple immediate)

This section describes the encoding of the Data-processing (simple immediate) instruction class. The encodings in this section are decoded from Data-processing (plain binary immediate).

```
<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8 7 6 5 4 3</th>
<th>0</th>
<th>15 14 12 11</th>
<th>8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0</td>
<td>i</td>
<td>1 0</td>
<td>o1</td>
<td>0</td>
<td>o2</td>
<td>0</td>
</tr>
</tbody>
</table>
```

**Decode fields**

- o1
- o2
- Rn

**Instruction page**

- 0 0 != 11x1 ADD (immediate)
- 0 0 1101 ADD (SP plus immediate)
- 0 0 1111 ADR - T3
- 0 1 - Unallocated.
- 1 0 - Unallocated.
- 1 1 != 11x1 SUB (immediate)
- 1 1 1101 SUB (SP minus immediate)
- 1 1 1111 ADR - T2

Move Wide (16-bit immediate)

This section describes the encoding of the Move Wide (16-bit immediate) instruction class. The encodings in this section are decoded from Data-processing (plain binary immediate).
C2.3. Saturate, Bitfield

This section describes the encoding of the Saturate, Bitfield instruction class. The encodings in this section are decoded from Data-processing (plain binary immediate).

C2.3.5 Branches and miscellaneous control

This section describes the encoding of the Branches and miscellaneous control group. The encodings in this section are decoded from 32-bit T32 instruction encoding.
Chapter C2. Instruction Specification

C2.3. 32-bit T32 instruction encoding

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Decode group or instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>op0 op1 op2 op3 op4 op5</td>
<td></td>
</tr>
<tr>
<td>0 1110 10 0 0 != 000</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>0 1110 11 0 0 -</td>
<td>Miscellaneous system</td>
</tr>
<tr>
<td>0 1111 0x 0 0 -</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>0 1111 1x 0 0 -</td>
<td>MRS</td>
</tr>
<tr>
<td>1 1110 - 0 0 -</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>1 1111 0x 0 0 -</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>1 1111 1x 0 0 -</td>
<td>Exception generation</td>
</tr>
<tr>
<td>- != 111x - 0 0 -</td>
<td>B - T3 variant</td>
</tr>
<tr>
<td>- - - 0 1 -</td>
<td>B - T4 variant</td>
</tr>
<tr>
<td>- - - 1 0 -</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>- - - 1 1 -</td>
<td>BL</td>
</tr>
</tbody>
</table>

Hints

This section describes the encoding of the Hints instruction class. The encodings in this section are decoded from Branches and miscellaneous control.

```
1 1 1 1 0 0 1 1 1 0 1 0 (1) (1) (1) (1) 1 0 (0) 0 (0) 0 0 0 hint option
15 14 13 12 | 11 10 9 8 | 7 6 5 4 | 3 2 1 0 | 15 14 13 12 | 11 10 9 8 | 7 4 | 3 0
```

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>hint option</td>
<td></td>
</tr>
<tr>
<td>0000 0000</td>
<td>NOP</td>
</tr>
<tr>
<td>0000 0001</td>
<td>YIELD</td>
</tr>
<tr>
<td>0000 0010</td>
<td>WFE</td>
</tr>
<tr>
<td>0000 0011</td>
<td>WFI</td>
</tr>
<tr>
<td>0000 0100</td>
<td>SEV</td>
</tr>
<tr>
<td>0000 0101</td>
<td>Reserved hint, behaves as NOP.</td>
</tr>
<tr>
<td>0000 011x</td>
<td>Reserved hint, behaves as NOP.</td>
</tr>
<tr>
<td>0000 1xxx</td>
<td>Reserved hint, behaves as NOP.</td>
</tr>
<tr>
<td>0001 !=0100</td>
<td>Reserved hint, behaves as NOP.</td>
</tr>
<tr>
<td>0001 0100</td>
<td>CSDB</td>
</tr>
<tr>
<td>0001 1xxx</td>
<td>Reserved hint, behaves as NOP.</td>
</tr>
<tr>
<td>001x</td>
<td>Reserved hint, behaves as NOP.</td>
</tr>
<tr>
<td>01xx</td>
<td>Reserved hint, behaves as NOP.</td>
</tr>
<tr>
<td>10xx</td>
<td>Reserved hint, behaves as NOP.</td>
</tr>
<tr>
<td>110x</td>
<td>Reserved hint, behaves as NOP.</td>
</tr>
<tr>
<td>1110</td>
<td>Reserved hint, behaves as NOP.</td>
</tr>
<tr>
<td>1111</td>
<td>DBG</td>
</tr>
</tbody>
</table>

Miscellaneous system

This section describes the encoding of the Miscellaneous system instruction class. The encodings in this section are decoded from Branches and miscellaneous control.
Chapter C2. Instruction Specification

C2.3. 32-bit T32 instruction encoding

Exception generation

This section describes the encoding of the Exception generation instruction class. The encodings in this section are decoded from Branches and miscellaneous control.

\[
\begin{array}{ccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 & 15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 4 & 3 & 0 \\
1 & 1 & 1 & 1 & 0 & 0 & 1 & 1 & 0 & 1 & 1 & 1 & (1) & (1) & (1) & 1 & 0 & (0) & 0 & (1) & (1) & (1) & \text{opc} & \text{option} \\
\end{array}
\]

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>opc option</td>
<td></td>
</tr>
<tr>
<td>000x</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>0010</td>
<td>CLREX</td>
</tr>
<tr>
<td>0011</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>0100 1111</td>
<td>DSB</td>
</tr>
<tr>
<td>0100 0000</td>
<td>SSBB</td>
</tr>
<tr>
<td>0100 0100</td>
<td>PSSBB</td>
</tr>
<tr>
<td>0101</td>
<td>DMB</td>
</tr>
<tr>
<td>0110</td>
<td>ISB</td>
</tr>
<tr>
<td>0111</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>1xxx</td>
<td>Unallocated.</td>
</tr>
</tbody>
</table>

C2.3.6 Load/store single

This section describes the encoding of the Load/store single group. The encodings in this section are decoded from 32-bit T32 instruction encoding.

\[
\begin{array}{ccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 0 & 15 & 14 & 13 & 12 & 11 & 0 \\
1 & 1 & 1 & 1 & 0 & 1 & 1 & 1 & 1 & 1 & 01 & \text{imm4} & 1 & 0 & \text{o2} & 0 & \text{imm12} \\
\end{array}
\]

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>o1 o2</td>
<td></td>
</tr>
<tr>
<td>0 0</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>0 1</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>1 0</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>1 1</td>
<td>UDF</td>
</tr>
</tbody>
</table>

\[
\begin{array}{ccccccccccccccc}
15 & | & 8 & 7 & 6 & 5 & 4 & 3 & 0 & 15 & 12 & 11 & | & 6 & 5 & | & 0 & \\
| 1111100 & \text{op0} & | & \text{op2} & | & \text{op3} & | & \text{op1} & | \\
\end{array}
\]

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Decode group or instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>op0 op1 op2 op3</td>
<td>Load/store, unsigned (register offset)</td>
</tr>
<tr>
<td>00 - 1111 000000</td>
<td>Load/store, unsigned (register offset)</td>
</tr>
<tr>
<td>00 - 1111 000001</td>
<td>Unallocated.</td>
</tr>
</tbody>
</table>
### C2.3. 32-bit T32 instruction encoding

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Decode group or instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>op0 op1 op2 op3</td>
<td></td>
</tr>
<tr>
<td>00 — != 1111 00001x</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>00 — != 1111 0001xx</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>00 — != 1111 001xxx</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>00 — != 1111 01xxxx</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>00 — != 1111 10x0xx</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>00 — != 1111 10x1xx</td>
<td>Load/store, unsigned (immediate, post-indexed)</td>
</tr>
<tr>
<td>00 — != 1111 1100xx</td>
<td>Load/store, unsigned (negative immediate)</td>
</tr>
<tr>
<td>00 — != 1111 1110xx</td>
<td>Load/store, unsigned (unprivileged)</td>
</tr>
<tr>
<td>01 — != 1111 —</td>
<td>Load/store, unsigned (positive immediate)</td>
</tr>
<tr>
<td>0x — 1111 —</td>
<td>Load, unsigned (literal)</td>
</tr>
<tr>
<td>10 1 != 1111 000000</td>
<td>Load/store, signed (register offset)</td>
</tr>
<tr>
<td>10 1 != 1111 000001</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>10 1 != 1111 0001xx</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>10 1 != 1111 001xxx</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>10 1 != 1111 01xxxx</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>10 1 != 1111 10x0xx</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>10 1 != 1111 10x1xx</td>
<td>Load/store, unsigned (immediate, post-indexed)</td>
</tr>
<tr>
<td>10 1 != 1111 1100xx</td>
<td>Load/store, unsigned (negative immediate)</td>
</tr>
<tr>
<td>10 1 != 1111 1110xx</td>
<td>Load/store, unsigned (unprivileged)</td>
</tr>
<tr>
<td>10 1 != 1111 11x1xx</td>
<td>Load/store, unsigned (immediate, pre-indexed)</td>
</tr>
<tr>
<td>11 1 != 1111 —</td>
<td>Load/store, signed (positive immediate)</td>
</tr>
<tr>
<td>1x 1 1111 —</td>
<td>Load, signed (literal)</td>
</tr>
</tbody>
</table>

#### Load/store, unsigned (register offset)

This section describes the encoding of the Load/store, unsigned (register offset) instruction class. The encodings in this section are decoded from Load/store single.

| size L !=1111 Rt 0 0 0 0 0 0 imm2 Rm |
|-----------------|------------------|-------------------|-------------------|-------------------|
| 11 1 1 1 1 1 0 0 0 0 | Rn               |

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>size L Rt</td>
<td></td>
</tr>
<tr>
<td>00 0 —</td>
<td>STRB (register)</td>
</tr>
<tr>
<td>00 1 != 1111</td>
<td>LDRB (register)</td>
</tr>
<tr>
<td>00 1 1111</td>
<td>PLD, PLDW (register) - Preload read variant</td>
</tr>
<tr>
<td>01 0 —</td>
<td>STRH (register)</td>
</tr>
<tr>
<td>01 1 != 1111</td>
<td>LDRH (register)</td>
</tr>
<tr>
<td>01 1 1111</td>
<td>PLD, PLDW (register) - Preload write variant</td>
</tr>
<tr>
<td>10 0 —</td>
<td>STR (register)</td>
</tr>
<tr>
<td>10 1 —</td>
<td>LDR (register)</td>
</tr>
<tr>
<td>11 — —</td>
<td>Unallocated.</td>
</tr>
</tbody>
</table>
Load/store, unsigned (immediate, post-indexed)

This section describes the encoding of the Load/store, unsigned (immediate, post-indexed) instruction class. The encodings in this section are decoded from Load/store single.

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3</th>
<th>0</th>
<th>15</th>
<th>12</th>
<th>11 10 9 8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1</td>
<td>0 0 0 0</td>
<td>size L</td>
<td>!=1111</td>
<td>Rt</td>
<td>1 0</td>
<td>U 1</td>
<td>imm8</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Rn

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>size L</td>
<td></td>
</tr>
<tr>
<td>00 0</td>
<td>STRB (immediate)</td>
</tr>
<tr>
<td>00 1</td>
<td>LDRB (immediate)</td>
</tr>
<tr>
<td>01 0</td>
<td>STRH (immediate)</td>
</tr>
<tr>
<td>01 1</td>
<td>LDRH (immediate)</td>
</tr>
<tr>
<td>10 0</td>
<td>STR (immediate)</td>
</tr>
<tr>
<td>10 1</td>
<td>LDR (immediate)</td>
</tr>
<tr>
<td>11</td>
<td>Unallocated.</td>
</tr>
</tbody>
</table>

Load/store, unsigned (negative immediate)

This section describes the encoding of the Load/store, unsigned (negative immediate) instruction class. The encodings in this section are decoded from Load/store single.

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3</th>
<th>0</th>
<th>15</th>
<th>12</th>
<th>11 10 9 8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1</td>
<td>0 0 0 0</td>
<td>size L</td>
<td>!=1111</td>
<td>Rt</td>
<td>1 1</td>
<td>0 0</td>
<td>imm8</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Rn

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>size L</td>
<td></td>
</tr>
<tr>
<td>00 0</td>
<td>STRB (immediate)</td>
</tr>
<tr>
<td>00 1 != 1111</td>
<td>LDRB (immediate)</td>
</tr>
<tr>
<td>00 1 1111</td>
<td>PLD, PLDW (immediate) - Preload read variant</td>
</tr>
<tr>
<td>01 0</td>
<td>STRH (immediate)</td>
</tr>
<tr>
<td>01 1 != 1111</td>
<td>LDRH (immediate)</td>
</tr>
<tr>
<td>01 1 1111</td>
<td>PLD, PLDW (immediate) - Preload write variant</td>
</tr>
<tr>
<td>10 0</td>
<td>STR (immediate)</td>
</tr>
<tr>
<td>10 1</td>
<td>LDR (immediate)</td>
</tr>
<tr>
<td>11</td>
<td>Unallocated.</td>
</tr>
</tbody>
</table>

Load/store, unsigned (unprivileged)

This section describes the encoding of the Load/store, unsigned (unprivileged) instruction class. The encodings in this section are decoded from Load/store single.

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3</th>
<th>0</th>
<th>15</th>
<th>12</th>
<th>11 10 9 8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1</td>
<td>0 0 0 0</td>
<td>size L</td>
<td>!=1111</td>
<td>Rt</td>
<td>1 1</td>
<td>1 0</td>
<td>imm8</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Rn

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>size L</td>
<td></td>
</tr>
<tr>
<td>00 0</td>
<td>STRB (immediate)</td>
</tr>
<tr>
<td>00 1 != 1111</td>
<td>LDRB (immediate)</td>
</tr>
<tr>
<td>00 1 1111</td>
<td>PLD, PLDW (immediate) - Preload read variant</td>
</tr>
<tr>
<td>01 0</td>
<td>STRH (immediate)</td>
</tr>
<tr>
<td>01 1 != 1111</td>
<td>LDRH (immediate)</td>
</tr>
<tr>
<td>01 1 1111</td>
<td>PLD, PLDW (immediate) - Preload write variant</td>
</tr>
<tr>
<td>10 0</td>
<td>STR (immediate)</td>
</tr>
<tr>
<td>10 1</td>
<td>LDR (immediate)</td>
</tr>
<tr>
<td>11</td>
<td>Unallocated.</td>
</tr>
</tbody>
</table>
Load/store, unsigned (immediate, pre-indexed)

This section describes the encoding of the Load/store, unsigned (immediate, pre-indexed) instruction class. The encodings in this section are decoded from Load/store single.

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8 7 6 5 4 3 0</th>
<th>15 12</th>
<th>11 10 9 8 7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 0 0 0</td>
<td>size</td>
<td>L</td>
<td>!=1111</td>
<td>Rt 1 1</td>
</tr>
</tbody>
</table>

Rn

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>size</td>
<td>L</td>
</tr>
<tr>
<td>00 0</td>
<td>STRB</td>
</tr>
<tr>
<td>00 1</td>
<td>LDRB</td>
</tr>
<tr>
<td>01 0</td>
<td>STRH</td>
</tr>
<tr>
<td>01 1</td>
<td>LDRH</td>
</tr>
<tr>
<td>10 0</td>
<td>STR</td>
</tr>
<tr>
<td>10 1</td>
<td>LDR</td>
</tr>
<tr>
<td>11 -</td>
<td>Unallocated.</td>
</tr>
</tbody>
</table>

Load/store, unsigned (positive immediate)

This section describes the encoding of the Load/store, unsigned (positive immediate) instruction class. The encodings in this section are decoded from Load/store single.

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8 7 6 5 4 3 0</th>
<th>12</th>
<th>11</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 0 0 1</td>
<td>size</td>
<td>L</td>
<td>!=1111</td>
<td>imm12</td>
</tr>
</tbody>
</table>

Rn

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>size</td>
<td>L</td>
</tr>
<tr>
<td>00 0</td>
<td>STRB (immediate)</td>
</tr>
<tr>
<td>00 1</td>
<td>LDRB (immediate)</td>
</tr>
<tr>
<td>01 0</td>
<td>STRH (immediate)</td>
</tr>
<tr>
<td>01 1</td>
<td>LDRH (immediate)</td>
</tr>
<tr>
<td>10 0</td>
<td>STR (immediate)</td>
</tr>
<tr>
<td>10 1</td>
<td>LDR (immediate)</td>
</tr>
<tr>
<td>11 -</td>
<td>Unallocated.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>size</td>
<td>L</td>
</tr>
<tr>
<td>00 1</td>
<td>!= 1111</td>
</tr>
<tr>
<td>00 1</td>
<td>1111</td>
</tr>
<tr>
<td>01 0</td>
<td>STR (immediate)</td>
</tr>
<tr>
<td>01 1</td>
<td>!= 1111</td>
</tr>
<tr>
<td>01 1</td>
<td>1111</td>
</tr>
<tr>
<td>10 0</td>
<td>STR (immediate)</td>
</tr>
<tr>
<td>10 1</td>
<td>LDR (immediate)</td>
</tr>
</tbody>
</table>
C2.3. 32-bit T32 instruction encoding

Load, unsigned (literal)

This section describes the encoding of the Load, unsigned (literal) instruction class. The encodings in this section are decoded from Load/store single.

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8 7 6 5 4 3 2 1 0</th>
<th>15 12</th>
<th>11</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 0 U</td>
<td>size</td>
<td>L 1 1 1 1</td>
<td>Rt</td>
<td>imm12</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>size L Rt</td>
<td>\begin{align*} &amp;00 1 \text{ != 1111 LDRB (literal)} \ &amp;00 1 1111 PLD (literal) \ &amp;01 1 \text{ != 1111 LDRH (literal)} \ &amp;10 1 - LDR (literal) \ &amp;11 - - Unallocated. \end{align*}</td>
</tr>
</tbody>
</table>

Load/store, signed (register offset)

This section describes the encoding of the Load/store, signed (register offset) instruction class. The encodings in this section are decoded from Load/store single.

| 15 14 13 12 | 11 10 9 8 7 6 5 4 3 0 | 15 12 | 11 10 9 8 7 6 5 4 3 0 |
|----------|----------------|------|----------------|---|
| 1 1 1 1 1 0 0 1 0 | size | L 1 | !=1111 | Rt | 0 0 0 0 0 0 | imm2 | Rm |

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>size Rt</td>
<td>\begin{align*} &amp;00 \text{ != 1111 LDRSB (register)} \ &amp;00 1111 PLI (register) \ &amp;01 \text{ != 1111 LDRSH (register)} \ &amp;01 1111 Reserved hint, behaves as NOP. \ &amp;1x - Unallocated. \end{align*}</td>
</tr>
</tbody>
</table>

Load/store, signed (immediate, post-indexed)

This section describes the encoding of the Load/store, signed (immediate, post-indexed) instruction class. The encodings in this section are decoded from Load/store single.

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8 7 6 5 4 3 0</th>
<th>15 12</th>
<th>11 10 9 8 7 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 0 1 0</td>
<td>size</td>
<td>L 1</td>
<td>!=1111</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>size Rt</td>
<td>\begin{align*} &amp;00 \text{ != 1111 LDRSB (immediate)} \ &amp;01 \text{ LDRSH (immediate)} \end{align*}</td>
</tr>
</tbody>
</table>
C2.3. 32-bit T32 instruction encoding

---

**Load/store, signed (negative immediate)**

This section describes the encoding of the Load/store, signed (negative immediate) instruction class. The encodings in this section are decoded from [Load/store single](#).

```
<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0 0 1 0</td>
<td>size</td>
<td>1 !=1111</td>
<td>Rt</td>
<td>1 1 0 0</td>
</tr>
</tbody>
</table>
```

**Decode fields** | **Instruction page**
--- | ---
size | Unallocated.

---

**Load/store, signed (unprivileged)**

This section describes the encoding of the Load/store, signed (unprivileged) instruction class. The encodings in this section are decoded from [Load/store single](#).

```
<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0 0 1 0</td>
<td>size</td>
<td>1 !=1111</td>
<td>Rt</td>
<td>1 1 1 0</td>
</tr>
</tbody>
</table>
```

**Decode fields** | **Instruction page**
--- | ---
size | LDRSBT
00 | LDRSB (immediate)
01 | PLI (immediate, literal)
01 | LDRSH (immediate)
1x | Reserved hint, behaves as NOP.
1x | Unallocated.

---

**Load/store, signed (immediate, pre-indexed)**

This section describes the encoding of the Load/store, signed (immediate, pre-indexed) instruction class. The encodings in this section are decoded from [Load/store single](#).

```
<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0 0 1 0</td>
<td>size</td>
<td>1 !=1111</td>
<td>Rt</td>
<td>1 1 0 1</td>
</tr>
</tbody>
</table>
```

**Decode fields** | **Instruction page**
--- | ---
size | LDRSHT
00 | LDRSBT
01 | LDRSHT
1x | Unallocated.

---
Load/store, signed (positive immediate)

This section describes the encoding of the Load/store, signed (positive immediate) instruction class. The encodings in this section are decoded from Load/store single.

```
| 15 14 13 12 | 11 10 9 8 | 7 6 5 4 | 3 | 0 | 15 12 11 |   |   | 0 |
| 1 1 1 1 | 1 0 0 1 | 1 | !=1111 | Rt | imm12 |
```

Load, signed (literal)

This section describes the encoding of the Load, signed (literal) instruction class. The encodings in this section are decoded from Load/store single.

```
| 15 14 13 12 | 11 10 9 8 | 7 6 5 4 | 3 2 1 0 | 15 | 12 11 |   |   | 0 |
| 1 1 1 1 | 1 0 0 1 | U | size | 1 1 1 1 | Rt | imm12 |
```

C2.3.7 Data-processing (register)

This section describes the encoding of the Data-processing (register) group. The encodings in this section are decoded from 32-bit T32 instruction encoding.

```
| 0 1 | != 1111 | LDRSB (immediate) |
| 0 0 | 1111 | PLI (immediate, literal) |
| 0 1 | != 1111 | LDRSH (immediate) |
| 0 1 | 1111 | Reserved hint, behaves as NOP. |
```

```
| 0 1 | != 1111 | LDRSB (literal) |
| 0 0 | 1111 | PLI (immediate, literal) |
| 0 1 | != 1111 | LDRSH (literal) |
| 0 1 | 1111 | Reserved hint, behaves as NOP. |
| 1 0 | - | Unallocated. |
```
Chapter C2. Instruction Specification

C2.3. 32-bit T32 instruction encoding

<table>
<thead>
<tr>
<th>15</th>
<th>7 6</th>
<th>0 15</th>
<th>11 8 7 4 3 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>11111010</td>
<td>1111</td>
<td>op1</td>
<td></td>
</tr>
</tbody>
</table>

Decode fields | Decode group or instruction page
---|---
| op0 | op1 |
| 0 | 0000 | MOV, MOVS (register-shifted register) - Flag setting variant
| 0 | 0001 | Unallocated.
| 0 | 001x | Unallocated.
| 0 | 01xx | Unallocated.
| 0 | 1xxx | Register extends
| 1 | 0xxx | Parallel add-subtract
| 1 | 10xx | Data-processing (two source registers)
| 1 | 11xx | Unallocated.

C2.3.7.1 Register extends

This section describes the encoding of the Register extends instruction class. The encodings in this section are decoded from Data-processing (register).

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8 7 6 5 4 3</th>
<th>0 15 14 13 12</th>
<th>11 8 7 6 5 4 3 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0 1 0 0</td>
<td>op1</td>
<td>U</td>
<td>Rn</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>op1 U Rn</td>
<td>00 0 != 1111</td>
</tr>
<tr>
<td>00 0 1111</td>
<td>SXTH</td>
</tr>
<tr>
<td>00 1 != 1111</td>
<td>UXTAH</td>
</tr>
<tr>
<td>00 1 1111</td>
<td>UXT</td>
</tr>
<tr>
<td>01 0 != 1111</td>
<td>SXTAB16</td>
</tr>
<tr>
<td>01 0 1111</td>
<td>SXTB16</td>
</tr>
<tr>
<td>01 1 != 1111</td>
<td>UXTAB16</td>
</tr>
<tr>
<td>01 1 1111</td>
<td>UXTB16</td>
</tr>
<tr>
<td>10 0 != 1111</td>
<td>SXTAB</td>
</tr>
<tr>
<td>10 0 1111</td>
<td>SXTB</td>
</tr>
<tr>
<td>10 1 != 1111</td>
<td>UXTAB</td>
</tr>
<tr>
<td>10 1 1111</td>
<td>UXTB</td>
</tr>
<tr>
<td>11 - -</td>
<td>Unallocated.</td>
</tr>
</tbody>
</table>

Parallel add-subtract

This section describes the encoding of the Parallel add-subtract instruction class. The encodings in this section are decoded from Data-processing (register).
C2. 32-bit T32 instruction encoding

| 15 14 13 12 | 11 10 9 8 | 7 6 4 3 | 0 | op1 | Rn | 1 1 1 1 | Rd | 0 | U | H | S | Rm |

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>op1 0 0 0</td>
<td>SADD8</td>
</tr>
<tr>
<td>000 0 0 0</td>
<td>QADD8</td>
</tr>
<tr>
<td>000 0 1 0</td>
<td>SHADD8</td>
</tr>
<tr>
<td>000 0 1 1</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>000 1 0 0</td>
<td>UADD8</td>
</tr>
<tr>
<td>000 1 0 1</td>
<td>UQADD8</td>
</tr>
<tr>
<td>000 1 1 0</td>
<td>UHADD8</td>
</tr>
<tr>
<td>000 1 1 1</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>001 0 0 0</td>
<td>SADD16</td>
</tr>
<tr>
<td>001 0 0 1</td>
<td>QADD16</td>
</tr>
<tr>
<td>001 0 1 0</td>
<td>SHADD16</td>
</tr>
<tr>
<td>001 0 1 1</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>001 1 0 0</td>
<td>UADD16</td>
</tr>
<tr>
<td>001 1 0 1</td>
<td>UQADD16</td>
</tr>
<tr>
<td>001 1 1 0</td>
<td>UHADD16</td>
</tr>
<tr>
<td>001 1 1 1</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>010 0 0 0</td>
<td>SAX</td>
</tr>
<tr>
<td>010 0 0 1</td>
<td>QAX</td>
</tr>
<tr>
<td>010 0 1 0</td>
<td>SHAAX</td>
</tr>
<tr>
<td>010 0 1 1</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>010 1 0 0</td>
<td>UAX</td>
</tr>
<tr>
<td>010 1 0 1</td>
<td>UQAX</td>
</tr>
<tr>
<td>010 1 1 0</td>
<td>UHAX</td>
</tr>
<tr>
<td>010 1 1 1</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>100 0 0 0</td>
<td>SSHB</td>
</tr>
<tr>
<td>100 0 0 1</td>
<td>QSXB</td>
</tr>
<tr>
<td>100 0 1 0</td>
<td>SHSUBB</td>
</tr>
<tr>
<td>100 0 1 1</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>100 1 0 0</td>
<td>SSHB</td>
</tr>
<tr>
<td>100 1 0 1</td>
<td>QSXB</td>
</tr>
<tr>
<td>100 1 1 0</td>
<td>SHSUBB</td>
</tr>
<tr>
<td>100 1 1 1</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>101 0 0 0</td>
<td>SSH</td>
</tr>
<tr>
<td>101 0 0 1</td>
<td>QS</td>
</tr>
<tr>
<td>101 0 1 0</td>
<td>SH</td>
</tr>
<tr>
<td>101 0 1 1</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>101 1 0 0</td>
<td>SSH</td>
</tr>
<tr>
<td>101 1 0 1</td>
<td>QS</td>
</tr>
<tr>
<td>101 1 1 0</td>
<td>SH</td>
</tr>
<tr>
<td>101 1 1 1</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>110 0 0 0</td>
<td>S</td>
</tr>
<tr>
<td>110 0 0 1</td>
<td>Q</td>
</tr>
<tr>
<td>110 0 1 0</td>
<td>S</td>
</tr>
<tr>
<td>110 0 1 1</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>110 1 0 0</td>
<td>U</td>
</tr>
<tr>
<td>110 1 0 1</td>
<td>UQ</td>
</tr>
<tr>
<td>110 1 1 0</td>
<td>UH</td>
</tr>
<tr>
<td>110 1 1 1</td>
<td>Unallocated.</td>
</tr>
</tbody>
</table>
C2.3. 32-bit T32 instruction encoding

Data-processing (two source registers)

This section describes the encoding of the Data-processing (two source registers) instruction class. The encodings in this section are decoded from Data-processing (register).

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9</th>
<th>8 7 6 4</th>
<th>3 0</th>
<th>15 14 13 12</th>
<th>11 8 7 6 5</th>
<th>4 3 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 1 0 1</td>
<td>op1</td>
<td>Rn 1 1 1 1</td>
<td>Rd 1 0</td>
<td>op2</td>
<td>Rm</td>
<td></td>
</tr>
</tbody>
</table>

Decode fields

<table>
<thead>
<tr>
<th>op1</th>
<th>U</th>
<th>H</th>
<th>S</th>
</tr>
</thead>
<tbody>
<tr>
<td>110</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>111</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>

C2.3.8 Multiply, multiply accumulate, and absolute difference

This section describes the encoding of the Multiply, multiply accumulate, and absolute difference group. The encodings in this section are decoded from 32-bit T32 instruction encoding.

<table>
<thead>
<tr>
<th>15</th>
<th>6</th>
<th>0</th>
<th>15</th>
<th>8 7 6 5</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>11110110</td>
<td>op0</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Decode fields

<table>
<thead>
<tr>
<th>op0</th>
</tr>
</thead>
<tbody>
<tr>
<td>00</td>
</tr>
<tr>
<td>01</td>
</tr>
<tr>
<td>1x</td>
</tr>
</tbody>
</table>
## Multiply and absolute difference

This section describes the encoding of the Multiply and absolute difference instruction class. The encodings in this section are decoded from Multiply, multiply accumulate, and absolute difference.

```
<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 4 3</th>
<th>0</th>
<th>15 12</th>
<th>11 8 7 6 5 4 3 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0</td>
<td>1 1 0 0</td>
<td>op1</td>
<td>Ra</td>
<td>Rd</td>
<td>0 0 op2</td>
</tr>
</tbody>
</table>
```

### Decode fields

<table>
<thead>
<tr>
<th>op1</th>
<th>Ra</th>
<th>op2</th>
</tr>
</thead>
<tbody>
<tr>
<td>000</td>
<td>1111</td>
<td>00  MLA</td>
</tr>
<tr>
<td>000</td>
<td>-</td>
<td>01  MLS</td>
</tr>
<tr>
<td>000</td>
<td>-</td>
<td>1x   Unallocated.</td>
</tr>
<tr>
<td>001</td>
<td>1111</td>
<td>00  SMLABB, SMLABT, SMLATB, SMLATT - SMLABB variant</td>
</tr>
<tr>
<td>001</td>
<td>!=- 1111</td>
<td>01  SMLABB, SMLABT, SMLATB, SMLATT - SMLABT variant</td>
</tr>
<tr>
<td>001</td>
<td>!=- 1111</td>
<td>10  SMLABB, SMLABT, SMLATB, SMLATT - SMLATB variant</td>
</tr>
<tr>
<td>001</td>
<td>1111</td>
<td>11  SMLABB, SMLABT, SMLATB, SMLATT - SMLATT variant</td>
</tr>
<tr>
<td>001</td>
<td>1111</td>
<td>01  SMLBB, SMULBT, SMULTB, SMULTT - SMLBB variant</td>
</tr>
<tr>
<td>001</td>
<td>1111</td>
<td>10  SMLBB, SMULBT, SMULTB, SMULTT - SMLBT variant</td>
</tr>
<tr>
<td>001</td>
<td>1111</td>
<td>11  SMLBB, SMULBT, SMULTB, SMULTT - SMLTT variant</td>
</tr>
<tr>
<td>010</td>
<td>1111</td>
<td>00  SMLAD, SMLADX - SMLAD variant</td>
</tr>
<tr>
<td>010</td>
<td>1111</td>
<td>01  SMLAD, SMLADX - SMLADX variant</td>
</tr>
<tr>
<td>010</td>
<td>-</td>
<td>0x   Unallocated.</td>
</tr>
<tr>
<td>010</td>
<td>1111</td>
<td>00  SMUAD, SMUADX - SMUAD variant</td>
</tr>
<tr>
<td>010</td>
<td>1111</td>
<td>01  SMUAD, SMUADX - SMUADX variant</td>
</tr>
<tr>
<td>011</td>
<td>1111</td>
<td>00  SMLAWB, SMLAWT - SMLAWB variant</td>
</tr>
<tr>
<td>011</td>
<td>1111</td>
<td>01  SMLAWB, SMLAWT - SMLAWT variant</td>
</tr>
<tr>
<td>011</td>
<td>-</td>
<td>0x   Unallocated.</td>
</tr>
<tr>
<td>011</td>
<td>1111</td>
<td>00  SMULWB, SMULWT - SMULWB variant</td>
</tr>
<tr>
<td>011</td>
<td>1111</td>
<td>01  SMULWB, SMULWT - SMULWT variant</td>
</tr>
<tr>
<td>100</td>
<td>1111</td>
<td>00  SMLSD, SMLSDX - SMLSD variant</td>
</tr>
<tr>
<td>100</td>
<td>1111</td>
<td>01  SMLSD, SMLSDX - SMLSDX variant</td>
</tr>
<tr>
<td>100</td>
<td>-</td>
<td>0x   Unallocated.</td>
</tr>
<tr>
<td>100</td>
<td>1111</td>
<td>00  SMUSD, SMUSDX - SMUSD variant</td>
</tr>
<tr>
<td>100</td>
<td>1111</td>
<td>01  SMUSD, SMUSDX - SMUSDX variant</td>
</tr>
<tr>
<td>101</td>
<td>1111</td>
<td>00  SMMLA, SMMLAR - SMMLA variant</td>
</tr>
<tr>
<td>101</td>
<td>1111</td>
<td>01  SMMLA, SMMLAR - SMMLAR variant</td>
</tr>
<tr>
<td>101</td>
<td>-</td>
<td>0x   Unallocated.</td>
</tr>
<tr>
<td>101</td>
<td>1111</td>
<td>00  SMMUL, SMMULR - SMMUL variant</td>
</tr>
<tr>
<td>101</td>
<td>1111</td>
<td>01  SMMUL, SMMULR - SMMULR variant</td>
</tr>
<tr>
<td>110</td>
<td>-</td>
<td>0x   Unallocated.</td>
</tr>
<tr>
<td>110</td>
<td>01</td>
<td>0x   Unallocated.</td>
</tr>
<tr>
<td>110</td>
<td>1x</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>111</td>
<td>1110</td>
<td>00  USADA8</td>
</tr>
<tr>
<td>111</td>
<td>-</td>
<td>0x   Unallocated.</td>
</tr>
<tr>
<td>111</td>
<td>1111</td>
<td>00  USAD8</td>
</tr>
</tbody>
</table>

**Note:**
- **MLA**
- **MLS**
- **Unallocated.**
C2.3.9 Long multiply and divide

This section describes the encoding of the Long multiply and divide instruction class. The encodings in this section are decoded from 32-bit T32 instruction encoding.

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
<th>op1</th>
<th>Rn</th>
<th>RdLo</th>
<th>RdHi</th>
<th>op2</th>
<th>Rm</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1</td>
<td>0 1 1 1</td>
<td>op1</td>
<td>Rn</td>
<td>RdLo</td>
<td>RdHi</td>
<td>op2</td>
<td>Rm</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>000 != 0000</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>000 0000</td>
<td>SMULL</td>
</tr>
<tr>
<td>001 != 1111</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>001 1111</td>
<td>SDIV</td>
</tr>
<tr>
<td>010 != 0000</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>010 0000</td>
<td>UMULL</td>
</tr>
<tr>
<td>011 != 1111</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>011 1111</td>
<td>UDIV</td>
</tr>
<tr>
<td>100 0000</td>
<td>SMLAL</td>
</tr>
<tr>
<td>100 0001</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>100 001x</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>100 01xx</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>100 1000</td>
<td>SMLALBB, SMLALBT, SMLALTB, SMLALTT - SMLALBB variant</td>
</tr>
<tr>
<td>100 1001</td>
<td>SMLALBB, SMLALBT, SMLALTB, SMLALTT - SMLALBT variant</td>
</tr>
<tr>
<td>100 1010</td>
<td>SMLALBB, SMLALBT, SMLALTB, SMLALTT - SMLALTB variant</td>
</tr>
<tr>
<td>100 1011</td>
<td>SMLALBB, SMLALBT, SMLALTB, SMLALTT - SMLALTT variant</td>
</tr>
<tr>
<td>100 1100</td>
<td>SMLALD, SMLALDX - SMLALD variant</td>
</tr>
<tr>
<td>100 1101</td>
<td>SMLALD, SMLALDX - SMLALDX variant</td>
</tr>
<tr>
<td>100 111x</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>101 0xxx</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>101 10xx</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>101 1100</td>
<td>SMLSLD, SMLSLDX - SMLSLD variant</td>
</tr>
<tr>
<td>101 1101</td>
<td>SMLSLD, SMLSLDX - SMLSLDX variant</td>
</tr>
<tr>
<td>101 111x</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>110 0000</td>
<td>UMLAL</td>
</tr>
<tr>
<td>110 0001</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>110 001x</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>110 010x</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>110 0110</td>
<td>UMAAL</td>
</tr>
<tr>
<td>110 0111</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>110 1xxx</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>111 -</td>
<td>Unallocated.</td>
</tr>
</tbody>
</table>

C2.3.10 Coprocessor and floating-point instructions

This section describes the encoding of the Coprocessor and floating-point instructions group. The encodings in this section are decoded from 32-bit T32 instruction encoding.
### Floating-point load/store and 64-bit register moves

This section describes the encoding of the Floating-point load/store and 64-bit register moves group. The encodings in this section are decoded from Coprocessor and floating-point instructions.

<table>
<thead>
<tr>
<th>15</th>
<th>8</th>
<th>5</th>
<th>4</th>
<th>0</th>
<th>15</th>
<th>12</th>
<th>11</th>
<th>8</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1110110</td>
<td>op0</td>
<td>101</td>
<td></td>
<td></td>
<td>0</td>
<td>15</td>
<td>8</td>
<td>5</td>
<td>4</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Decode group or instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>op0</td>
<td>op1</td>
</tr>
<tr>
<td>0x</td>
<td>101</td>
</tr>
<tr>
<td>10</td>
<td>101</td>
</tr>
<tr>
<td>10</td>
<td>101</td>
</tr>
<tr>
<td>11</td>
<td>--</td>
</tr>
<tr>
<td>!= 11</td>
<td>!= 101</td>
</tr>
</tbody>
</table>

- Floating-point load/store and 64-bit register moves
- Floating-point data-processing
- Floating-point 32-bit register moves
- Unallocated.
- Coprocessor

### Floating-point 64-bit move

This section describes the encoding of the Floating-point 64-bit move instruction class. The encodings in this section are decoded from Floating-point load/store and 64-bit register moves.

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>0</th>
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<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>op</td>
<td>Rt2</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>op</td>
<td>o1</td>
</tr>
<tr>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>--</td>
<td>--</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

- Unallocated.
- Unallocated.
- VMOV (between two general-purpose registers and two single-precision registers)
- VMOV (between two general-purpose registers and a doubleword register)
- VMOV (between two general-purpose registers and two single-precision registers)
- VMOV (between two general-purpose registers and a doubleword register)
Floating-point load/store

This section describes the encoding of the Floating-point load/store instruction class. The encodings in this section are decoded from Floating-point load/store and 64-bit register moves.

| 15 14 13 12| 11 10 9 8 | 7 6 5 4 | 3 | 0 |
| 1 1 1 0 1 1 0 | P | U | D | W | L | Rn | Vd | 1 | 0 | 1 | sz | imm8 |

Floating-point data-processing

This section describes the encoding of the Floating-point data-processing group. The encodings in this section are decoded from Coprocessor and floating-point instructions.

| 15 12|11 | 7 4 3 2 | 0 | 15 12|11 | 8 7 6 5 4 | 3 | 0 |
| 111 | 110 | op1 | | 101 | | 0 |

| Decode fields | Decode group or instruction page |
| op0 | op1 | op2 | op3 |
| 0 | 1x11 | - | 1 | Floating-point data-processing (two registers) |
| 0 | 1x11 | - | 0 | VMOV (immediate) |
| 0 | != 1x11 | - | - | Floating-point data-processing (three registers) |
| 1 | 0xxx | - | 0 | VSEL |
| 1 | 0xxx | - | 1 | Unallocated. |
| 1 | 1x00 | - | - | Floating-point minNum / maxNum |
| 1 | 1x01 | - | - | Unallocated. |
Chapter C2. Instruction Specification
C2.3. 32-bit T32 instruction encoding

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Decode group or instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>op0 op1 op2 op3</td>
<td></td>
</tr>
<tr>
<td>1 1x10</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>1 1x11</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>1 1x11</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>1 1x11</td>
<td>Floating-point directed convert to integer</td>
</tr>
</tbody>
</table>

Floating-point data-processing (two registers)

This section describes the encoding of the Floating-point data-processing (two registers) instruction class. The encodings in this section are decoded from Floating-point data-processing.

```
<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 0 1 1 0 1 D 1 1 o1 opc2 Vd 1 0 1 sz o3 1 M 0 Vm</td>
</tr>
</tbody>
</table>
```

Floating-point data-processing (three registers)

This section describes the encoding of the Floating-point data-processing (three registers) instruction class. The encodings in this section are decoded from Floating-point data-processing.

```
<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>o1 opc2 o3</td>
<td></td>
</tr>
<tr>
<td>0 000 0</td>
<td>VMOV (register)</td>
</tr>
<tr>
<td>0 000 1</td>
<td>VABS</td>
</tr>
<tr>
<td>0 001 0</td>
<td>VNEG</td>
</tr>
<tr>
<td>0 001 1</td>
<td>VSQRT</td>
</tr>
<tr>
<td>0 010 0</td>
<td>VCVTB</td>
</tr>
<tr>
<td>0 010 1</td>
<td>VCVTT</td>
</tr>
<tr>
<td>0 011 0</td>
<td>VCVTB</td>
</tr>
<tr>
<td>0 011 1</td>
<td>VCVTT</td>
</tr>
<tr>
<td>0 100 0</td>
<td>VCMP - T1</td>
</tr>
<tr>
<td>0 100 1</td>
<td>VCMPE - T1</td>
</tr>
<tr>
<td>0 101 0</td>
<td>VCMP - T2</td>
</tr>
<tr>
<td>0 101 1</td>
<td>VCMPE - T2</td>
</tr>
<tr>
<td>0 110 0</td>
<td>VRINTR</td>
</tr>
<tr>
<td>0 110 1</td>
<td>VRINTZ</td>
</tr>
<tr>
<td>0 111 0</td>
<td>VRINTX</td>
</tr>
<tr>
<td>0 111 1</td>
<td>VCVT (between double-precision and single-precision)</td>
</tr>
<tr>
<td>1 000 -</td>
<td>VCVT (integer to floating-point)</td>
</tr>
<tr>
<td>1 001 -</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>1 01x -</td>
<td>VCVT (between floating-point and fixed-point)</td>
</tr>
<tr>
<td>1 100 0</td>
<td>VCVT</td>
</tr>
<tr>
<td>1 100 1</td>
<td>VCVT (floating-point to integer)</td>
</tr>
<tr>
<td>1 101 0</td>
<td>VCVTR</td>
</tr>
<tr>
<td>1 101 1</td>
<td>VCVT (floating-point to integer)</td>
</tr>
<tr>
<td>1 11x -</td>
<td>VCVT (between floating-point and fixed-point)</td>
</tr>
</tbody>
</table>
Chapter C2. Instruction Specification

C2.3. 32-bit T32 instruction encoding

Floating-point minNum / maxNum

This section describes the encoding of the Floating-point minNum / maxNum instruction class. The encodings in this section are decoded from Floating-point data-processing.

```
| 15 14 13 12  | 11 10 9 8 7 6 5 4 3 0 | 15 12 11 10 9 8 7 6 5 4 3 0 |
| 1 1 1 1 0 1 1 0 | 0 0 | 1 | Vn | Vd | 1 0 1 | sz | N o2 | M 0 | Vm |
```

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 0 0 0</td>
<td>VMLA</td>
</tr>
<tr>
<td>0 0 0 1</td>
<td>VMLS</td>
</tr>
<tr>
<td>0 0 1 0</td>
<td>VNMLS</td>
</tr>
<tr>
<td>0 0 1 1</td>
<td>VNMLA</td>
</tr>
<tr>
<td>0 1 0 0</td>
<td>VMUL</td>
</tr>
<tr>
<td>0 1 0 1</td>
<td>VNMUL</td>
</tr>
<tr>
<td>0 1 1 0</td>
<td>VADD</td>
</tr>
<tr>
<td>0 1 1 1</td>
<td>VSUB</td>
</tr>
<tr>
<td>1 0 0 0</td>
<td>VDIV</td>
</tr>
<tr>
<td>1 0 1 0</td>
<td>VFNMS</td>
</tr>
<tr>
<td>1 0 1 1</td>
<td>VFNMIA</td>
</tr>
<tr>
<td>1 1 0 0</td>
<td>VFMA</td>
</tr>
<tr>
<td>1 1 0 1</td>
<td>VFMS</td>
</tr>
</tbody>
</table>

Floating-point directed convert to integer

This section describes the encoding of the Floating-point directed convert to integer instruction class. The encodings in this section are decoded from Floating-point data-processing.

```
| 15 14 13 12  | 11 10 9 8 7 6 5 4 3 0 | 15 12 11 10 9 8 7 6 5 4 3 0 |
| 1 1 1 1 1 1 1 0 1 | D 0 0 | Vn | Vd | 1 0 1 | sz | N o2 | M 0 | Vm |
```

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>VMAXNM</td>
</tr>
<tr>
<td>1</td>
<td>VMINNM</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 0 0</td>
<td>VRINTA</td>
</tr>
</tbody>
</table>
Chapter C2. Instruction Specification

C2.3. 32-bit T32 instruction encoding

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>o1 rm</td>
<td>VRINTP</td>
</tr>
<tr>
<td>0 10</td>
<td>VRINTM</td>
</tr>
<tr>
<td>0 11</td>
<td>VCVTA</td>
</tr>
<tr>
<td>1 00</td>
<td>VCVTN</td>
</tr>
<tr>
<td>1 01</td>
<td>VCVTP</td>
</tr>
<tr>
<td>1 10</td>
<td>VCVTM</td>
</tr>
</tbody>
</table>

### Floating-point 32-bit register moves

This section describes the encoding of the Floating-point 32-bit register moves group. The encodings in this section are decoded from Coprocessor and floating-point instructions.

| 15  | 7 6 5 | 0 15 | 12 11 | 8 7 6 5 4 3 0 | 15 14 13 12 11 10 9 8 7 6 5 4 3 0 15 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|-----|------|------|--------|--------------|-------------------|--|----|----|---|---|---|---|---|---|---|---|---|---|
| 11101110 | op0 | 101 | 101 | 0 0 0 | VMOV (single general-purpose register to half of doubleword register) |

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>op0 op1 op2</td>
<td>Floating-point 32-bit move doubleword</td>
</tr>
<tr>
<td>00 1 00</td>
<td>Floating-point 32-bit move doubleword</td>
</tr>
<tr>
<td>00 1 != 00</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>!= 00 1 -</td>
<td>Unallocated.</td>
</tr>
<tr>
<td>- 0 -</td>
<td>Floating-point 32-bit move</td>
</tr>
</tbody>
</table>

### Floating-point 32-bit move doubleword

This section describes the encoding of the Floating-point 32-bit move doubleword instruction class. The encodings in this section are decoded from Floating-point 32-bit register moves.

| 15 14 13 12 | 11 10 9 8 7 6 5 4 3 | 0 15 | 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|-------------|----------------------|------|-------------------|--|----|----|---|---|---|---|---|---|---|
| 1 1 1 0 1 1 1 0 0 0 | H L Vn | Rt | 1 0 1 1 N | 0 0 1 | (0)(0)(0)(0) |

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>L</td>
<td>VMOV</td>
</tr>
<tr>
<td>0</td>
<td>VMOV (single general-purpose register to half of doubleword register)</td>
</tr>
<tr>
<td>1</td>
<td>VMOV (half of doubleword register to single general-purpose register)</td>
</tr>
</tbody>
</table>

### Floating-point 32-bit move

This section describes the encoding of the Floating-point 32-bit move instruction class. The encodings in this section are decoded from Floating-point 32-bit register moves.
Chapter C2. Instruction Specification

C2.3. 32-bit T32 instruction encoding

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 5 4 3</th>
<th>0</th>
<th>15 12 11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 1 0</td>
<td>opc1</td>
<td>L</td>
<td>Vn</td>
<td>Rt</td>
<td>1 0 1 0</td>
<td>N(0)(0)</td>
</tr>
</tbody>
</table>

### Decode fields

### Instruction page

<table>
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<tr>
<th>opc1</th>
<th>L</th>
<th>000</th>
<th>VMOV (between general-purpose register and single-precision register)</th>
</tr>
</thead>
<tbody>
<tr>
<td>001</td>
<td></td>
<td>Unallocated.</td>
<td></td>
</tr>
<tr>
<td>01x</td>
<td></td>
<td>Unallocated.</td>
<td></td>
</tr>
<tr>
<td>10x</td>
<td></td>
<td>Unallocated.</td>
<td></td>
</tr>
<tr>
<td>110</td>
<td></td>
<td>Unallocated.</td>
<td></td>
</tr>
<tr>
<td>111 0</td>
<td></td>
<td>VMSR</td>
<td></td>
</tr>
<tr>
<td>111 1</td>
<td></td>
<td>VMRS</td>
<td></td>
</tr>
</tbody>
</table>

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**Coprocessor**

This section describes the encoding of the Coprocessor group. The encodings in this section are decoded from Coprocessor and floating-point instructions.

<table>
<thead>
<tr>
<th>15 12</th>
<th>11 9 8</th>
<th>5 4</th>
<th>0</th>
<th>15 12</th>
<th>11</th>
<th>7 5 4</th>
<th>3 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>111</td>
<td>11</td>
<td>op1</td>
<td>!=101x</td>
<td>op0</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

### Decode fields

### Group or instruction page

<table>
<thead>
<tr>
<th>op0</th>
<th>op1</th>
<th>op2</th>
<th>00x0</th>
<th>Coprocessor 64-bit move</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>00x0</td>
<td>Coprocessor load/store registers</td>
</tr>
<tr>
<td>0</td>
<td>!= 00x0</td>
<td>0</td>
<td>CDP, CDP2</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>0xxx</td>
<td>0</td>
<td>MCRR, MCRR2 - T1</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>0xxx</td>
<td>1</td>
<td>MCRR, MCRR2 - T2</td>
<td></td>
</tr>
</tbody>
</table>

---

**Coprocessor 64-bit move**

This section describes the encoding of the Coprocessor 64-bit move instruction class. The encodings in this section are decoded from Coprocessor.

| 15 14 13 12 | 11 10 9 8 | 7 6 5 4 | 3 | 0 | 15 | 12 | 11 | 8 7 4 3 0 |
|-------------|---------|---------|---|---|----|-----|-----|--------|--------|
| 1 1 1 00 | 1 1 0 0 | D 0 | L | Rt2 | Rt | coproc | opc1 | CRm |

### Decode fields

### Instruction page

<table>
<thead>
<tr>
<th>o0</th>
<th>D</th>
<th>L</th>
<th>0 0</th>
<th>Unallocated.</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 0</td>
<td>MCRR, MCRR2 - T1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0 1 1</td>
<td>MRRC, MRRC2 - T1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 0</td>
<td>Unallocated.</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 1 0</td>
<td>MCRR, MCRR2 - T2</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
**C2.3. 32-bit T32 instruction encoding**

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>o0 D L</td>
<td>MRRC, MRRC2 - T2</td>
</tr>
</tbody>
</table>

**Coprocessor load/store registers**

This section describes the encoding of the Coprocessor load/store registers instruction class. The encodings in this section are decoded from Coprocessor.

```
| 15 14 13 12|11 10 9 8 |7 6 5 4 |3 |0 |15 |12|11 |
| 1 1 1 |o0 1 1 0 |P U D |W |L |
| Rn |CRd |coproc |
| imm8 |
```

**Coprocessor 32-bit move**

This section describes the encoding of the Coprocessor 32-bit move instruction class. The encodings in this section are decoded from Coprocessor.

```
| 15 14 13 12|11 10 9 8 |7 5 4 |3 |0 |15 |12|11 |
| 1 1 1 |o0 1 1 0 |opc1 |L |
| CRn |Rt |coproc |
| opc2 |
| CRm |
```

<table>
<thead>
<tr>
<th>Decode fields</th>
<th>Instruction page</th>
</tr>
</thead>
<tbody>
<tr>
<td>o0 L</td>
<td>MCR, MCR2 - T1</td>
</tr>
<tr>
<td>0 0</td>
<td></td>
</tr>
<tr>
<td>0 1</td>
<td></td>
</tr>
<tr>
<td>1 0</td>
<td></td>
</tr>
<tr>
<td>1 1</td>
<td></td>
</tr>
</tbody>
</table>
C2.4  Alphabetical list of instructions

Every Armv8-M instruction is listed in this section. See Chapter C1 Instruction Set Overview on page 304 for the format of the instruction descriptions.
C2.4.1 ADC (immediate)

Add with Carry (immediate). Add with Carry (immediate) adds an immediate value and the carry flag value to a register value, and writes the result to the destination register. It can optionally update the condition flags based on the result.

T1

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0</td>
<td>0 1 0 1</td>
<td>0 S</td>
<td>Rn 0 imm3</td>
</tr>
</tbody>
</table>

ADC variant

Applies when S == 0.

ADC{<c>}{<q>} {<Rd>,} <Rn>, #<const>

ADCS variant

Applies when S == 1.

ADCS{<c>}{<q>} {<Rd>,} <Rn>, #<const>

Decode for this encoding

1 if !HaveMainExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); setflags = (S == '1'); imm32 = T32ExpandImm(i:imm3:imm8);
3 if d IN {13,15} || n IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.

<q> See C1.2.5 Standard assembler syntax fields on page 308.

<Rd> Is the general-purpose destination register, encoded in the "Rd" field. If omitted, this register is the same as <Rn>.

<Rn> Is the general-purpose source register, encoded in the "Rn" field.

<const> Is an immediate value derived from the 12-bit immediate that is encoded in the "i:imm3:imm8" field. See C1.5 Modified immediate constants on page 323 for the range of values.

Operation for all encodings

1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   (result, carry, overflow) = AddWithCarry(R[n], imm32, APSR.C);
4   R[d] = result;
5   if setflags then
6     APSR.N = result[31];
7     APSR.Z = IsZeroBit(result);
8     APSR.C = carry;
9     APSR.V = overflow;
Add with Carry (register). Add with Carry (register) adds a register value, the carry flag value, and an optionally-shifted register value, and writes the result to the destination register. It can optionally update the condition flags based on the result.

**T1**

**Armv8-M**

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td>Rm</td>
</tr>
</tbody>
</table>

**T1 variant**

ADC<>{<q>} {<Rdn>,} <Rdn>, <Rm>
// Inside IT block
ADCS<>{<q>} {<Rdn>,} <Rdn>, <Rm>
// Outside IT block

**Decode for this encoding**

```c
1 d = UInt(Rdn); n = UInt(Rdn); m = UInt(Rm); setflags = !InITBlock();
2 (shift_t, shift_n) = (SRType_LSL, 0);
```

**T2**

**Armv8-M Main Extension only**

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>S</td>
<td>Rn</td>
<td>(0)</td>
<td>imm3</td>
<td>Rd</td>
<td>imm2</td>
</tr>
</tbody>
</table>

**ADC, rotate right with extend variant**

Applies when $S == 0 \land \land \text{imm3} == 000 \land \land \text{imm2} == 00 \land \land \text{sr\_type} == 11$.

ADC<>{<c>}{<q>} {<Rd>,} <Rdn>, <Rm>, RRX

**ADC, shift or rotate by value variant**

Applies when $S == 0 \land \land ! \text{(imm3} == 000 \land \land \text{imm2} == 00 \land \land \text{sr\_type} == 11)$.

ADC<>.W {<Rd>,} <Rn>, <Rm>
// Inside IT block, and <Rd>, <Rn>, <Rm> can be represented in T1
ADCS<>{<c>}{<q>} {<Rd>,} <Rdn>, <Rm> {, <shift> #<amount>}

**ADCS, rotate right with extend variant**

Applies when $S == 1 \land \land \text{imm3} == 000 \land \land \text{imm2} == 00 \land \land \text{sr\_type} == 11$.

ADCS<>{<c>}{<q>} {<Rd>,} <Rdn>, <Rm>, RRX

**ADCS, shift or rotate by value variant**

Applies when $S == 1 \land \land ! \text{(imm3} == 000 \land \land \text{imm2} == 00 \land \land \text{sr\_type} == 11)$.
ADCS.W {<Rd>}, <Rn>, <Rm>
   // Outside IT block, and <Rd>, <Rn>, <Rm> can be represented in T1
ADCS{<c>}{<q>} {<Rd>}, <Rn>, <Rm> {, <shift> #<amount>}

Decode for this encoding

1 if !HaveMainExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); setflags = (S == '1');
3 (shift_t, shift_n) = DecodeImmShift(sr_type, imm3:imm2);
4 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

   <c> See C1.2.5 Standard assembler syntax fields on page 308.
   <q> See C1.2.5 Standard assembler syntax fields on page 308.
   <Rdn> Is the first general-purpose source register and the destination register, encoded in the "Rdn" field.
   <Rd> Is the general-purpose destination register, encoded in the "Rd" field. If omitted, this register is the same as <Rn>.
   <Rn> Is the first general-purpose source register, encoded in the "Rn" field.
   <Rm> Is the second general-purpose source register, encoded in the "Rm" field.
   <shift> Is the type of shift to be applied to the second source register, encoded in the "sr_type" field. It can have the following values:
         LSL when sr_type = 00
         LSR when sr_type = 01
         ASR when sr_type = 10
         ROR when sr_type = 11
   <amount> Is the shift amount, in the range 1 to 31 (when <shift> = LSL or ROR) or 1 to 32 (when <shift> = LSR or ASR) encoded in the "imm3:imm2" field as <amount> modulo 32.

Operation for all encodings

1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   shifted = Shift(R[m], shift_t, shift_n, APSR.C);
4   (result, carry, overflow) = AddWithCarry(R[n], shifted, APSR.C);
5   R[d] = result;
6   if setflags then
7     APSR.N = result[31];
8     APSR.Z = IsZeroBit(result);
9     APSR.C = carry;
10    APSR.V = overflow;
C2.4.3 ADD (SP plus immediate)

Add to SP (immediate). ADD (SP plus immediate) adds an immediate value to the SP value, and writes the result to the destination register.

T1

```
<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 0 1 0 1</td>
<td>Rd</td>
<td>imm8</td>
<td></td>
</tr>
</tbody>
</table>
```

T1 variant

ADD{<c>}{<q>} <Rd>, SP, #<imm8>

Decode for this encoding

```
d = UInt(Rd); setflags = FALSE; imm32 = ZeroExtend(imm8:'00', 32);
```

T2

```
<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 0 1 1 0</td>
<td>0 0 0 0 0</td>
<td>imm7</td>
<td></td>
</tr>
</tbody>
</table>
```

T2 variant

ADD{<c>}{<q>} {SP,} SP, #<imm7>

Decode for this encoding

```
d = 13; setflags = FALSE; imm32 = ZeroExtend(imm7:'00', 32);
```

T3

```
<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0</td>
<td>i</td>
<td>0</td>
<td>0 0 0</td>
</tr>
</tbody>
</table>
```

ADD variant

Applies when S == 0.

ADD{<c>}.W {<Rd>,} SP, #<const>

```
// <Rd>, #<const> can be represented in T1 or T2
ADD{<c>}{<q>} {<Rd>,} SP, #<const>
```

ADDS variant

Applies when S == 1 && Rd != 1111.

ADDS{<c>}{<q>} {<Rd>,} SP, #<const>

Decode for this encoding
1 if Rd == '1111' && S == '1' then SEE "CMN (immediate)";
2 if !HaveMainExt() then UNDEFINED;
3 d = UInt(Rd); setflags = (S == '1'); imm32 = T32ExpandImm(i:imm3:imm8);
4 if d == 15 && S == '0' then UNPREDICTABLE;

T4

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0 i 1 0 0 0 0 0 1 1 0 1 0</td>
</tr>
<tr>
<td>imm3    Rd    imm8</td>
</tr>
</tbody>
</table>

T4 variant

ADD{<c>}{<q>} {<Rd>,} SP, #<imm12>
  // <imm12> cannot be represented in T1, T2, or T3
ADDW{<c>}{<q>} {<Rd>,} SP, #<imm12>
  // <imm12> can be represented in T1, T2, or T3

Decode for this encoding

1 if !HaveMainExt() then UNDEFINED;
2 d = UInt(Rd); setflags = FALSE; imm32 = ZeroExtend(i:imm3:imm8, 32);
3 if d == 15 then UNPREDICTABLE;

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<imm7> Is an unsigned immediate, a multiple of 4 in the range 0 to 508, encoded in the "imm7" field as <imm7>/4.
<Rd> For encoding T1: is the general-purpose destination register, encoded in the "Rd" field.
      For encoding T3 and T4: is the general-purpose destination register, encoded in the "Rd" field.
      If omitted, this register is the SP.
<imm8> Is an unsigned immediate, a multiple of 4, in the range 0 to 1020, encoded in the "imm8" field as <imm8>/4.
<imm12> Is a 12-bit unsigned immediate, in the range 0 to 4095, encoded in the "i:imm3:imm8" field.
<const> Is an immediate value derived from the 12-bit immediate that is encoded in the "i:imm3:imm8" field. See C1.5 Modified immediate constants on page 323 for the range of values.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 (result, carry, overflow) = AddWithCarry(SP, imm32, '0');
4 RSPCheck[d] = result;
5 if setflags then
6   APSR.N = result[31];
7   APSR.Z = IsZeroBit(result);
8   APSR.C = carry;
9   APSR.V = overflow;
**C2.4.4 ADD (SP plus register)**

Add to SP (register). ADD (SP plus register) adds an optionally-shifted register value to the SP value, and writes the result to the destination register.

**T1**

*Armv8-M*

```
15 14 13 12|11 10 9 8 7 6 5 4|3 2 1 0
0 1 0 0 0 1 0 0 DM 1 1 0 1 Rdm
```

**T1 variant**

ADD{<c>}{<q>} {<Rdm>,} SP, <Rdm>

**Decode for this encoding**

1. d = UInt(DM:Rdm); m = UInt(DM:Rdm); setflags = FALSE;
2. if d == 15 && InITBlock() && !LastInITBlock() then UNPREDICTABLE;
3. (shift_t, shift_n) = (SRType_LSL, 0);

**T2**

*Armv8-M*

```
15 14 13 12|11 10 9 8 7 6 5 4|3 2 1 0
0 1 0 0 0 1 0 0 0 1 Rm != 1101 1 0 1
```

**T2 variant**

ADD{<c>}{<q>} {SP,} SP, <Rm>

**Decode for this encoding**

1. if Rm == '1101' then SEE "encoding T1";
2. d = 13; m = UInt(Rm); setflags = FALSE;
3. (shift_t, shift_n) = (SRType_LSL, 0);

**T3**

*Armv8-M Main Extension only*

```
15 14 13 12|11 10 9 8 7 6 5 4|3 2 1 0
1 1 1 0 1 0 1 1 0 0 0 S 1 1 0 1 |(0) imm3| Rd | imm2| Rm| sr_type
```

**ADD, rotate right with extend variant**

Applies when S = 0 && imm3 = 000 && imm2 = 00 && sr_type == 11.

ADD{<c>}{<q>} {<Rd>,} SP, <Rm>, RRX

**ADD, shift or rotate by value variant**

Applies when S = 0 && !(imm3 == 000 && imm2 = 00 && sr_type == 11).

ADD{<c>}.W {<Rd>,} SP, <Rm>

// <Rd>, <Rm> can be represented in T1 or T2
ADD{<c>}{<q>} {<Rd>,} SP, <Rm> {<, <shift> #<amount>)}
ADDs, rotate right with extend variant

Applies when \( S = 1 \) && \( \text{imm3} = 000 \) && \( \text{Rd} \neq 1111 \) && \( \text{imm2} = 00 \) && \( \text{sr}_{-} \text{type} = 11 \).

\[
\text{ADDs}\{<c>\}{<q>} \{<\text{Rd}>,,\} \ \text{SP}, \ <\text{Rm}>, \ \text{RRX}
\]

ADDs, shift or rotate by value variant

Applies when \( S = 1 \) && !(\( \text{imm3} = 000 \) && \( \text{imm2} = 00 \) && \( \text{sr}_{-} \text{type} = 11 \)) && \( \text{Rd} \neq 1111 \).

\[
\text{ADDs}\{<c>\}{<q>} \{<\text{Rd}>,,\} \ \text{SP}, \ <\text{Rm}>, \ {, <\text{shift}> \#<\text{amount}>}
\]

Decode for this encoding

1. if \( \text{Rd} = '1111' \) && \( S = '1' \) then SEE "CMN (register)";
2. if !\( \text{HaveMainExt}() \) then UNDEFINED;
3. \( d = \text{UInt}(\text{Rd}); \ m = \text{UInt}(\text{Rm}); \ \text{setflags} = (S == '1'); \)
4. \( (\text{shift}_{-}t, \ \text{shift}_{-}n) = \text{DecodeImmShift}(\text{sr}_{-}\text{type}, \text{imm3}:\text{imm2}); \)
5. if \( d == 13 \) && \( (\text{shift}_t != \text{SRType}_{-}\text{LSL} \ || \ \text{shift}_{-}n > 3) \) then UNPREDICTABLE;
6. if \( (d == 15 \ && \ S == '0') \ || m \text{ IN } (13,15) \) then UNPREDICTABLE;

Assembler symbols for all encodings

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<\text{Rdm}>\) Is the general-purpose destination and second source register, encoded in the "\text{Rdm}" field. If omitted, this register is the SP. Arm deprecates using the PC as the destination register, but if the PC is used, the instruction is a simple branch to the address calculated by the operation.
\(<\text{Rd}>\) Is the general-purpose destination register, encoded in the "\text{Rd}" field. If omitted, this register is the SP.
\(<\text{Rm}>\) For encoding T2: is the second general-purpose source register, encoded in the "\text{Rm}" field. The PC can be used, but this is deprecated.
\(<\text{shift}>\) For encoding T3: is the second general-purpose source register, encoded in the "\text{Rm}" field.
\(<\text{amount}>\) Is the type of shift to be applied to the second source register, encoded in the "\text{sr}_{-}\text{type}" field. It can have the following values:

<table>
<thead>
<tr>
<th>Shift Type</th>
<th>\text{sr}_{-}\text{type}</th>
</tr>
</thead>
<tbody>
<tr>
<td>LSL</td>
<td>00</td>
</tr>
<tr>
<td>LSR</td>
<td>01</td>
</tr>
<tr>
<td>ASR</td>
<td>10</td>
</tr>
<tr>
<td>ROR</td>
<td>11</td>
</tr>
</tbody>
</table>

\(<\text{amount}>\) Is the shift amount, in the range 1 to 31 (when \(<\text{shift}> = \text{LSL}\) or \text{ROR} or 1 to 32 (when \(<\text{shift}> = \text{LSR}\) or \text{ASR}) encoded in the "\text{imm3:imm2}" field as \(<\text{amount}>\) modulo 32.

Operation for all encodings

1. if \( \text{ConditionPassed()} \) then
2. \( \text{EncodingSpecificOperations}(); \)
3. \( \text{shifted} = \text{Shift}(\text{R}[\text{m}], \text{shift}_{-}t, \text{shift}_{-}n, \text{APSR}.C); \)
4. \( (\text{result}, \text{carry}, \text{overflow}) = \text{AddWithCarry}(\text{SP}, \text{shifted}, '0'); \)
5. if \( d == 15 \) then
6. \( \text{ALUWritePC}(\text{result}); // \text{setflags} \text{ is always FALSE here} \)
7. else
8. \( \text{RSPCheck}[d] = \text{result}; \)
9. if \( \text{setflags} \) then
10. \( \text{APSR}.N = \text{result}[31]; \)
11. \( \text{APSR}.Z = \text{IsZeroBit}(\text{result}); \)
12. \( \text{APSR}.C = \text{carry}; \)
13. \( \text{APSR}.V = \text{overflow}; \)
C2.4.5 ADD (immediate)

Add (immediate). Add (immediate) adds an immediate value to a register value, and writes the result to the destination register. It can optionally update the condition flags based on the result.

T1

Armv8-M

| 15 14 13 12|11 10 9 8 |7 6 5 4 |3 2 1 0 |
|-----|-----|-----|-----|-----|-----|
| 0 0 0 1 | 1 | 1 0 | imm3 | Rn | Rd |

T1 variant

ADD<c>{<q>} <Rd>, <Rn>, #<imm3>
// Inside IT block
ADDS{<q>} <Rd>, <Rn>, #<imm3>
// Outside IT block

Decode for this encoding

```c
1 d = UInt(Rd); n = UInt(Rn); setflags = !InITBlock(); imm32 = ZeroExtend(imm3, 32);
```

T2

Armv8-M

| 15 14 13 12|11 10 9 8 |7 6 5 4 |3 2 1 0 |
|-----|-----|-----|-----|-----|-----|
| 0 0 1 | 1 | 0 | Rdn | imm8 |

T2 variant

ADD<c>{<q>} <Rdn>, #<imm8>
// Inside IT block, and <Rdn>, <imm8> can be represented in T1
ADD<c>{<q>} {<Rdn>,} <Rdn>, #<imm8>
// Inside IT block, and <Rdn>, <imm8> cannot be represented in T1
ADDS{<q>} <Rdn>, #<imm8>
// Outside IT block, and <Rdn>, <imm8> can be represented in T1
ADDS{<q>} {<Rdn>,} <Rdn>, #<imm8>
// Outside IT block, and <Rdn>, <imm8> cannot be represented in T1

Decode for this encoding

```c
1 d = UInt(Rdn); n = UInt(Rdn); setflags = !InITBlock(); imm32 = ZeroExtend(imm8, 32);
```

T3

Armv8-M Main Extension only

| 15 14 13 12|11 10 9 8 |7 6 5 4 |3 2 1 0 |1 1 1 |
|-----|-----|-----|-----|-----|-----|-----|
| 0 | 0 | 1 | 0 | 0 | 0 | S | Rn != 1101 | 0 | imm3 | Rd | imm8 |

ADD variant

Applies when S == 0.

ADD<c>.W (<Rd>,) <Rn>, #<const>
// Inside IT block, and <Rd>, <Rn>, #<const> can be represented in T1 or T2
ADD{<c>}{{<q>}{<Rd>,}} <Rn>, #<const>

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ADDs variant
Applies when \( S = 1 \) \&\& Rd \(!=\) 1111.

\[
\text{ADD}\{<c>,}\{<q>,\}\{<Rd>,\} <Rn>, \#<\text{const}>
\]

// Outside IT block, and <Rd>, <Rn>, <\text{const}> can be represented in T1 or T2

\[
\text{ADD}\{<c>\}{<q>}\{<Rd>,\} <Rn>, \#<\text{const}>
\]

Decode for this encoding

1  if Rd == '1111' \&\& S == '1' then SEE "CMN (immediate)";
2  if Rn == '1101' then SEE "ADD (SP plus immediate)"
3  if !HaveMainExt() then UNDEFINED;
4  d = UInt(Rd); n = UInt(Rn); setflags = (S == '1'); \text{imm}32 = T32ExpandImm(i:imm3:imm8);
5  if d == 13 \| (d == 15 \&\& S == '0') \| n == 15 then UNPREDICTABLE;

T4

Arm v8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 0 0 0 0 0 0 0 0 0 0 0 0 1 1 1</td>
</tr>
</tbody>
</table>

| Rd | imm3 |
|---------------------------|
| imm8 |

T4 variant
ADD\{<c>\}{<q>}\{<Rd>,\} <Rn>, \#<\text{imm}12>

// <\text{imm}12> cannot be represented in T1, T2, or T3

\[
\text{ADDW}\{<c>\}{<q>}\{<Rd>,\} <Rn>, \#<\text{imm}12>
\]

// <\text{imm}12> can be represented in T1, T2, or T3

Decode for this encoding

1  if Rn == '1111' then SEE ADR;
2  if Rn == '1101' then SEE "ADD (SP plus immediate)"
3  if !HaveMainExt() then UNDEFINED;
4  d = UInt(Rd); n = UInt(Rn); setflags = FALSE; \text{imm}32 = \text{ZeroExtend}(i:imm3:imm8, 32);
5  if d IN (13,15) then UNPREDICTABLE;

Assembler symbols for all encodings

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<\text{Rdn}>\) Is the general-purpose source and destination register, encoded in the "Rdn" field.
\(<\text{imm}8>\) Is an 8-bit unsigned immediate, in the range 0 to 255, encoded in the "imm8" field.
\(<\text{Rd}>\) Is the general-purpose destination register, encoded in the "Rd" field. If omitted, this register is the same as \(<\text{Rn}>\).
\(<\text{Rn}>\) For encoding T1: is the general-purpose source register, encoded in the "Rn" field.
For encoding T3: is the general-purpose source register, encoded in the "Rn" field. If the SP is used, see C2.4.3 ADD (SP plus immediate) on page 370.
For encoding T4: is the general-purpose source register, encoded in the "Rn" field. If the SP is used, see C2.4.3 ADD (SP plus immediate) on page 370. If the PC is used, see C2.4.8 ADR on page 382.
\(<\text{imm}3>\) Is a 3-bit unsigned immediate, in the range 0 to 7, encoded in the "imm3" field.
\(<\text{imm}12>\) Is a 12-bit unsigned immediate, in the range 0 to 4095, encoded in the "i:imm3:imm8" field.
\(<\text{const}>\) Is an immediate value derived from the 12-bit immediate that is encoded in the 'i:imm3:imm8' field. See C1.5 Modified immediate constants on page 323 for the range of values.
Operation for all encodings

```plaintext
if ConditionPassed() then
   EncodingSpecificOperations();
   (result, carry, overflow) = AddWithCarry(R[n], imm32, '0');
   R[d] = result;
   if setflags then
      APSR.N = result[31];
      APSR.Z = IsZeroBit(result);
      APSR.C = carry;
      APSR.V = overflow;
```
**C2.4.6 ADD (immediate, to PC)**

Add to PC. Add to PC adds an immediate value to the Align(PC, 4) value to form a PC-relative address, and writes the result to the destination register. Arm recommends that, where possible, software avoids using this alias.

This instruction is a pseudo-instruction of the ADR instruction. This means that:

- The encodings in this description are named to match the encodings of ADR.
- The assembler syntax is used only for assembly, and is not used on disassembly.
- The description of ADR gives the operational pseudocode for this instruction.

**T1**

*Armv8-M*

```
<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 0 1 0 0</td>
</tr>
</tbody>
</table>
```

**T1 variant**

ADD{<c>}{<q>} <Rd>, PC, #<imm8>

is equivalent to

ADR{<c>}{<q>} <Rd>, <label>

and is never the preferred disassembly.

**T3**

*Armv8-M Main Extension only*

```
| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|---------------------------------------|---------------------------------------|
| 1 1 1 1 0 | i   | 1 0 0 0 0 0 0 1 1 1 1 0 | imm3 | Rd | imm8 |
```

**T3 variant**

ADDW{<c>}{<q>} <Rd>, PC, #<imm12>

// <Rd>, <imm12> can be represented in T1

is equivalent to

ADR{<c>}{<q>} <Rd>, <label>

and is never the preferred disassembly.

**T3 variant**

ADD{<c>}{<q>} <Rd>, PC, #<imm12>

is equivalent to

ADR{<c>}{<q>} <Rd>, <label>

and is never the preferred disassembly.

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<q>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
<label> For encoding T1: the label of an instruction or literal data item whose address is to be loaded into <Rd>. The assembler calculates the required value of the offset from the Align(PC, 4) value of the ADR instruction to this label. Permitted values of the size of the offset are multiples of 4 in the range 0 to 1020.

For encoding T2 and T3: the label of an instruction or literal data item whose address is to be loaded into <Rd>. The assembler calculates the required value of the offset from the Align(PC, 4) value of the ADR instruction to this label. If the offset is zero or positive, encoding T3 is used, with imm32 equal to the offset. If the offset is negative, encoding T2 is used, with imm32 equal to the size of the offset. That is, the use of encoding T2 indicates that the required offset is minus the value of imm32. Permitted values of the size of the offset are 0-4095.

<imm8> Is an unsigned immediate, a multiple of 4, in the range 0 to 1020, encoded in the "imm8" field as <imm8>/4.

<imm12> Is a 12-bit unsigned immediate, in the range 0 to 4095, encoded in the "i:imm3:imm8" field.

**Operation for all encodings**

The description of ADR gives the operational pseudocode for this instruction.
Add (register). ADD (register) adds a register value and an optionally-shifted register value, and writes the result to the destination register. It can optionally update the condition flags based on the result.

T1

Armv8-M

```
|M1 M2 M3 M4 M5 M6 M7 M8 M9 M10 M11 M12 M13 M14 M15|
|0 0 0 1 1 0 0| Rm   | Rn   | Rd   |
```

T1 variant

ADD<c>{<q>} <Rd>, <Rn>, <Rm>
// Inside IT block
ADDS{<q>} {<Rd>,} <Rn>, <Rm>
// Outside IT block

Decode for this encoding

1. d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); setflags = !InITBlock();
2. (shift_t, shift_n) = (SRType_LSL, 0);

T2

Armv8-M

```
|M1 M2 M3 M4 M5 M6 M7 M8 M9 M10 M11 M12 M13 M14 M15|
|0 1 0 0 0 1 0 0| DN   | Rm != 1101 | Rdn |
```

T2 variant

Applies when !(DN == 1 && Rdn == 101).

ADD<c>{<q}> <Rdn>, <Rm>
// Preferred syntax, Inside IT block
ADDS{<q>} {<Rdn>,} <Rdn>, <Rm>
// Outside IT block

Decode for this encoding

1. if (DN:Rdn) == '1101' || Rm == '1101' then SEE "ADD (SP plus register)"
2. d = UInt(DN:Rdn); n = UInt(DN:Rdn); m = UInt(Rm); setflags = FALSE;
3. (shift_t, shift_n) = (SRType_LSL, 0);
4. if d == 15 && InITBlock() && !LastInITBlock() then UNPREDICTABLE;
5. if d == 15 && m == 15 then UNPREDICTABLE;

T3

Armv8-M Main Extension only

```
|M1 M2 M3 M4 M5 M6 M7 M8 M9 M10 M11 M12 M13 M14 M15|
|1 1 1 0 1 0 1| 1 0 0 0 | S  | Rn != 1101 | (0) | imm3 | Rd | imm2 |
```

ADD, rotate right with extend variant

Applies when S == 0 && imm3 == 000 && imm2 == 00 && sr_type == 11.
ADD{<c>}{<q>} {<Rd>,} <Rn>, <Rm>, RRX

ADD, shift or rotate by value variant
Applies when S == 0 && !(imm3 == 000 && imm2 == 00 && sr_type == 11).
ADD{<c>}{<q>} {<Rd>,} <Rn>, <Rm> {, <shift> #<amount>}

ADDS, rotate right with extend variant
Applies when S == 1 && imm3 == 000 && Rd != 1111 && imm2 == 00 && sr_type == 11.
ADDS{<c>}{<q>} {<Rd>,} <Rn>, <Rm>, RRX

ADDS.W {<Rd>,} <Rn>, <Rm>
// Outside IT block, and <Rd>, <Rn>, <Rm> can be represented in T1 or T2
ADDS{<c>}{<q>} {<Rd>,} <Rn>, <Rm> {, <shift> #<amount>}

Decode for this encoding
1 if Rd == '1111' & S == '1' then SEE "CMN (register)";
2 if Rn == '1101' then SEE "ADD (SP plus register)"
3 if !HaveMainExt() then UNDEFINED;
4 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); setflags = (S == '1');
5 (shift_t, shift_n) = DecodeImmShift(sr_type, imm3:imm2);
6 if d == 13 || (d == 15 && S == '0') || n == 15 || m IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

<
> See C1.2.5 Standard assembler syntax fields on page 308.
<q>
> See C1.2.5 Standard assembler syntax fields on page 308.
<Rdn>
> Is the general-purpose source and destination register, encoded in the "DN:Rdn" field. If the PC is used, the instruction is a branch to the address calculated by the operation. This is a simple branch. The assembler language allows <Rdn> to be specified once or twice in the assembler syntax. When used inside an IT block, and <Rdn> and <Rm> are in the range R0 to R7, <Rdn> must be specified once so that encoding T2 is preferred to encoding T1. In all other cases there is no difference in behavior when <Rdn> is specified once or twice.

<Rd>
> For encoding T1: is the general-purpose destination register, encoded in the "Rd" field. When used inside an IT block, <Rd> must be specified. When used outside an IT block, <Rd> is optional, and:
- If omitted, this register is the same as <Rn>.
- If present, encoding T1 is preferred to encoding T2.
For encoding T3: is the general-purpose destination register, encoded in the "Rd" field. If omitted, this register is the same as <Rn>.

<Rn>
> For encoding T1: is the first general-purpose source register, encoded in the "Rn" field. For encoding T3: is the first general-purpose source register, encoded in the "Rn" field. If the SP is used, see C2.4.4 ADD (SP plus register) on page 372.

<Rm>
> For encoding T1 and T3: is the second general-purpose source register, encoded in the "Rm" field. For encoding T2: is the second general-purpose source register, encoded in the "Rm" field. The PC can be used.
<shift> is the type of shift to be applied to the second source register, encoded in the "sr_type" field. It can have the following values:
- LSL when sr_type = 00
- LSR when sr_type = 01
- ASR when sr_type = 10
- ROR when sr_type = 11

<amount> is the shift amount, in the range 1 to 31 (when <shift> = LSL or ROR) or 1 to 32 (when <shift> = LSR or ASR) encoded in the "imm3:imm2" field as <amount> modulo 32.

Operation for all encodings

if ConditionPassed() then
    EncodingSpecificOperations();
    shifted = Shift(R[m], shift_t, shift_n, APSR.C);
    (result, carry, overflow) = AddWithCarry(R[n], shifted, '0');
    if d == 15 then
        ALUWritePC(result); // setflags is always FALSE here
    else
        R[d] = result;
        if setflags then
            APSR.N = result[31];
            APSR.Z = IsZeroBit(result);
            APSR.C = carry;
            APSR.V = overflow;
Form PC-relative address. Address to Register adds an immediate value to the PC value, and writes the result to the destination register.

This instruction is used by the pseudo-instructions ADD (immediate, to PC) and SUB (immediate, from PC).

T1

Armv8-M

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>Rd</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>imm8</td>
</tr>
</tbody>
</table>

T1 variant

ADR{<c>}{<q>} <Rd>, <label>

Decode for this encoding

1. d = UInt(Rd); imm32 = ZeroExtend(imm8:'00', 32); add = TRUE;

T2

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>i</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

T2 variant

ADR{<c>}{<q>} <Rd>, <label>

Decode for this encoding

1. if !HaveMainExt() then UNDEFINED;
2. d = UInt(Rd); imm32 = ZeroExtend(i:imm3:imm8, 32); add = FALSE;
3. if d IN {13,15} then UNPREDICTABLE;

T3

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>i</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

T3 variant

ADR{<c>}.W <Rd>, <label>

// <Rd>, <label> can be presented in T1
ADR{<c>}{<q>} <Rd>, <label>

Decode for this encoding

1. if !HaveMainExt() then UNDEFINED;
2. d = UInt(Rd); imm32 = ZeroExtend(i:imm3:imm8, 32); add = TRUE;
3. if d IN {13,15} then UNPREDICTABLE;

Alias conditions
## C2.4. Alphabetical list of instructions

<table>
<thead>
<tr>
<th>Alias or pseudo-instruction</th>
<th>preferred when</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADD (immediate, to PC)</td>
<td>Never</td>
</tr>
<tr>
<td>SUB (immediate, from PC)</td>
<td>(i:imm3:imm8 == '000000000000')</td>
</tr>
</tbody>
</table>

### Assembler symbols for all encodings

- `<c>`: See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>`: See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>`: Is the general-purpose destination register, encoded in the "Rd" field.
- `<label>`: For encoding T1: the label of an instruction or literal data item whose address is to be loaded into `<Rd>`. The assembler calculates the required value of the offset from the `Align(PC, 4)` value of the ADR instruction to this label. Permitted values of the size of the offset are multiples of 4 in the range 0 to 1020.
  For encoding T2 and T3: the label of an instruction or literal data item whose address is to be loaded into `<Rd>`. The assembler calculates the required value of the offset from the `Align(PC, 4)` value of the ADR instruction to this label. If the offset is zero or positive, encoding T3 is used, with `imm32` equal to the offset. If the offset is negative, encoding T2 is used, with `imm32` equal to the size of the offset. That is, the use of encoding T2 indicates that the required offset is minus the value of `imm32`. Permitted values of the size of the offset are 0-4095.

### Operation for all encodings

```plaintext
1  if ConditionPassed() then
2    EncodingSpecificOperations();
3  result = if add then (Align(PC, 4) + imm32) else (Align(PC, 4) - imm32);
4  R[d] = result;
```
C2.4.9 AND (immediate)

Bitwise AND (immediate). AND (immediate) performs a bitwise AND of a register value and an immediate value, and writes the result to the destination register.

T1

**Arm v8-M Main Extension only**

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0</td>
<td>0 0 0 0 0</td>
<td>S</td>
<td>Rn 0</td>
</tr>
<tr>
<td>imm3</td>
<td>Rd 1</td>
<td>imm8</td>
<td></td>
</tr>
</tbody>
</table>

AND variant

Applies when \( S = 0 \).

\[
\text{AND\{}<c>\}{<q>\} \{<Rd>,} \ <Rn>, \ #<\text{const}> \\
\]

ANDS variant

Applies when \( S = 1 \) && \( Rd \neq 1111 \).

\[
\text{ANDS\{}<c>\}{<q>\} \{<Rd>,} \ <Rn>, \ #<\text{const}> \\
\]

**Decode for this encoding**

1. if \( \text{Rd} = '1111' \) && \( S = '1' \) then SEE "TST (immediate)";
2. if !\text{HaveMainExt{}} then UNDEFINED;
3. \( d = \text{UInt(Rd)}; \ n = \text{UInt(Rn)}; \ \text{setflags} = (S = '1'); \)
4. \( (\text{imm32}, \text{carry}) = \text{T32ExpandImm_C}(i:imm3:imm8, \text{APSR.C}); \)
5. if \( d = 13 \ || (d = 15 \ && S = '0') || n \ \text{IN} \ (13,15) \) then UNPREDICTABLE;

**Assembler symbols for all encodings**

\(<c>\) See C1.2.5 *Standard assembler syntax fields* on page 308.

\(<q>\) See C1.2.5 *Standard assembler syntax fields* on page 308.

\(<\text{Rd}>\) Is the general-purpose destination register, encoded in the "Rd" field. If omitted, this register is the same as \(<\text{Rn}>\).

\(<\text{Rn}>\) Is the general-purpose source register, encoded in the "Rn" field.

\(<\text{const}>\) Is an immediate value derived from the 12-bit immediate that is encoded in the 'i:imm3:imm8' field. See C1.5 *Modified immediate constants* on page 323 for the range of values.

**Operation for all encodings**

1. if \( \text{ConditionPassed{}} \) then
2. EncodingSpecificOperations{};
3. result = \( \text{R[n]} \) AND imm32;
4. \( \text{R[d]} \) = result;
5. if setflags then
6. \( \text{APSR.N} = \text{result}[31]; \)
7. \( \text{APSR.Z} = \text{IsZeroBit(result);} \)
8. \( \text{APSR.C} = \text{carry}; \)
9. // APSR.V unchanged
C2.4.10 AND (register)

Bitwise AND (register). AND (register) performs a bitwise AND of a register value and an optionally-shifted register value, and writes the result to the destination register. It can optionally update the condition flags based on the result.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
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<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>Rm</td>
<td>Rdn</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

T1 variant

AND{<c>}{<q>} {<Rdn>,} <Rdn>, <Rm>
// Inside IT block
ANDS{<q>} {<Rdn>,} <Rdn>, <Rm>
// Outside IT block

Decode for this encoding

```
1  d = UInt(Rdn);  n = UInt(Rdn);  m = UInt(Rm);  setflags = !InITBlock();
2  (shift_t, shift_n) = (SRType_LSL, 0);
```

T2

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>S</td>
<td>Rn</td>
<td>(0)</td>
<td>imm3</td>
<td>Rd</td>
<td>imm2</td>
<td>Rm</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>sr_type</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

AND, rotate right with extend variant

Applies when \( S == 0 \) && \( \text{imm3} == 000 \) && \( \text{imm2} == 00 \) && \( \text{sr_type} == 11 \).

AND{<c>}{<q>} {<Rd>,} <Rn>, <Rm>, RRX

AND, shift or rotate by value variant

Applies when \( S == 0 \) && !((\text{imm3} == 000) && \( \text{imm2} == 00 \) && \( \text{sr_type} == 11 \)).

AND{<c>}.W {<Rd>,} <Rn>, <Rm>
// Inside IT block, and \( \text{Rd}, \text{Rn}, \text{Rm} \) can be represented in T1
AND{<c>}{<q>} {<Rd>,} <Rn>, <Rm> {, <shift> #<amount>}

ANDS, rotate right with extend variant

Applies when \( S == 1 \) && \( \text{imm3} == 000 \) && \( \text{Rd} != 1111 \) && \( \text{imm2} == 00 \) && \( \text{sr_type} == 11 \).

ANDS{<c>}{<q>} {<Rd>,} <Rn>, <Rm>, RRX

ANDS, shift or rotate by value variant

Applies when \( S == 1 \) && !((\text{imm3} == 000) && \( \text{imm2} == 00 \) && \( \text{sr_type} == 11 \)) && \( \text{Rd} != 1111 \).
ANDS.W {<Rd>,} <Rn>, <Rm>
// Outside IT block, and <Rd>, <Rn>, <Rm> can be represented in T1
ANDS{<c>}{<q>} {<Rd>,} <Rn>, <Rm> {, <shift> #<amount>}

Decode for this encoding
1 if Rd == '1111' && S == '1' then SEE "TST (register)";
2 if !HaveMainExt() then UNDEFINED;
3 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); setflags = (S == '1');
4 (shift_t, shift_n) = DecodeImmShift(sr_type, imm3:imm2);
5 if d == 13 || (d == 15 && S == '0') || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings
<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rdn> Is the first general-purpose source register and the destination register, encoded in the "Rdn" field.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field. If omitted, this register is the same as <Rn>.
<Rn> Is the first general-purpose source register, encoded in the "Rn" field.
<Rm> Is the second general-purpose source register, encoded in the "Rm" field.
<shift> Is the type of shift to be applied to the second source register, encoded in the "sr_type" field. It can have the following values:
   LSL when sr_type = 00
   LSR when sr_type = 01
   ASR when sr_type = 10
   ROR when sr_type = 11
<amount> Is the shift amount, in the range 1 to 31 (when <shift> = LSL or ROR) or 1 to 32 (when <shift> = LSR or ASR) encoded in the "imm3:imm2" field as <amount> modulo 32.

Operation for all encodings
1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 (shifted, carry) = Shift_C(R[m], shift_t, shift_n, APSR.C);
4 result = R[n] AND shifted;
5 R[d] = result;
6 if setflags then
7 APSR.N = result[31];
8 APSR.Z = IsZeroBit(result);
9 APSR.C = carry;
10 // APSR.V unchanged
**C2.4.11 ASR (immediate)**

Arithmetic Shift Right (immediate). Arithmetic Shift Right (immediate) shifts a register value right by an immediate number of bits, shifting in copies of its sign bit, and writes the result to the destination register.

This instruction is an alias of the MOV (register) instruction. This means that:

- The encodings in this description are named to match the encodings of MOV (register).
- The description of MOV (register) gives the operational pseudocode for this instruction.

**T2**

_Armmv8-M Main Extension only_

```
<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 0 0</td>
</tr>
</tbody>
</table>
```

T2 variant

ASR<\(c\)>{<q>}{<Rd>,} <Rm>, #<imm>

// Inside IT block

is equivalent to

MOV<\(c\)>{<q>}{<Rd>,} <Rm>, ASR #<imm>

and is the preferred disassembly when InITBlock().

**T3**

_Armmv8-M Main Extension only_

```
<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1</td>
</tr>
</tbody>
</table>
```

MOV, shift or rotate by value variant

ASR<\(c\)>W{<Rd>,} <Rm>, #<imm>

// Inside IT block, and <Rd>, <Rm>, <imm> can be represented in T2

is equivalent to

MOV{<c>}{<q>}{<Rd>,} <Rm>, ASR #<imm>

and is always the preferred disassembly.

MOV, shift or rotate by value variant

ASR{<c>}{<q>}{<Rd>,} <Rm>, #<imm>

is equivalent to

MOV{<c>}{<q>}{<Rd>,} <Rm>, ASR #<imm>

and is always the preferred disassembly.

**Assembler symbols for all encodings**

<\(c\)> See C1.2.5 _Standard assembler syntax fields_ on page 308.

<\(q\)> See C1.2.5 _Standard assembler syntax fields_ on page 308.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.

<Rm> Is the general-purpose source register, encoded in the "Rm" field.

<imm> For encoding T2: is the shift amount, in the range 1 to 32, encoded in the "imm5" field as <imm> modulo 32.

For encoding T3: is the shift amount, in the range 1 to 32, encoded in the "imm3:imm2" field as <imm> modulo 32.

**Operation for all encodings**

The description of MOV (register) gives the operational pseudocode for this instruction.
### C2.4.12 ASR (register)

Arithmetic Shift Right (register). Arithmetic Shift Right (register) shifts a register value right by a variable number of bits, shifting in copies of its sign bit, and writes the result to the destination registers. The variable number of bits is read from the bottom byte of a register.

This instruction is an alias of the MOV, MOVS (register-shifted register) instruction. This means that:

- The encodings in this description are named to match the encodings of MOV, MOVS (register-shifted register).
- The description of MOV, MOVS (register-shifted register) gives the operational pseudocode for this instruction.

#### T1

**Armv8-M Main Extension only**

```
<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10  9  8</th>
<th>7  6  5  4</th>
<th>3  2  1  0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 0 0 0 0</td>
<td>op = 100</td>
<td>Rs</td>
<td>Rdm</td>
</tr>
</tbody>
</table>
```

**Arithmetic shift right variant**

ASR\{<c>{<q>} {<Rdm>,} <Rdm>, <Rs>

// Inside IT block

is equivalent to

MOV\{<c>{<q>} {<Rdm>,} <Rdm>, ASR <Rs>

and is the preferred disassembly when InITBlock().

#### T2

**Armv8-M Main Extension only**

```
<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10  9  8</th>
<th>7  6  5  4</th>
<th>3  2  1  0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1</td>
<td>0 1 0 0</td>
<td>Rm</td>
<td>Rd</td>
</tr>
</tbody>
</table>

sr_type = 10
S = 0
```

**Non flag setting variant**

ASR\{<c>\}.W \{<Rd>,} <Rm>, <Rs>

// Inside IT block, and <Rd>, <Rm>, <sr_type>, <Rs> can be represented in T1

is equivalent to

MOV{<c>\} \{<q>\} <Rd>, <Rm>, ASR <Rs>

and is always the preferred disassembly.

**Non flag setting variant**

ASR\{<c>\} \{<q>\} \{<Rd>,} <Rm>, <Rs>

is equivalent to

MOV\{<c>\} \{<q>\} <Rd>, <Rm>, ASR <Rs>

and is always the preferred disassembly.
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

Assembler symbols for all encodings

<e> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rdm> Is the first general-purpose source register and the destination register, encoded in the "Rdm" field.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<Rm> Is the first general-purpose source register, encoded in the "Rm" field.
<Rs> Is the second general-purpose source register holding a shift amount in its bottom 8 bits, encoded in the "Rs" field.

Operation for all encodings

The description of MOV, MOVS (register-shifted register) gives the operational pseudocode for this instruction.
C2.4.13 ASRS (immediate)

Arithmetic Shift Right, Setting flags (immediate). Arithmetic Shift Right, Setting flags (immediate) shifts a register value right by an immediate number of bits, shifting in copies of its sign bit, writes the result to the destination register, and updates the condition flags based on the result.

This instruction is an alias of the MOV (register) instruction. This means that:

- The encodings in this description are named to match the encodings of MOV (register).
- The description of MOV (register) gives the operational pseudocode for this instruction.

**T2**

*Armv8-M*

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>10</td>
<td>imm5</td>
<td>Rm</td>
<td>Rd</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**T2 variant**

ASRS{<q>} {<Rd>,} <Rm>, #<imm>

// Outside IT block

is equivalent to

MOVS{<q>} <Rd>, <Rm>, ASR #<imm>

and is the preferred disassembly when !InITBlock().

**T3**

*Armv8-M Main Extension only*

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 1  | 1  | 1  | 0  | 1  | 0  | 1  | 0 | 0 | 1 | 0 | 1 | 1 | 1 | 1 | 0 | imm3 | Rd | imm2 | Rm |

\[ S = 1 \]

\[ sr\_type = 10 \]

**MOVS, shift or rotate by value variant**

ASRS.W {<Rd>,} <Rm>, #<imm>

// Outside IT block, and <Rd>, <Rm>, <imm> can be represented in T2

is equivalent to

MOVS{<c>}{<q>} <Rd>, <Rm>, ASR #<imm>

and is always the preferred disassembly.

**MOVS, shift or rotate by value variant**

ASRS{<c>}{<q>} {<Rd>,} <Rm>, #<imm>

is equivalent to

MOVS{<c>}{<q>} <Rd>, <Rm>, ASR #<imm>

and is always the preferred disassembly.

**Assembler symbols for all encodings**

\(<c>\)

See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.

<Rd> Is the general-purpose destination register, encoded in the "Rd" field.

<Rm> Is the general-purpose source register, encoded in the "Rm" field.

<imm> For encoding T2: is the shift amount, in the range 1 to 32, encoded in the "imm5" field as <imm> modulo 32.

For encoding T3: is the shift amount, in the range 1 to 32, encoded in the "imm3:imm2" field as <imm> modulo 32.

Operation for all encodings

The description of MOV (register) gives the operational pseudocode for this instruction.
C2.4.14 ASRS (register)

Arithmetic Shift Right, Setting flags (register). Arithmetic Shift Right, Setting flags (register) shifts a register value right by a variable number of bits, shifting in copies of its sign bit, writes the result to the destination register, and updates the condition flags based on the result. The variable number of bits is read from the bottom byte of a register.

This instruction is an alias of the MOV, MOVS (register-shifted register) instruction. This means that:

- The encodings in this description are named to match the encodings of MOV, MOVS (register-shifted register).
- The description of MOV, MOVS (register-shifted register) gives the operational pseudocode for this instruction.

**T1**

**Armv8-M**

```
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
0 1 0 0 0 0 op = 0100 Rs Rdm
```

Arithmetic shift right variant

```
ASRS{<q>} {<Rdm>,} <Rdm>, <Rs>
// Outside IT block
```

is equivalent to

```
MOVS{<q>} <Rdm>, <Rdm>, ASR <Rs>
```

and is the preferred disassembly when `!InITBlock()`.

**T2**

**Armv8-M Main Extension only**

```
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
1 1 1 1 1 0 1 0 0 sr_type = 10
```

Flag setting variant

```
ASRS.W {<Rd>,} <Rm>, <Rs>
// Outside IT block, and <Rd>, <Rm>, <sr_type>, <Rs> can be represented in T1
```

is equivalent to

```
MOVS{<c>}{<q>} <Rd>, <Rm>, ASR <Rs>
```

and is always the preferred disassembly.

Flag setting variant

```
ASRS{<c>}{<q>} {<Rd>,} <Rm>, <Rs>
```

is equivalent to

```
MOVS{<c>}{<q>} <Rd>, <Rm>, ASR <Rs>
```

and is always the preferred disassembly.
Assembler symbols for all encodings

 TreeNode<
c> See C1.2.5 Standard assembler syntax fields on page 308.
 TreeNode<
q> See C1.2.5 Standard assembler syntax fields on page 308.
 TreeNode<Rdm> Is the first general-purpose source register and the destination register, encoded in the "Rdm" field.
 TreeNode<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
 TreeNode<Rm> Is the first general-purpose source register, encoded in the "Rm" field.
 TreeNode<Rs> Is the second general-purpose source register holding a shift amount in its bottom 8 bits, encoded in the "Rs" field.

Operation for all encodings

The description of MOV, MOVS (register-shifted register) gives the operational pseudocode for this instruction.
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

C2.4.15 B

Branch. Branch causes a branch to a target address.

T1

Armv8-M

\[15\ 14\ 13\ 12\ 11\ 10\ 9\ 8\ 7\ 6\ 5\ 4\ 3\ 2\ 1\ 0\]

\[1\ 1\ 0\ 1\ \text{cond} != 111x\ \text{imm8}\]

T1 variant

B\{c\}{<q\}> \{<label>\}
// Not permitted in IT block

Decode for this encoding

1 \text{if } \text{cond} == '1110' \text{ then SEE UDF;}
2 \text{if } \text{cond} == '1111' \text{ then SEE SVC;}
3 \text{imm32} = \text{SignExtend(imm8:'0', 32)};
4 \text{if } \text{InITBlock()} \text{ then UNPREDICTABLE;}

T2

Armv8-M

\[15\ 14\ 13\ 12\ 11\ 10\ 9\ 8\ 7\ 6\ 5\ 4\ 3\ 2\ 1\ 0\]

\[1\ 1\ 1\ 0\ \text{imm11}\]

T2 variant

B\{c\}{<q\}> \{<label>\}
// Outside or last in IT block

Decode for this encoding

1 \text{imm32} = \text{SignExtend(imm11:'0', 32)};
2 \text{if } \text{InITBlock()} && \text{!LastInITBlock()} \text{ then UNPREDICTABLE;}

T3

Armv8-M Main Extension only

\[15\ 14\ 13\ 12\ 11\ 10\ 9\ 8\ 7\ 6\ 5\ 4\ 3\ 2\ 1\ 0\]

\[1\ 1\ 1\ 0\ S\ \text{cond} != 111x\ \text{imm6}\ 1\ 0\ J1\ 0\ J2\ \text{imm11}\]

T3 variant

B\{c\}.W \{<label>\}
// Not permitted in IT block, and \{<label>\} can be represented in T1
B\{c\}{<q\}> \{<label>\}
// Not permitted in IT block

Decode for this encoding

1 \text{if } \text{cond}[3:1] == '111' \text{ then SEE "Related encodings";}
2 \text{if } \text{!HaveMainExt()} \text{ then UNDEFINED;}
3 \text{imm32} = \text{SignExtend(S:J2:J1:imm6:imm11:'0', 32)};
4 \text{if } \text{InITBlock()} \text{ then UNPREDICTABLE;}

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Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

T4

Armv8-M

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|-----------------|-----------------|
| 1 1 1 1 0 S     | imm10           |
|                 | 1 0 J1 J2       |
|                 | imm11           |

T4 variant

B{<c>}.W <label>
  // <label> can be represented in T2
B{<c>}{<q>} <label>

Decode for this encoding

1  I1 = NOT(J1 EOR S);  I2 = NOT(J2 EOR S);  imm32 = SignExtend(S:I1:I2:imm10:imm11:'0', 32);
2  if InITBlock() & !LastInITBlock() then UNPREDICTABLE;

Assembler symbols for all encodings

<c>  For encoding T1: see C1.2.5 Standard assembler syntax fields on page 308. Must not be AL or omitted.
     For encoding T2 and T4: see C1.2.5 Standard assembler syntax fields on page 308.
     For encoding T3: see C1.2.5 Standard assembler syntax fields on page 308. <c> must not be AL or omitted.

<q>  See C1.2.5 Standard assembler syntax fields on page 308.

<label>  For encoding T1: the label of the instruction that is to be branched to. The assembler calculates the required value of the offset from the PC value of the B instruction to this label, then selects an encoding that sets imm32 to that offset. Permitted offsets are even numbers in the range -256 to 254.
         For encoding T2: the label of the instruction that is to be branched to. The assembler calculates the required value of the offset from the PC value of the B instruction to this label, then selects an encoding that sets imm32 to that offset. Permitted offsets are even numbers in the range -2048 to 2046.
         For encoding T3: the label of the instruction that is to be branched to. The assembler calculates the required value of the offset from the PC value of the B instruction to this label, then selects an encoding that sets imm32 to that offset. Permitted offsets are even numbers in the range -1048576 to 1048574.
         For encoding T4: the label of the instruction that is to be branched to. The assembler calculates the required value of the offset from the PC value of the B instruction to this label, then selects an encoding that sets imm32 to that offset. Permitted offsets are even numbers in the range -16777216 to 16777214.

Operation for all encodings

1  if ConditionPassed() then
2     EncodingSpecificOperations();
3     BranchWritePC(PC + imm32);
C2.4.16  BFC

Bit Field Clear. Bit Field Clear clears any number of adjacent bits at any position in a register, without affecting the other bits in the register.

T1

*Armv8-M Main Extension only*

```
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
1 1 1 1 0 (0) 1 1 0 1 1 0 1 1 1 1 0
```

T1 variant

```
BFC(<c>){<q>} <Rd>, #<lsb>, #<width>
```

**Decode for this encoding**

```
1 if !HaveMainExt() then UNDEFINED;
2 d = UInt(Rd); msbit = UInt(msb); lsbit = UInt(imm3:imm2);
3 if msbit < lsbit then UNPREDICTABLE;
4 if d IN (13,15) then UNPREDICTABLE;
```

**CONSTRAINED UNPREDICTABLE behavior**

If msbit < lsbit, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The value in the destination register is UNKNOWN.

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<lsb>` Is the least significant bit that is to be cleared, in the range 0 to 31, encoded in the "imm3:imm2" field.
- `<width>` Is the number of bits to be cleared, in the range 1 to 32-<lsb>, encoded in the "msb" field as <lsb>+<width>-1.

**Operation for all encodings**

```
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   if msbit >= lsbit then
4      R[d][msbit:lsbit] = Replicate('0', msbit-lsbit+1);
5      // Other bits of R[d] are unchanged
6   else
7      R[d] = bits(32) UNKNOWN;
```
Bit Field Insert. Bit Field Insert copies any number of low order bits from a register into the same number of adjacent bits at any position in the destination register.

**T1**

*Armv8-M Main Extension only*

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|----|----|----|----|----|----|--|--|--|--|--|--|--|--|--|--|---|
| 1  | 1  | 1  | 0  | (0)| 1  | 0 | 1 | 1 | 0 |

**T1 variant**

BFI{<c>}{<q>} <Rd>, <Rn>, #<lsb>, #<width>

**Decode for this encoding**

```
1 if Rn == '1111' then SEE BFC;
2 if !HaveMainExt() then UNDEFINED;
3 d = UInt(Rd); n = UInt(Rn); msbit = UInt(msb); lsbit = UInt(imm3:imm2);
4 if msbit < lsbit then UNPREDICTABLE;
5 if d IN {13,15} || n == 13 then UNPREDICTABLE;
```

**CONSTRAINED UNPREDICTABLE behavior**

If msbit < lsbit, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The value in the destination register is UNKNOWN.

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<q>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the general-purpose source register, encoded in the "Rn" field.
- `<lsb>` Is the least significant destination bit, in the range 0 to 31, encoded in the "imm3:imm2" field.
- `<width>` Is the number of bits to be copied, in the range 1 to 32.<lsb>, encoded in the "msb" field as <lsb>+<width>-1.

**Operation for all encodings**

```
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   if msbit >= lsbit then
4     R[d][msbit:lsbit] = R[n][(msbit-lsbit):0];
5     // Other bits of R[d] are unchanged
6   else
7     R[d] = bits(32) UNKNOWN;
```
C2.4.18 BIC (immediate)

Bit Clear (immediate). Bit Clear (immediate) performs a bitwise AND of a register value and the complement of an immediate value, and writes the result to the destination register. It can optionally update the condition flags based on the result.

**T1**

*Armv8-M Main Extension only*

```
| 15 14 13 12| 11| 10 9 8 | 7 6 5 | 4 | 3 | 2 | 1 | 0 |
| 1 1 1 1 0 | 0 0 0 0 1 | S | Rn | 0 | imm3 | Rd | imm8 |
```

**BIC variant**

Applies when S == 0.

BIC{<c>}{<q>} {<Rd>,} <Rn>, #<const>

**BICS variant**

Applies when S == 1.

BICS{<c>}{<q>} {<Rd>,} <Rn>, #<const>

**Decode for this encoding**

1. if !HaveMainExt() then UNDEFINED;
2. d = UInt(Rd); n = UInt(Rn); setflags = (S == '1');
3. (imm32, carry) = T32ExpandImm_C(i:imm3:imm8, APSR.C);
4. if d IN {13,15} || n IN {13,15} then UNPREDICTABLE;

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field. If omitted, this register is the same as `<Rn>`.
- `<Rn>` Is the general-purpose source register, encoded in the "Rn" field.
- `<const>` Is an immediate value derived from the 12-bit immediate that is encoded in the `i:imm3:imm8` field. See C1.5 Modified immediate constants on page 323 for the range of values.

**Operation for all encodings**

1. if ConditionPassed() then
2. EncodingSpecificOperations();
3. result = R[n] AND NOT(imm32);
4. R[d] = result;
5. if setflags then
6. APSR.N = result[31];
7. APSR.Z = IsZeroBit(result);
8. APSR.C = carry;
9. // APSR.V unchanged
C2.4.19  BIC (register)

Bit Clear (register). Bit Clear (register) performs a bitwise AND of a register value and the complement of an optionally-shifted register value, and writes the result to the destination register. It can optionally update the condition flags based on the result.

**T1**

*Armv8-M*

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 0 1 0 0 0 0 1 1 1 0 | Rm | Rdn |

**T1 variant**

BIC<c>{<q>} {<Rdn>,} <Rdn>, <Rm>
// Inside IT block
BICS{<q>} {<Rdn>,} <Rdn>, <Rm>
// Outside IT block

**Decode for this encoding**

1  d = UInt(Rdn); n = UInt(Rdn); m = UInt(Rm); setflags = !InITBlock();
2  (shift_t, shift_n) = (SRType_LSL, 0);

**T2**

*Armv8-M Main Extension only*

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 1 1 0 1 0 0 0 1 | S  | Rn | (0) | imm3 | Rd | imm2 | Rm |

**BIC, rotate right with extend variant**

Applies when S == 0 && imm3 == 000 && imm2 == 00 && sr_type == 11.

BIC{<c>}{<q>} {<Rd>,} <Rn>, <Rm>, RRX

**BIC, shift or rotate by value variant**

Applies when S == 0 && !(imm3 == 000 && imm2 == 00 && sr_type == 11).

BIC{<c>}{<q>} {<Rd>,} <Rn>, <Rm>, RRX

**BICS, rotate right with extend variant**

Applies when S == 1 && imm3 == 000 && imm2 == 00 && sr_type == 11.

BICS{<c>}{<q>} {<Rd>,} <Rn>, <Rm>, RRX

**BICS, shift or rotate by value variant**

Applies when S == 1 && !(imm3 == 000 && imm2 == 00 && sr_type == 11).
BICS.W \{<Rd>,\} & <Rn>, <Rm>
// Outside IT block, and <Rd>, <Rn>, <Rm> can be represented in T1
BICS{<c>}{<q>} {<Rd>,} & <Rn>, <Rm> {, <shift> #<amount>}

**Decode for this encoding**

```
1 if !HaveMainExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); setflags = (S == '1');
3 (shift_t, shift_n) = DecodeImmShift(sr_type, imm3:imm2);
4 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
```

**Assembler symbols for all encodings**

\(<c>\) See C1.2.5 **Standard assembler syntax fields** on page 308.
\(<q>\) See C1.2.5 **Standard assembler syntax fields** on page 308.
\(<Rdn>\) Is the first general-purpose source register and the destination register, encoded in the "Rdn" field.
\(<Rd>\) Is the general-purpose destination register, encoded in the "Rd" field. If omitted, this register is the same as <Rn>.
\(<Rn>\) Is the first general-purpose source register, encoded in the "Rn" field.
\(<Rm>\) Is the second general-purpose source register, encoded in the "Rm" field.
\(<shift>\) Is the type of shift to be applied to the second source register, encoded in the "sr_type" field. It can have the following values:
- LSL when sr_type = 00
- LSR when sr_type = 01
- ASR when sr_type = 10
- ROR when sr_type = 11
\(<amount>\) Is the shift amount, in the range 1 to 31 (when <shift> = LSL or ROR) or 1 to 32 (when <shift> = LSR or ASR) encoded in the "imm3:imm2" field as <amount> modulo 32.

**Operation for all encodings**

```
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   (shifted, carry) = Shift_C(R[m], shift_t, shift_n, APSR.C);
4   result = R[n] AND NOT(shifted);
5   R[d] = result;
6   if setflags then
7     APSR.N = result[31];
8     APSR.Z = IsZeroBit(result);
9     APSR.C = carry;
10    // APSR.V unchanged
```
C2.4.20 BKPT

Breakpoint. Breakpoint causes a DebugMonitor exception or a debug halt to occur depending on the configuration of the debug support.

**BKPT** is an unconditional instruction and executes as such both inside and outside an IT instruction block.

### T1

*Armv8-M*

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
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<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
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<td>0</td>
<td>imm8</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**T1 variant**

BKPT{<q>} {#}<imm>

#### Decode for this encoding

```plaintext
1 imm32 = ZeroExtend(imm8, 32);
2 // imm32 is for assembly/disassembly only and is ignored by hardware.
```

#### Assembler symbols for all encodings

- `<q>`: See C1.2.5 Standard assembler syntax fields on page 308. A BKPT instruction must be unconditional.
- `<imm>`: Is an 8-bit unsigned immediate, in the range 0 to 255, encoded in the "imm8" field. The PE ignores this value, but a debugger might use it to store additional information about the breakpoint.

#### Operation for all encodings

```plaintext
1 EncodingSpecificOperations();
2 BKPTInstrDebugEvent();
```
C2.4.21 BL

Branch with Link (immediate). Branch with Link (immediate) calls a subroutine at a PC-relative address.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 S imm10 1 1 J1 1 J2 imm11</td>
</tr>
</tbody>
</table>

T1 variant

BL {{c}} {{q}} <label>

Decode for this encoding

1 \( I_1 = \text{NOT}(J_1 \text{ EOR } S); \ I_2 = \text{NOT}(J_2 \text{ EOR } S); \ \text{imm32} = \text{SignExtend}(S:I_1:I_2:imm10:imm11:’0’, 32); \)

2 \( \text{if } \text{InITBlock()} \ \&\& \ !\text{LastInITBlock()} \ \text{then UNPREDICTABLE;} \)

Assembler symbols for all encodings

{{c}} See C1.2.5 Standard assembler syntax fields on page 308.

{{q}} See C1.2.5 Standard assembler syntax fields on page 308.

<label> The label of the instruction that is to be branched to. The assembler calculates the required value of the offset from the PC value of the BL instruction to this label, then selects an encoding with \text{imm32} set to that offset. Permitted offsets are even numbers in the range -16777216 to 16777214.

Operation for all encodings

1 \( \text{if } \text{ConditionPassed()} \ \text{then} \)

2 EncodingSpecificOperations();

3 next_instr_addr = PC;

4 LR = next_instr_addr[31:1] : ’1’;

5 BranchWritePC(PC + \text{imm32});
C2.4.22 BLX, BLXNS

Branch with Link and Exchange (Non-secure). Branch with Link and Exchange calls a subroutine at an address, with the address and instruction set specified by a register. Bit[0] complies with the Arm architecture interworking rules for switching between the A32 and T32 instruction sets. However, Armv8-M only supports the T32 instruction set, so bit[0] must be 1. If bit[0] is 0 the PE takes an INVSTATE UsageFault exception on the instruction at the target address.

Branch with Link and Exchange Non-secure calls a subroutine at an address specified by a register, and if bit[0] of the target address is 0 then the instruction causes a transition from Secure to Non-secure state. This variant of the instruction must only be used when the additional steps required to make such a transition safe have been taken.

BLXNS is UNDEFINED if executed in Non-secure state, or if the Security Extension is not implemented.

T1
Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 0 0 0 1 1 1</td>
</tr>
</tbody>
</table>

BLX variant

Applies when NS == 0.
BLX(<c>{<q>} <Rm>

BLXNS variant

Applies when NS == 1.
BLXNS{<c>{<q>} <Rm>

Decode for this encoding

1 m = UInt(Rm); allowNonSecure = NS == '1';
2 if !IsSecure() && allowNonSecure then UNDEFINED;
3 if m IN {13,15} then UNPREDICTABLE;
4 if InIITBlock() && !LastInIITBlock() then UNPREDICTABLE;

Assembler symbols for all encodings

<<c> See C1.2.5 Standard assembler syntax fields on page 308.
<<q> See C1.2.5 Standard assembler syntax fields on page 308.
<<Rm> Is the general-purpose register holding the address to be branched to, encoded in the "Rm" field. The SP can be used, but this is deprecated.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 target = R[m];
4 nextInstrAddr = PC - 2;
5 nextInstrAddr = nextInstrAddr[31:1] : '1';
6 if allowNonSecure && (target[0] == '0') then
7 if !IsAligned(SP, 8) then UNPREDICTABLE;
8 address = SP - 8;
RETPSR_Type savedPSR = Zeros();
savedPSR.Exception = IPSR.Exception;
savedPSR.SFPA = CONTROL_S.SFPA;
// Only the stack locations, not the store order, are architected
spName = LookUpSP();
mode = CurrentMode();
exc = Stack(address, 0, spName, mode, nextInstrAddr);
if exc.fault == NoFault then exc = Stack(address, 4, spName, mode, savedPSR);
HandleException(exc);
// Stack pointer update will raise a fault if limit violated
SP = address;
LR = 0xFEFFFFFF[31:0];
// If in handler mode, IPSR must be non-zero. To prevent revealing which
// Secure handler is calling Non-secure code, IPSR is set to an invalid but
// non-zero value (ie the reset exception number).
if mode == PEMode_Handler then
    IPSR = 0x1[31:0];
else
    LR = nextInstrAddr;
BLXWritePC(target, allowNonSecure);

CONSTRANED UNPREDICTABLE behavior
If !IsAligned(SP, 8), then one of the following behaviors must occur:

- The instruction uses the current value of the stack pointer.
- The instruction behaves as though bits[2:0] of the stack pointer are 0b000.
C2.4.23 BX, BXNS

Branch and Exchange (Non-secure). Branch and Exchange causes a branch to an address, with the address and instruction set specified by a register. Bit[0] complies with the Arm architecture interworking rules for switching between the A32 and T32 instruction sets. However, Armv8-M only supports the T32 instruction set, so bit[0] must be 1. If bit[0] is 0 the PE takes an INVSTATE UsageFault exception on the instruction at the target address.

Branch and Exchange Non-secure causes a branch to an address specified by a register. If bit[0] of the target address is 0, and the target address is not FNC_RETURN or EXC_RETURN, then the instruction causes a transition from Secure to Non-secure state. This variant of the instruction must only be used when the additional steps required to make such a transition safe have been taken.

BX can also be used for an exception return.

BXNS is UNDEFINED if executed in Non-secure state, or if the Security Extension is not implemented.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 0 0 0 1 1 1 0 Rm NS (0) (0)</td>
</tr>
</tbody>
</table>

BX variant

Applies when NS == 0.

BX{<c>}{<q>} <Rm>

BXNS variant

Applies when NS == 1.

BXNS{<c>}{<q>} <Rm>

Decode for this encoding

1. m = UInt(Rm); allowNonSecure = NS == '1';
2. if !IsSecure() && allowNonSecure then UNDEFINED;
3. if m IN {13,15} then UNPREDICTABLE;
4. if InITBlock() && !LastInITBlock() then UNPREDICTABLE;

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rm> Is the general-purpose register holding the address to be branched to, encoded in the "Rm" field. The SP can be used, but this is deprecated.

Operation for all encodings

1. if ConditionPassed() then
2. EncodingSpecificOperations();
3. exc = BXWritePC(R[m], allowNonSecure);
4. HandleException(exc);
C2.4.24 CBNZ, CBZ

Compare and Branch on Nonzero or Zero. Compare and Branch on Nonzero and Compare and Branch on Zero compare the value in a register with zero, and conditionally branch forward a constant value. They do not affect the condition flags.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
</tr>
<tr>
<td>op</td>
<td>i</td>
<td>imm5</td>
<td>Rn</td>
</tr>
</tbody>
</table>

CBNZ variant

Applies when \( op \) == 1.

CBNZ{<q>} <Rn>, <label>

CBZ variant

Applies when \( op \) == 0.

CBZ{<q>} <Rn>, <label>

Decode for this encoding

\[
\begin{align*}
1 & \ n = \text{UInt}(\text{Rn}); \ \text{imm32} = \text{ZeroExtend}(i:\text{imm5}:'0', 32); \ \text{nonzero} = (op == '1'); \\
2 & \text{if } \text{InITBlock()} \text{ then UNPREDICTABLE; }
\end{align*}
\]

Assembler symbols for all encodings

<q>
Is the general-purpose register to be tested, encoded in the "Rn" field.

<Rn>
Is the program label to be conditionally branched to. Its offset from the PC, a multiple of 2 in the range 0 to 126, is encoded as "i:imm5" times 4.

<label>
See C1.2.5 Standard assembler syntax fields on page 308.

Operation for all encodings

\[
\begin{align*}
1 & \ \text{EncodingSpecificOperations();} \\
2 & \text{if nonzero }!= \text{IsZero}(R[n]) \text{ then} \\
3 & \ \text{BranchWritePC(PC + imm32);} \\
\end{align*}
\]
C2.4.25 CDP, CDP2

Coprocessor Data Processing. Coprocessor Data Processing tells a coprocessor to perform an operation. If no coprocessor can execute the instruction, a UsageFault exception is generated.

T1

Armv8-M Main Extension only

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|-----------------|-----------------|-----------------|
| 1 1 1 0 1 1 1 0 | opc1            | CRn             |
| CRd             | opc2            |

| 0               | CRm             |

coproc != 101x

T1 variant

CDP{<c>}{<q>} <coproc>, {#}<opc1>, <CRd>, <CRn>, <CRm> {, {#}<opc2>}

Decode for this encoding

1 if coproc IN '101x' then SEE "Floating-point";
2 if !HaveMainExt() then UNDEFINED;
3 cp = UInt(coproc);

T2

Armv8-M Main Extension only

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|-----------------|-----------------|-----------------|
| 1 1 1 1 1 1 1 0 | opc1            | CRn             |
| CRd             | opc2            |

| 0               | CRm             |

coproc != 101x

T2 variant

CDP2{<c>}{<q>} <coproc>, {#}<opc1>, <CRd>, <CRn>, <CRm> {, {#}<opc2>}

Decode for this encoding

1 if coproc IN '101x' then SEE "Floating-point";
2 if !HaveMainExt() then UNDEFINED;
3 cp = UInt(coproc);

Assembler symbols for all encodings

<i>See C1.2.5 Standard assembler syntax fields on page 308.</i>

<i>see C1.2.5 Standard assembler syntax fields on page 308.</i>
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

Operation for all encodings

\begin{verbatim}
if ConditionPassed() then
    EncodingSpecificOperations();
    ExecuteCPCheck(cp);
    if !Coproc_Accepted(cp, ThisInstr()) then
        GenerateCoprocessorException();
    else
        Coproc_InternalOperation(cp, ThisInstr());
\end{verbatim}
C2.4.26 CLREX

Clear Exclusive. Clear Exclusive clears the local record of the executing PE that an address has had a request for an exclusive access.

T1

\[
\text{Armv8-M}
\]

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
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<th>11</th>
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<th>5</th>
<th>4</th>
<th>3</th>
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<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
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<td>(1)</td>
<td>(1)</td>
<td>1</td>
<td>0</td>
<td>(0)</td>
<td>0</td>
</tr>
</tbody>
</table>

T1 variant

CLREX\{<c>\}{<q>}

\text{Decode for this encoding}

// No additional decoding required

\text{Assembler symbols for all encodings}

\text{<c> See C1.2.5 Standard assembler syntax fields on page 308.}

\text{<q> See C1.2.5 Standard assembler syntax fields on page 308.}

\text{Operation for all encodings}

\text{if ConditionPassed() then}

\text{EncodingSpecificOperations();}

\text{ClearExclusiveLocal(ProcessorID());}
C2.4.27 CLZ

Count Leading Zeros. Count Leading Zeros returns the number of binary zero bits before the first binary one bit in a value.

T1

*Armv8-M Main Extension only*

```
| 15 14 13 12 | 11 10 9 8 | 7 6 5 4 | 3 2 1 0 |
```

| Rm | 1 1 1 1 |
| Rd | 1 0 0 0 |
| Rm2 | 1 0 0 0 |

T1 variant

CLZ(<c>,<q>) <Rd>, <Rm>

Decode for this encoding

1. if !HaveMainExt() then UNDEFINED;
2. if Rm != Rm2 then UNPREDICTABLE;
3. d = UInt(Rd); m = UInt(Rm);
4. if d IN {13,15} || m IN {13,15} then UNPREDICTABLE;

**CONSTRAINED UNPREDICTABLE behavior**

If Rm != Rm2, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction executes as described, with no change to its behavior and no additional side effects.
- The value in the destination register is UNKNOWN.

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rm>` Is the general-purpose source register, encoded in the "Rm" field. Its number must be encoded twice.

**Operation for all encodings**

1. if ConditionPassed() then
2. EncodingSpecificOperations();
3. result = CountLeadingZeroBits(R[m]);
4. R[d] = result[31:0];
C2.4.28  CMN (immediate)

Compare Negative (immediate). Compare Negative (immediate) adds a register value and an immediate value. It updates the condition flags based on the result, and discards the result.

T1

_Armv8-M Main Extension only_

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0 i 0 1 0 0 0 1 Rn 0 imm3 1 1 1 1 imm8</td>
<td></td>
</tr>
</tbody>
</table>

T1 variant

CMN(<c>)|<q>| <Rn>, #<const>

.Decode for this encoding

1  if !HaveMainExt() then UNDEFINED;
2  n = UInt(Rn); imm32 = T32ExpandImm(i:imm3:imm8);
3  if n == 15 then UNPREDICTABLE;

Assembler symbols for all encodings

<\texttt{c}>  See C1.2.5 Standard assembler syntax fields on page 308.
<\texttt{q}>  See C1.2.5 Standard assembler syntax fields on page 308.
<\texttt{Rn}> Is the general-purpose source register, encoded in the "Rn" field.
<\texttt{const}> Is an immediate value derived from the 12-bit immediate that is encoded in the 'i:imm3:imm8' field. See C1.5 Modified immediate constants on page 323 for the range of values.

Operation for all encodings

1  if ConditionPassed() then
2      EncodingSpecificOperations();
3      (result, carry, overflow) = AddWithCarry(R[n], imm32, '0');
4      APSR.N = result[31];
5      APSR.Z = IsZeroBit(result);
6      APSR.C = carry;
7      APSR.V = overflow;
C2.4.29 CMN (register)

Compare Negative (register). Compare Negative (register) adds a register value and an optionally-shifted register value. It updates the condition flags based on the result, and discards the result.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
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<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>Rm</td>
<td>Rn</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

T1 variant

CMN{<c>}{<q>} <Rn>, <Rm>

Decode for this encoding

1 n = UInt(Rn); m = UInt(Rm);
2 (shift_t, shift_n) = (SRTYPE_LSL, 0);

T2

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>Rn</td>
<td>(0)</td>
<td>imm3</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

Rotate right with extend variant

Applies when imm3 == 000 && imm2 == 00 && sr_type == 11.

CMN{<c>}{<q>} <Rn>, <Rm>, RRX

Shift or rotate by value variant

Applies when !(imm3 == 000 && imm2 == 00 && sr_type == 11).

CMN{<c>}.W <Rn>, <Rm>

// <Rn>, <Rm> can be represented in T1
CMN{<c>}{<q>} <Rn>, <Rm> {, <shift> #<amount>}

Decode for this encoding

1 if !HaveMainExt() then UNDEFINED;
2 n = UInt(Rn); m = UInt(Rm);
3 (shift_t, shift_n) = DecodeImmShift(sr_type, imm3:imm2);
4 if n == 15 || m IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

<
c> See C1.2.5 Standard assembler syntax fields on page 308.
<
q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rn> Is the first general-purpose source register, encoded in the "Rn" field.
<Rm> Is the second general-purpose source register, encoded in the "Rm" field.
<
shift> Is the type of shift to be applied to the second source register, encoded in the "sr_type" field. It can have the following values:
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

LSL when \(sr\text{-type} = 00\)
LSR when \(sr\text{-type} = 01\)
ASR when \(sr\text{-type} = 10\)
ROR when \(sr\text{-type} = 11\)

<amount> Is the shift amount, in the range 1 to 31 (when \(<shift> = \text{LSL or ROR}\) or 1 to 32 (when \(<shift> = \text{LSR or ASR}\) encoded in the "imm3:imm2" field as \(<amount> \mod 32\).

Operation for all encodings

```
1  if ConditionPassed() then
2      EncodingSpecificOperations();
3      shifted = Shift(R[m], shift_t, shift_n, APSR.C);
4      (result, carry, overflow) = AddWithCarry(R[n], shifted, '0');
5      APSR.N = result[31];
6      APSR.Z = IsZeroBit(result);
7      APSR.C = carry;
8      APSR.V = overflow;
```
C2.4.30 CMP (Immediate)

Compare (immediate). Compare (immediate) subtracts an immediate value from a register value. It updates the condition flags based on the result, and discards the result.

**T1**

*Armv8-M*

```
 15 14 13 12 | 11 10 9 8 | 7 6 5 4 | 3 2 1 0
 0 0 1 0 1   Rn  imm8
```

**T1 variant**

CMP{<c>}{<q>} <Rn>, #<imm8>

**Decode for this encoding**

1. \(n = \text{UInt}(Rn); \text{imm32} = \text{ZeroExtend}(\text{imm8}, 32);\)

**T2**

*Armv8-M Main Extension only*

```
 15 14 13 12 | 11 10 9 8 | 7 6 5 4 | 3 2 1 0
 1 1 1 1 0   i 0 1 1 0 1   Rn  0  imm3 1 1 1 1   imm8
```

**T2 variant**

CMP{<c>}.W <Rn>, #<const>

// <Rn>, <const> can be represented in T1

**Decode for this encoding**

1. \(\text{if} \ 	ext{!HaveMainExt()} \ 	ext{then UNDEFINED};\)
2. \(n = \text{UInt}(Rn); \text{imm32} = \text{T32ExpandImm}(i:imm3:imm8);\)
3. \(\text{if} \ n == 15 \ 	ext{then UNPREDICTABLE;}\)

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<q>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<Rn>` For encoding T1: is a general-purpose source register, encoded in the "Rn" field. For encoding T2: is the general-purpose source register, encoded in the "Rn" field.
- `<imm8>` Is an 8-bit unsigned immediate, in the range 0 to 255, encoded in the "imm8" field.
- `<const>` Is an immediate value derived from the 12-bit immediate that is encoded in the ‘i:imm3:imm8’ field. See C1.5 *Modified immediate constants* on page 323 for the range of values.

**Operation for all encodings**

1. \(\text{if} \ 	ext{ConditionPassed()} \ 	ext{then}\)
2. \(\text{EncodingSpecificOperations();}\)
3. \(\{\text{result, carry, overflow}\} = \text{AddWithCarry}(R[n], \text{NOT}(/\text{imm32}, \text{'}1\text{'}));\)
4. \(\text{APSR.N} = \text{result}[31];\)
5. \(\text{APSR.Z} = \text{IsZeroBit}(\text{result});\)
6. \(\text{APSR.C} = \text{carry};\)
Chapter C2. Instruction Specification

C2.4. Alphabetical list of instructions

7  

`APSR.V = overflow;`
C2.4.31  CMP (register)

Compare (register). Compare (register) subtracts an optionally-shifted register value from a register value. It updates the condition flags based on the result, and discards the result.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 0 0 0 0</td>
<td>1 0 1 0</td>
<td>Rm</td>
<td>Rn</td>
</tr>
</tbody>
</table>

T1 variant

CMP{<c>}{<q>} <Rn>, <Rm>

// <Rn> and <Rm> both from R0-R7

Decode for this encoding

1. \n = UInt(Rn); \m = UInt(Rm);
2. (shift_t, shift_n) = (SRType_LSL, 0);

T2

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 0 0 0 1</td>
<td>0 1</td>
<td>N</td>
<td>Rm</td>
</tr>
</tbody>
</table>

T2 variant

CMP{<c>}{<q>} <Rn>, <Rm>

// <Rn> and <Rm> not both from R0-R7

Decode for this encoding

1. \n = UInt(N>Rn); \m = UInt(Rm);
2. (shift_t, shift_n) = (SRType_LSL, 0);
3. if \n < 8 \&\& \m < 8 then UNPREDICTABLE;
4. if \n == 15 || \m == 15 then UNPREDICTABLE;

CONstrained UNpREDICTABLE behavior

If \n < 8 \&\& \m < 8, then one of the following behaviors must occur:

• The instruction is UNDEFINED.
• The instruction executes as NOP.
• The instruction executes as described, with no change to its behavior and no additional side effects.
• The condition flags become UNKNOWN.

T3

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1</td>
<td>0 1</td>
<td>1 1 0 1 1</td>
<td>Rn (0)</td>
</tr>
</tbody>
</table>
   sr_type
Rotate right with extend variant
Applies when imm3 == 000 && imm2 == 00 && sr_type == 11.
CMP{<c>}{<q>} <Rn>, <Rm>, RRX

Shift or rotate by value variant
Applies when !(imm3 == 000 && imm2 == 00 && sr_type == 11).
CMP{<c>}.W <Rn>, <Rm>
  // <Rn>, <Rm> can be represented in T1 or T2
CMP{<c>}{<q>} <Rn>, <Rm>, <shift> #<amount>

Decode for this encoding
1 if !HaveMainExt() then UNDEFINED;
2 n = UInt(Rn); m = UInt(Rm);
3 (shift_t, shift_n) = DecodeImmShift(sr_type, imm3:imm2);
4 if n == 15 || m IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

<<c> See C1.2.5 Standard assembler syntax fields on page 308.
<<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rn> For encoding T1 and T3: is the first general-purpose source register, encoded in the "Rn" field. For encoding T2: is the first general-purpose source register, encoded in the "N:Rn" field.
<Rm> Is the second general-purpose source register, encoded in the "Rm" field.
<shift> Is the type of shift to be applied to the second source register, encoded in the "sr_type" field. It can have the following values:
  LSL when sr_type = 00
  LSR when sr_type = 01
  ASR when sr_type = 10
  ROR when sr_type = 11
<amount> Is the shift amount, in the range 1 to 31 (when <shift> = LSL or ROR) or 1 to 32 (when <shift> = LSR or ASR) encoded in the "imm3:imm2" field as <amount> modulo 32.

Operation for all encodings
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   shifted = Shift(R[m], shift_t, shift_n, APSR.C);
4   (result, carry, overflow) = AddWithCarry(R[n], NOT(shifted), '1');
5   APSR.N = result[31];
6   APSR.Z = IsZeroBit(result);
7   APSR.C = carry;
8   APSR.V = overflow;
C2.4.32 CPS

Change PE State. Change PE State. The instruction modifies the PRIMASK and FAULTMASK special-purpose register values.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 0 1 1 0 1 1 0 0 1 1</td>
</tr>
</tbody>
</table>

CPSID variant

Applies when im == 1.

CPSID{<q>} <iflags>

CPSIE variant

Applies when im == 0.

CPSIE{<q>} <iflags>

Decode for this encoding

```java
1 enable = (im == '0'); disable = (im == '1');
2 if InITBlock() then UNPREDICTABLE;
3 if (I == '0' && F == '0') then UNPREDICTABLE;
4 affectPRI = (I == '1'); affectFAULT = (F == '1');
5 if !HaveMainExt() then
6   if (I == '0') then UNPREDICTABLE;
7   if (F == '1') then UNPREDICTABLE;
```

CONSTRAINED UNPREDICTABLE behavior

If I == '0' && F == '0', then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.

CONSTRAINED UNPREDICTABLE behavior

If !HaveMainExt() && (I == '0' || F == '1'), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.

Assembler symbols for all encodings

<q>
See C1.2.5 Standard assembler syntax fields on page 308.

<iflags> Is a sequence of one or more of the following, specifying which interrupt mask bits are affected:

- FAULTMASK. When set to 1, raises the execution priority to -1, the same priority as HardFault. This is a 1-bit register, that can be updated only by privileged software. The register clears to 0 on return from any exception other than NMI.
- PRIMASK. When set to 1, raises the execution priority to 0. This is a 1-bit register, that can be updated only by privileged software.
Operation for all encodings

```plaintext
EncodingSpecificOperations();
if CurrentModeIsPrivileged() then
  if enable then
    if affectPRI then
      PRIMASK.PM = '0';
    if affectFAULT then
      FAULTMASK.FM = '0';
  if disable then
    if affectPRI then
      PRIMASK.PM = '1';
    if affectFAULT && ExecutionPriority() > -1 then
      FAULTMASK.FM = '1';
```
C2.4.33 CSDB

Consumption of Speculative Data Barrier. Consumption of Speculative Data Barrier is a memory barrier that controls speculative execution and data value prediction.

No instruction other than branch instructions and instructions that write to the PC appearing in program order after the CSDB can be speculatively executed using the results of any:

- Data value predictions of any instructions.
- APSR.\{N,Z,C,V\} predictions of any instructions other than conditional branch instructions and conditional instructions that write to the PC appearing in program order before the CSDB that have not been architecturally resolved.

APSR.\{N,Z,C,V\} is not considered a data value. This instruction permits:

- Control flow speculation before and after the CSDB.
- Speculative execution of conditional data processing instructions after the CSDB, unless they use the results of data value or APSR.\{N,Z,C,V\} predictions of instructions appearing in program order before the CSDB that have not been architecturally resolved.

T1

Armv8-M Main Extension only

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 | 1 1 1 1 0 0 1 1 1 0 1 0 (1) (1) (1) (1) 1 0 (0) 0 (0) 0 0 0 0 1 0 1 0 0 |

T1 variant

CSDB{<c>}.W

Decode for this encoding

```plaintext
1 if HaveMainExt() then UNDEFINED;
2 if InITBlock() then UNPREDICTABLE;
```

CONstrained UNPREDICTABLE behavior

If InITBlock(), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction executes unconditionally.
- The instruction executes conditionally.

Assembler symbols for all encodings

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.

Operation for all encodings

```plaintext
1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 ConsumptionOfSpeculativeDataBarrier();
```
C2.4.34  DBG

Debug hint. Debug Hint provides a hint to debug trace support and related debug systems. See debug architecture documentation for what use (if any) is made of this instruction.

DBG is a NOP-compatible hint.

T1
Armv8-M Main Extension only

| 15 14 13 12 | 11 10 9 8 | 7 6 5 4 | 3 2 1 0 | 1 1 1 0 | 0 1 1 1 | 0 1 0 | (1) (1) (1) | 1 0 | (0) | 0 | 0 | 0 | 1 1 1 1 | option |

T1 variant
DBG{<c>}{<q>} #<option>

Decode for this encoding
1  if !HaveMainExt() then UNDEFINED;
2  // Any decoding of 'option' is specified by the debug system

Assembler symbols for all encodings

< c > See C1.2.5 Standard assembler syntax fields on page 308.
< q > See C1.2.5 Standard assembler syntax fields on page 308.
< option > Is a 4-bit unsigned immediate, in the range 0 to 15, encoded in the "option" field.

Operation for all encodings
1  if ConditionPassed() then
2      EncodingSpecificOperations();
3      Hint_Debug(option);
C2.4.35  DMB

Data Memory Barrier. Data Memory Barrier acts as a memory barrier. It ensures that all explicit memory accesses that appear in program order before the DMB instruction are observed before any explicit memory accesses that appear in program order after the DMB instruction. It does not affect the ordering of any other instructions executing on the PE.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1</td>
<td>0</td>
<td>1 1 1</td>
<td>0</td>
</tr>
</tbody>
</table>

T1 variant

DMB{<c>}{<q>} {<option>}

Decode for this encoding

// No additional decoding required

Assembler symbols for all encodings

<c>  See C1.2.5 Standard assembler syntax fields on page 308.

<q>  See C1.2.5 Standard assembler syntax fields on page 308.

<option>  Specifies an optional limitation on the barrier operation. Values are:

SY  Full system barrier operation, encoded as option = 0b1111. Can be omitted.

All other encodings of option are reserved. The corresponding instructions execute as full system barrier operations, but must not be relied upon by software.

Operation for all encodings

if ConditionPassed() then
EncodingSpecificOperations();
DataMemoryBarrier(option);
C2.4.36 DSB

Data Synchronization Barrier. Data Synchronization Barrier acts as a special kind of memory barrier. No instruction in program order after this instruction can execute until this instruction completes. This instruction completes only when both:

- Any explicit memory access made before this instruction is complete.
- The side-effects of any SCS access that performs a context-altering operation are visible.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0</td>
<td>0 1 1 1 0</td>
<td>1 (1) (1) (1)</td>
<td>1 0 (0) 0</td>
</tr>
</tbody>
</table>

T1 variant

DSB{<c>}{<q>} {<option>}

Decode for this encoding

// No additional decoding required

Assembler symbols for all encodings

<
> See C1.2.5 Standard assembler syntax fields on page 308.

<
> See C1.2.5 Standard assembler syntax fields on page 308.

<
> Specifies an optional limitation on the barrier operation. Values are:

- SY Full system barrier operation, encoded as option = 0b1111. Can be omitted.

All other encodings of option are reserved. The corresponding instructions execute as full system barrier operations, but must not be relied upon by software.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 DataSynchronizationBarrier(option);
## C2.4.37 EOR (immediate)

Exclusive OR (immediate). Exclusive OR (immediate) performs a bitwise Exclusive OR of a register value and an immediate value, and writes the result to the destination register. It can optionally update the condition flags based on the result.

### T1

*Armv8-M Main Extension only*

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>i</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>S</td>
<td>Rn</td>
<td>0</td>
<td>imm3</td>
<td>Rd</td>
</tr>
</tbody>
</table>

**EOR variant**

Applies when $S == 0$.

EOR{<c>}{<q>} {<Rd>,} <Rn>, #<const>

**EORS variant**

Applies when $S == 1 && Rd != 1111$.

EORS{<c>}{<q>} {<Rd>,} <Rn>, #<const>

### Decode for this encoding

```plaintext
1 if Rd == '1111' && S == '1' then SEE "TEQ (immediate)";
2 if !HaveMainExt() then UNDEFINED;
3 d = UInt(Rd); n = UInt(Rn); setflags = (S == '1');
4 (imm32, carry) = T32ExpandImm_C(i:imm3:imm8, APSR.C);
5 if d == 13 || (d == 15 && S == '0') || n IN (13,15) then UNPREDICTABLE;
```

### Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field. If omitted, this register is the same as `<Rn>`.
- `<Rn>` Is the general-purpose source register, encoded in the "Rn" field.
- `<const>` Is an immediate value derived from the 12-bit immediate that is encoded in the 'i:imm3:imm8' field. See C1.5 Modified immediate constants on page 323 for the range of values.

### Operation for all encodings

```plaintext
1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 result = R[n] EOR imm32;
4 Rd[d] = result;
5 if setflags then
6   APSR.N = result[31];
7   APSR.Z = IsZeroBit(result);
8   APSR.C = carry;
9 // APSR.V unchanged
```
C2.4.38 EOR (register)

Exclusive OR (register). Exclusive OR (register) performs a bitwise Exclusive OR of a register value and an optionally-shifted register value, and writes the result to the destination register. It can optionally update the condition flags based on the result.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 0 0 0 0 0 0 0 1 Rm Rdn</td>
</tr>
</tbody>
</table>

T1 variant

EOR\{<c>\}{<q>\} {<Rdn>,} <Rdn>, <Rm>
// Inside IT block
EORS\{<q>\} {<Rdn>,} <Rdn>, <Rm>
// Outside IT block

Decode for this encoding

1  
\[ d = \text{UInt}(\text{Rdn}); \quad n = \text{UInt}(\text{Rdn}); \quad m = \text{UInt}(\text{Rm}); \quad \text{setflags} = \text{!InITBlock}(); \]
\[ (\text{shift}_t, \text{shift}_n) = (\text{SRType}_{\text{LSL}}, 0); \]

T2

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 0 1 0 1 0 0 S Rn (0) imm3 Rd imm2 Rm</td>
</tr>
</tbody>
</table>

EOR, rotate right with extend variant

Applies when \( S = 0 \land \text{imm3} = 000 \land \text{imm2} = 00 \land \text{sr\_type} = 11 \).

EOR\{<c>\}{<q>\} {<Rdn>,} <Rdn>, <Rm>, RRX

EOR, shift or rotate by value variant

Applies when \( S = 0 \land \text{!\{\text{imm3} = 000 \land \text{imm2} = 00 \land \text{sr\_type} = 11\}} \).

EOR\{<c>\}.W \{<Rdn>, \} <Rdn>, <Rm>
// Inside IT block, and <Rdn>, <Rn>, <Rm> can be represented in T1
EOR\{<c>\}{<q>\} {<Rdn>,} <Rdn>, <Rm> {, <shift> #<amount>}

EORS, rotate right with extend variant

Applies when \( S = 1 \land \text{imm3} = 000 \land \text{Rd} = 1111 \land \text{imm2} = 00 \land \text{sr\_type} = 11 \).

EORS\{<c>\}{<q>\} {<Rdn>,} <Rdn>, <Rm>, RRX

EORS, shift or rotate by value variant

Applies when \( S = 1 \land \text{!\{\text{imm3} = 000 \land \text{imm2} = 00 \land \text{sr\_type} = 11\}} \land \text{Rd} = 1111 \).

EORS\{<c>\}{<q>\} {<Rdn>,} <Rdn>, <Rm>, RRX
EORS.\(W\) \(\{<Rd>,\}<Rn>,<Rm>\)

// Outside IT block, and \(<Rd>,<Rn>,<Rm>\) can be represented in T1
EORS\(\{<c>\}|\{<q>\}\{<Rd>,\}<Rn>,<Rm>\{,\langle\text{shift}\rangle\#\langle\text{amount}\rangle\}\)

**Decode for this encoding**

1. if \(Rd\) == '1111' && \(S\) == '1' then SEE "TEQ (register)"
2. if \(!\text{HaveMainExt}()\) then UNDEFINED;
3. \(d = \text{UInt}(Rd);\) \(n = \text{UInt}(Rn);\) \(m = \text{UInt}(Rm);\) \(\text{setflags} = (S == '1');\)
4. \((\text{shift}_t,\text{shift}_n) = \text{DecodeImmShift}(sr\_type,imm3:imm2);\)
5. if \(d == 13\) || (\(d == 15\) && \(S == '0'\)) || \(n\ \text{IN} \{13,15\}\) || \(m\ \text{IN} \{13,15\}\) then UNPREDICTABLE

**Assembler symbols for all encodings**

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<Rdn>\) Is the first general-purpose source register and the destination register, encoded in the "Rdn" field.
\(<Rd>\) Is the general-purpose destination register, encoded in the "Rd" field. If omitted, this register is the same as \(<Rn>\).
\(<Rn>\) Is the first general-purpose source register, encoded in the "Rn" field.
\(<Rm>\) Is the second general-purpose source register, encoded in the "Rm" field.
\(<\text{shift}>\) Is the type of shift to be applied to the second source register, encoded in the "sr\_type" field. It can have the following values:

- LSL when \(sr\_type = 00\)
- LSR when \(sr\_type = 01\)
- ASR when \(sr\_type = 10\)
- ROR when \(sr\_type = 11\)

\(<\text{amount}>\) Is the shift amount, in the range 1 to 31 (when \(<\text{shift}>\) = LSL or ROR) or 1 to 32 (when \(<\text{shift}>\) = LSR or ASR) encoded in the "imm3:imm2" field as \(<\text{amount}>\) modulo 32.

**Operation for all encodings**

1. if \(\text{ConditionPassed}()\) then
2. \(\text{EncodingSpecificOperations}();\)
3. \((\text{shifted},\text{carry}) = \text{Shift\_C}(R[m],\text{shift}_t,\text{shift}_n,\text{APSR}.C);\)
4. \(\text{result} = R[n] \text{EOR shifted};\)
5. \(R[d] = \text{result};\)
6. if \(\text{setflags then}\)
7. \(\text{APSR}.N = \text{result}[31];\)
8. \(\text{APSR}.Z = \text{IsZeroBit}(\text{result});\)
9. \(\text{APSR}.C = \text{carry};\)
10. // APSR.V unchanged
FLDMX (Decrement Before, Increment After) loads multiple extension registers from consecutive memory locations using an address from a general-purpose register.

Arm deprecates use of FLDMDBX and FLDMIAX, except for disassembly purposes, and reassembly of disassembled code.

T1
Armv8-M Floating-point Extension only

\[
\begin{array}{cccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
1 & 1 & 1 & 0 & 1 & 1 & 0 & P & U & D & W & 1 & Rn & Vd & 1 & 0 & 1 & 1 \\
\end{array}
\]

Decrement Before variant
Applies when \( P == 1 \&\& \ U == 0 \&\& \ W == 1 \).

\[
\text{FLDMDBX}\{<c>\}{<q>} \ <Rn>\{!\}, \ <dreglist>
\]

Increment After variant
Applies when \( P == 0 \&\& \ U == 1 \).

\[
\text{FLDMIAX}\{<c>\}{<q>} \ <Rn>\{!\}, \ <dreglist>
\]

Decode for this encoding

1  if  \( P == '0' \&\& \ U == '0' \&\& \ W == '0' \) then  SEE "Related encodings";
2  if  \( P == '1' \&\& \ W == '0' \) then  SEE VLDR;
3  CheckDecodeFaults();
4  if  \( P == '1' \&\& \ W == '1' \) then  UNDEFINED;
5  // Remaining combinations are PUW = 010 (IA without !), 011 (IA with !), 101 (DB with !)
6  single_regs = FALSE; \ \ add = (U == '1'); \ \ wback = (W == '1');
7  d = UInt(D:Vd); \ \ n = UInt(Rn); \ \ imm32 = ZeroExtend(imm8:'00', 32);
8  regs = UInt(imm8) DIV 2;
9  if  \( n == 15 \) then  UNPREDICTABLE;
10  if  \( \text{regs} == 0 \| \| \text{regs} > 16 \| \| (\text{d+regs}) > 32 \) then  UNPREDICTABLE;
11  if  \( \text{VFPSmallRegisterBank()} \&\& (\text{d+regs}) > 16 \) then  UNPREDICTABLE;

CONSTRAINED UNPREDICTABLE behavior
If \( \text{regs} == 0 \) then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction operates as a FLDMX with the same addressing mode but loads no registers.

CONSTRAINED UNPREDICTABLE behavior
If \( \text{regs} > 16 \| \| (\text{d+regs}) > 32 \) then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- One or more of the floating-point registers are UNKNOWN. If the instruction specifies writeback, the base register becomes UNKNOWN. This behavior does not affect any general-purpose registers.
CONstrained UNPREDICTABLE behavior

If VFPSmallRegisterBank() && (d+regs) > 16, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.

Assembler symbols for all encodings

<< See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rn> Is the general-purpose base register, encoded in the "Rn" field.
<! Specifies base register writeback. Encoded in the "W" field as 1 if present, otherwise 0.
<dreglist> Is the list of consecutively numbered 64-bit floating-point registers to be transferred. The first register in the list is encoded in "D:Vd", and "imm8" is set to twice the number of registers in the list plus one. The list must contain at least one register, all registers must be in the range D0-D15, and must not contain more than 16 registers.

Operation for all encodings

if ConditionPassed() then
    EncodingSpecificOperations();
    ExecuteFPCheck();
    address = if add then R[n] else R[n]-imm32;
    regval = if add then R[n]+imm32 else R[n]-imm32;
    // Determine if the stack pointer limit must be checked
    if n == 13 && wback then
        (limit, applylimit) = LookUpSPLim(LookUpSP());
        // If memory operation is not performed as a result of a stack limit violation,
        // and the write-back of the SP itself does not raise a stack limit violation, it
        // is "IMPLEMENTATION_DEFINED" whether a SPLIM exception is raised.
        // Arm recommends that any instruction which discards a memory access as
        // a result of a stack limit violation, and where the write-back of the SP itself
        // does not raise a stack limit violation, generates an SPLIM exception.
        if boolean IMPLEMENTATION_DEFINED "SPLIM exception on invalid memory access" then
            if applylimit && (UInt(address) < UInt(limit)) then
                if HaveMainExt() then
                    UFSR.STKOF = '1';
                    // If Main Extension is not implemented the fault always escalates to
                    // HardFault
                    excInfo = CreateException(UsageFault, FALSE, boolean UNKNOWN);
                    HandleException(excInfo);
                else
                    applylimit = FALSE;
            else
                applylimit = FALSE;
        else
            applylimit = FALSE;
    end if
    // Memory operation only performed if limit not violated
    if !applylimit || (UInt(regval) >= UInt(limit)) then
        for r = 0 to regs-1
            if single_regs then
                S[d+r] = MemA[address,4];
                address = address+4;
            else
                word1 = MemA[address,4]; word2 = MemA[address+4,4];
                address = address+8;
                // Combine the word-aligned words in the correct order for
                // current endianness.
                D[d+r] = if BigEndian() then word1:word2 else word2:word1;
            end if
        end for
        // If the stack pointer is being updated a fault will be raised if
        // the limit is violated
        if wback then RSFCheck[n] = regval;
C2.4.40  FSTMDBX, FSTMIAX

FSTMX (Decrement Before, Increment After). FSTMX (Decrement Before, Increment After) stores multiple extension registers to consecutive memory locations using an address from a general-purpose register.

Arm deprecates use of FSTMDBX and FSTMIAX, except for disassembly purposes, and reassembly of disassembled code.

**T1**

*Armv8-M Floating-point Extension only*

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
<th>P</th>
<th>U</th>
<th>D</th>
<th>W</th>
<th>0</th>
<th>Rn</th>
<th>Vd</th>
<th>1 0 1 1</th>
<th>imm8&lt;0&gt; = 1</th>
</tr>
</thead>
</table>

Decrement Before variant

Applies when \( P == 1 \) && \( U == 0 \) && \( W == 1 \).

FSTMDBX{<c>}{<q>} <Rn>{!}, <dreglist>

Increment After variant

Applies when \( P == 0 \) && \( U == 1 \).

FSTMIAX{<c>}{<q>} <Rn>{!}, <dreglist>

Decode for this encoding

1. if \( P == '0' \) && \( U == '0' \) && \( W == '0' \) then SEE "Related encodings";
2. if \( P == '1' \) && \( W == '0' \) then SEE VSTR;
3. CheckDecodeFaults();
4. if \( P == U \) && \( W == '1' \) then UNDEFINED;
5. // Remaining combinations are PUW = 010 (IA without !), 011 (IA with !), 101 (DB with !)
6. single_regs = FALSE; add = (U == '1'); wback = (W == '1');
7. d = UInt(D:Vd); n = UInt(Rn); imm32 = ZeroExtend(imm8:'00', 32);
8. regs = UInt(imm8) DIV 2;
9. if \( n == 15 \) then UNPREDICTABLE;
10. if \( \text{regs} == 0 \) || \( \text{regs} > 16 \) || \( \text{(d+regs)} > 32 \) then UNPREDICTABLE;
11. if VFPsmallRegisterBank() && \( \text{(d+regs)} > 16 \) then UNPREDICTABLE;

**CONSTRAINED UNPREDICTABLE behavior**

If \( \text{regs} == 0 \), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction operates as a FSTMX with the same addressing mode but stores no registers.

**CONSTRAINED UNPREDICTABLE behavior**

If \( \text{regs} > 16 \) || \( \text{(d+regs)} > 32 \), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The memory locations specified by the instruction and the number of registers specified by the instruction if the register list had not gone out of range, become UNKNOWN. If the instruction specifies writeback, then that register becomes UNKNOWN. This behavior does not affect any other memory locations.
**CONSTRAINED UNPREDICTABLE behavior**
If `VFPSmallRegisterBank() && (d+regs) > 16`, then one of the following behaviors must occur:

- The instruction is **UNDEFINED**.
- The instruction executes as **NOP**.

**Assembler symbols for all encodings**

`<<c>>` See C1.2.5 *Standard assembler syntax fields* on page 308.

`<<q>>` See C1.2.5 *Standard assembler syntax fields* on page 308.

`<Rn>` Is the general-purpose base register, encoded in the "Rn" field.

`!` Specifies base register writeback. Encoded in the "W" field as 1 if present, otherwise 0.

`<dreglist>` Is the list of consecutively numbered 64-bit floating-point registers to be transferred. The first register in the list is encoded in "D:Vd", and "imm8" is set to twice the number of registers in the list plus one. The list must contain at least one register, all registers must be in the range D0-D15, and must not contain more than 16 registers.

**Operation for all encodings**

```plaintext
if ConditionPassed() then
    EncodingSpecificOperations();
    address = if add then R[n] else R[n]-imm32;
    regval = if add then R[n]+imm32 else R[n]-imm32;
    // Determine if the stack pointer limit should be checked
    if n == 13 && wback then
        (limit, applylimit) = LookUpSPLim(LookUpSP());
    else
        applylimit = FALSE;
    // Memory operation only performed if limit not violated
    if !applylimit || (UInt(regval) >= UInt(limit)) then
        for r = 0 to regs-1
            if single_regs then
                MemA[address,4] = S[d+r];
                address = address+4;
            else
                // Store as two word-aligned words in the correct order for current endianness.
                MemA[address,4] = if BigEndian() then D[d+r][63:32] else D[d+r][31:0];
                MemA[address+4,4] = if BigEndian() then D[d+r][31:0] else D[d+r][63:32];
                address = address+8;
            end if
        end for
    end if
end if
```

// If the stack pointer is being updated a fault will be raised if the limit is violated
if wback then RSPCheck[n] = regval;
```
C2.4.1 ISB

Instruction Synchronization Barrier. Instruction Synchronization Barrier flushes the pipeline in the PE and is a context synchronization event.

T1

\textit{Armv8-M}

\begin{verbatim}
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
1 1 1 0 0 1 1 1 0 1 1 (1) (1) (1) 1 0 (0) 0 (1) (1) (1) 0 1 1 0
\end{verbatim}

T1 variant

\texttt{ISB\{<c>\}{<q>} {<option>}}

\textbf{Decode for this encoding}

\begin{verbatim}
// No additional decoding required
\end{verbatim}

\textbf{Assembler symbols for all encodings}

\begin{itemize}
  \item \texttt{<c>} See C1.2.5 Standard assembler syntax fields on page 308.
  \item \texttt{<q>} See C1.2.5 Standard assembler syntax fields on page 308.
  \item \texttt{<option>} Specifies an optional limitation on the barrier operation. Values are:
    \begin{itemize}
      \item SY Full system barrier operation, encoded as option = 0b1111. Can be omitted.
      \item All other encodings of option are reserved. The corresponding instructions execute as full system barrier operations, but must not be relied upon by software.
    \end{itemize}
\end{itemize}

\textbf{Operation for all encodings}

\begin{verbatim}
if ConditionPassed() then
  EncodingSpecificOperations();
  InstructionSynchronizationBarrier(option);
\end{verbatim}
C2.4.42 IT

If-Then. If Then makes up to four following instructions (the IT block) conditional. The conditions for the instructions in the IT block can be the same, or some of them can be the inverse of others.

IT does not affect the condition code flags. Branches to any instruction in the IT block are not permitted, apart from those performed by exception returns.

16-bit instructions in the IT block, other than CMP (register), CMN (register), and TST (register), do not set the condition code flags. The AL condition can be specified to get this changed behavior without conditional execution.

T1

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 0 1 1 1 1 1 1 firstcond mask != 0000</td>
</tr>
</tbody>
</table>

T1 variant

IT{<x>{<y>{<z>}}}{<q>} <cond>

Decode for this encoding

```plaintext
1 if mask == '0000' then SEE "Related encodings";
2 if !HaveMainExt() then UNDEFINED;
3 if firstcond == '1111' || (firstcond == '1110' && BitCount(mask) != 1) then UNPREDICTABLE;
4 if InITBlock() then UNPREDICTABLE;
```

CONstrained UNPREDICTABLE behavior

If firstcond == '1111' || (firstcond == '1110' && BitCount(mask) != 1), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The ‘1111’ condition is treated as being the same as the ‘1110’ condition, meaning always, and the ITSTATE state machine is progressed in the same way as for any other cond_base value.

Assembler symbols for all encodings

`<x>` The condition for the second instruction in the IT block. If omitted, the "mask" field is set to 0b1000. If present it is encoded in the "mask[3]" field:

- E NOT firstcond[0]
- T firstcond[0]

`<y>` The condition for the third instruction in the IT block. If omitted and `<x>` is present, the "mask[2:0]" field is set to 0b101. If `<y>` is present it is encoded in the "mask[2]" field:

- E NOT firstcond[0]
- T firstcond[0]

`<z>` The condition for the fourth instruction in the IT block. If omitted and `<y>` is present, the "mask[1:0]" field is set to 0b10. If `<z>` is present, the "mask[0]" field is set to 1, and it is encoded in the "mask[1]" field:

- E NOT firstcond[0]
- T firstcond[0]

`<q>` See C1.2.5 Standard assembler syntax fields on page 308.

`<cond>` The condition for the first instruction in the IT block, encoded in the "firstcond" field. See C1.3 Conditional execution on page 312 for the range of conditions available, and the encodings.
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

**Operation for all encodings**

1. EncodingSpecificOperations();
2. ITSTATE[7:0] = firstcond:mask;
C2.4.43 LDA

Load-Acquire Word. Load-Acquire Word loads a word from memory and writes it to a register. The instruction also has memory ordering semantics.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 0 0 0 1 1 0 1</td>
<td>Rn</td>
<td></td>
<td></td>
</tr>
<tr>
<td>(1) (1) (1) (1)</td>
<td>Rt</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 0 1 0 (1) (1) (1) (1)</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

T1 variant

LDA<\text{<c>}> {<q>}, <\text{<Rt>}, [<\text{<Rn>}>]}

Decode for this encoding

1 t = UInt(Rt); n = UInt(Rn);
2 if t \text{ IN } (13,15) \text{ || } n == 15 \text{ then UNPREDICTABLE;}

Assembler symbols for all encodings

<\text{<c>}> See C1.2.5 Standard assembler syntax fields on page 308.
<\text{<q>}> See C1.2.5 Standard assembler syntax fields on page 308.
<\text{<Rt>}> Is the general-purpose register to be transferred, encoded in the "Rt" field.
<\text{<Rn>}> Is the general-purpose base register, encoded in the "Rn" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 address = R[n];
4 R[t] = MemO[address, 4];
**C2.4.44 LDAB**

Load-Acquire Byte. Load-Acquire Byte loads a byte from memory, zero-extends it to form a 32-bit word and writes it to a register. The instruction also has memory ordering semantics.

**T1**

*Armv8-M*

| 15 14 13 12 11 10 9 8 | 7 6 5 4 3 2 1 0 | \(Rn\) \(Rt\) \(1\) \(1\) \(1\) \(1\) \(1\) \(0\) \(0\) \(0\) \(1\) \(1\) \(1\) \(0\) \(1\) \(0\) | \\
|------------------------|----------------|-------------------------|-------------------------|-------------------------|-------------------------|-------------------------|-------------------------|-------------------------|-------------------------|-------------------------|-------------------------|-------------------------|-------------------------|-------------------------|

**T1 variant**

LDAB{<c>}{<q>} <Rt>, [Rn]

**Decode for this encoding**

1. \(t = \text{UInt}(Rt)\); \(n = \text{UInt}(Rn)\);
2. \(\text{if } t \text{ IN } \{13,15\} \text{ || } n == 15 \text{ then UNPREDICTABLE;}

**Assembler symbols for all encodings**

- \(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.
- \(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.
- \(<Rt>\) Is the general-purpose register to be transferred, encoded in the "Rt" field.
- \(<Rn>\) Is the general-purpose base register, encoded in the "Rn" field.

**Operation for all encodings**

1. \(\text{if } \text{ConditionPassed() then}
2. \hspace{1em} \text{EncodingSpecificOperations();}
3. \hspace{1em} \text{address = } R[n];
4. \hspace{1em} \text{R[t] = ZeroExtend(MemO[address, 1], 32);}
C2.4.45 LDAEX

Load-Acquire Exclusive Word. Load-Acquire Exclusive Word loads a word from memory, writes it to a register, and:

- If the address has the Shareable memory attribute, marks the physical address as exclusive access for the executing PE in a global monitor.
- Causes the executing PE to indicate an active exclusive access in the local monitor.

The instruction also has memory ordering semantics.

T1

Armv8-M

\[
\begin{array}{cccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
1 & 1 & 1 & 0 & 1 & 0 & 0 & 0 & 1 & 1 & 0 & 1 & Rn & Rt & (1) & (1) & (1) & (1)
\end{array}
\]

T1 variant

LDAEX{<c>}{<q>} <Rt>, [<Rn>]

Decode for this encoding

1 \( t = \text{UInt}(Rt); \ n = \text{UInt}(Rn); \)
2 \( \text{if } t \ \text{IN} \ (13,15) \ \text{||} \ n == 15 \ \text{then UNPREDICTABLE; } \)

Assembler symbols for all encodings

- \(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.
- \(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.
- \(<Rt>\) Is the general-purpose register to be transferred, encoded in the "Rt" field.
- \(<Rn>\) Is the general-purpose base register, encoded in the "Rn" field.

Operation for all encodings

1 \( \text{if ConditionPassed() then } \)
2 \( \text{EncodingSpecificOperations(); } \)
3 \( \text{address} = R[n]; \)
4 \( \text{SetExclusiveMonitors(address, 4); } \)
5 \( R[t] = \text{MemO}[address, 4]; \)
C2.4.46 LDAEXB

Load-Acquire Exclusive Byte. Load-Acquire Exclusive Byte loads a byte from memory, zero-extends it to form a 32-bit word, writes it to a register, and:

- If the address has the Shareable memory attribute, marks the physical address as exclusive access for the executing PE in a global monitor.
- Causes the executing PE to indicate an active exclusive access in the local monitor.

The instruction also has memory ordering semantics.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>Rn</td>
<td>Rt</td>
<td>(1)</td>
<td>(1)</td>
</tr>
</tbody>
</table>

T1 variant

LDAEXB{<c>}{<q>} <Rt>, [<Rn>]

Decode for this encoding

1  t = UInt(Rt); n = UInt(Rn);
2  if t IN {13,15} || n == 15 then UNPREDICTABLE;

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rt> Is the general-purpose register to be transferred, encoded in the "Rt" field.
<Rn> Is the general-purpose base register, encoded in the "Rn" field.

Operation for all encodings

1  if ConditionPassed() then
2     EncodingSpecificOperations();
3     address = R[n];
4     SetExclusiveMonitors(address, 1);
5     R[t] = ZeroExtend(MemO[address, 1], 32);
C2.4.47 LDAEXH

Load-Acquire Exclusive Halfword. Load-Acquire Exclusive Halfword loads a halfword from memory, zero-extends it to form a 32-bit word, writes it to a register, and:

- If the address has the Shareable memory attribute, marks the physical address as exclusive access for the executing PE in a global monitor.
- Causes the executing PE to indicate an active exclusive access in the local monitor.

The instruction also has memory ordering semantics.

T1

T1 variant

LDAEXH{<c>}{<q>} <Rt>, [<Rn>]

Decode for this encoding

1 \( t = \text{UInt}(Rt); n = \text{UInt}(Rn); \)
2 \( \text{if } t \text{ IN } \{13,15\} \text{ } \text{||} \text{ } n \text{ == } 15 \text{ then UNPREDICTABLE; } \)

Assembler symbols for all encodings

<\text{c}> See C1.2.5 Standard assembler syntax fields on page 308.
<\text{q}> See C1.2.5 Standard assembler syntax fields on page 308.
<\text{Rt}> Is the general-purpose register to be transferred, encoded in the "Rt" field.
<\text{Rn}> Is the general-purpose base register, encoded in the "Rn" field.

Operation for all encodings

1 \( \text{if } \text{ConditionPassed()} \text{ then } \)
2 \( \text{EncodingSpecificOperations(); } \)
3 \( \text{address} = R[n]; \)
4 \( \text{SetExclusiveMonitors(address, 2); } \)
5 \( R[t] = \text{ZeroExtend(MemO[address, 2], 32); } \)
C2.4.48 LDAH

Load-Acquire Halfword. Load-Acquire Halfword loads a halfword from memory, zero-extends it to form a 32-bit word and writes it to a register. The instruction also has memory ordering semantics.

T1

Armv8-M

\[
\begin{array}{cccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
1 & 1 & 1 & 0 & 1 & 0 & 0 & 1 & 1 & 0 & 1 & Rn & Rt & (1) & (1) & (1) & (1) \\
1 & 1 & 1 & 0 & 1 & 0 & 0 & 0 & 1 & 1 & 0 & 1 & Rn & Rt & (1) & (1) & (1) & (1) \\
1 & 1 & 1 & 0 & 1 & 0 & 0 & 0 & 1 & 1 & 0 & 1 & Rn & Rt & (1) & (1) & (1) & (1) \\
\end{array}
\]

T1 variant

LDAH{<c>}{<q>} <Rt>, [Rn]

Decode for this encoding

1 \( t = \text{UInt}(Rt); \quad n = \text{UInt}(Rn); \)
2 \( \text{if } t \in \{13, 15\} \quad \text{or} \quad n == 15 \text{ then UNPREDICTABLE; } \)

Assembler symbols for all encodings

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<Rt>\) Is the general-purpose register to be transferred, encoded in the "Rt" field.
\(<Rn>\) Is the general-purpose base register, encoded in the "Rn" field.

Operation for all encodings

1 \( \text{if ConditionPassed() then} \)
2 \( \text{EncodingSpecificOperations();} \)
3 \( \text{address = R[n];} \)
4 \( \text{R[t] = ZeroExtend(MemO[address, 2], 32);} \)
C2.4.49 LDC, LDC2 (immediate)

Load Coprocessor (immediate). Load Coprocessor loads memory data from a sequence of consecutive memory addresses to a coprocessor. If no coprocessor can execute the instruction, a UsageFault exception is generated.

This is a generic coprocessor instruction. Some of the fields have no functionality defined by the architecture and are free for use by the coprocessor instruction set designer. These fields are the D bit, the CRd field, and in the Unindexed addressing mode only, the imm8 field.

T1

Armv8-M Main Extension only

```
<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 1 0 P U D W 1</td>
</tr>
</tbody>
</table>
```

coproc != 101x

Offset variant

Applies when \( P == 1 \) \&\& \( W == 0 \).

```
LDC(L){<c>}{<q>} <coproc>, <CRd>, [<Rn>{, #(+/-)<imm>}]
```

Post-indexed variant

Applies when \( P == 0 \) \&\& \( W == 1 \).

```
LDC(L){<c>}{<q>} <coproc>, <CRd>, [<Rn>], #(+/-)<imm>
```

Pre-indexed variant

Applies when \( P == 1 \) \&\& \( W == 1 \).

```
LDC(L){<c>}{<q>} <coproc>, <CRd>, [<Rn>, #(+/-)<imm>]
```

Unindexed variant

Applies when \( P == 0 \) \&\& \( U == 1 \) \&\& \( W == 0 \).

```
LDC(L){<c>}{<q>} <coproc>, <CRd>, [<Rn>], <option>
```

Decode for this encoding

1 if Rn == '1111' then SEE "LDC (literal)";
2 if P == '0' \&\& U == '0' \&\& D == '1' \&\& W == '0' then SEE "MRRC, MRRC2";
3 if coproc IN '101x' then SEE "Floating-point";
4 if P == '0' \&\& U == '0' \&\& D == '0' \&\& W == '0' then UNDEFINED;
5 if !HaveMainExt() then UNDEFINED;
6 n = UInt(Rn); cp = UInt(coproc); imm32 = ZeroExtend(imm8:'00', 32);
7 index = (P == '1'); add = (U == '1'); wback = (W == '1');

T2

Armv8-M Main Extension only

```
<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 1 0 P U D W 1</td>
</tr>
</tbody>
</table>
```

coproc != 101x
Offset variant

Applies when \( P == 1 \) \&\& \( W == 0 \).

\[
\text{LDC2}\{L\}\{<c>\}\{<q>\} \ <\text{coproc}\>, \ <\text{CRd}\>, \ [<\text{Rn}\>, \ #{+/-}<\text{imm}>]
\]

Post-indexed variant

Applies when \( P == 0 \) \&\& \( W == 1 \).

\[
\text{LDC2}\{L\}\{<c>\}\{<q>\} \ <\text{coproc}\>, \ <\text{CRd}\>, \ [<\text{Rn}\>, \ #{+/-}<\text{imm}>]
\]

Pre-indexed variant

Applies when \( P == 1 \) \&\& \( W == 1 \).

\[
\text{LDC2}\{L\}\{<c>\}\{<q>\} \ <\text{coproc}\>, \ <\text{CRd}\>, \ [<\text{Rn}\>, \ #{+/-}<\text{imm}>]!
\]

Unindexed variant

Applies when \( P == 0 \) \&\& \( U == 1 \) \&\& \( W == 0 \).

\[
\text{LDC2}\{L\}\{<c>\}\{<q>\} \ <\text{coproc}\>, \ <\text{CRd}\>, \ [<\text{Rn}\>, \ <\text{option}>]
\]

Decode for this encoding

1. if \( \text{Rn} == '1111' \) then SEE "LDC (literal)";
2. if \( \text{P} == '0' \) \&\& \( \text{U} == '0' \) \&\& \( \text{D} == '1' \) \&\& \( \text{W} == '0' \) then SEE "MRRC, MRRC2";
3. if \( \text{coproc} \in '101x' \) then SEE "Floating-point";
4. if \( \text{P} == '0' \) \&\& \( \text{U} == '0' \) \&\& \( \text{D} == '0' \) \&\& \( \text{W} == '0' \) then UNDEFINED;
5. if \( \neg \text{HaveMainExt}() \) then UNDEFINED;
6. \( \text{n} = \text{UInt}(\text{Rn}); \ \text{cp} = \text{ UInt}(\text{coproc}); \ \text{imm32} = \text{ZeroExtend}(\text{imm8}: '00', 32); \)
7. \( \text{index} = (\text{P} == '1'); \ \text{add} = (\text{U} == '1'); \ \text{wback} = (\text{W} == '1'); \)

Assembler symbols for all encodings

\( \text{L} \)

If specified, selects the \( D == 1 \) form of the encoding. If omitted, selects the \( D == 0 \) form.

\( \text{<c>} \)

See C1.2.5 \textit{Standard assembler syntax fields} on page 308.

\( \text{<q>} \)

See C1.2.5 \textit{Standard assembler syntax fields} on page 308.

\( \text{<coproc>} \)

Is the name of the coprocessor, encoded in the "coproc" field. The valid coprocessor names are p10, p11, p14, and p15.

\( \text{<CRd>} \)

Is the coprocessor register to be transferred, encoded in the "CRd" field.

\( \text{<Rn>} \)

Is the general-purpose base register, encoded in the "Rn" field. If the PC is used, see C2.4.50 \textit{LDC, LDC2 (literal)} on page 444.

\( \text{<option>} \)

Is a coprocessor option, in the range 0 to 255 enclosed in \{ \}, encoded in the "imm8" field.

\( \text{+/-} \)

Specifies the offset is added to or subtracted from the base register, defaulting to + if omitted and encoded in the "U" field. It can have the following values:

- when \( \text{U} == 0 \)
- when \( \text{U} == 1 \)

\( \text{<imm>} \)

Is the immediate offset used for forming the address, a multiple of 4 in the range 0-1020, defaulting to 0 and encoded in the "imm8" field, as \( \text{<imm>}/4 \).

Operation for all encodings

1. if \( \text{ConditionPassed() then} \)
2. \( \text{EncodingSpecificOperations();} \)
3. \( \text{ExecuteCPCheck(cp);} \)
4. if \( \neg \text{Coproc_Accepted(cp, ThisInstr()) then} \)
5. \( \text{GenerateCoprocessorException();} \)
offset_addr = \textbf{if} \ add \ \textbf{then} \ (R[n] + \text{imm32}) \ \textbf{else} \ (R[n] - \text{imm32});
address = \textbf{if} \ index \ \textbf{then} \ offset_addr \ \textbf{else} \ R[n];

// Determine if the stack pointer limit check should be performed
\textbf{if} \ \text{wback} \ \text{and} \ n == 13 \ \textbf{then}
  (limit, applylimit) = \text{LookUpSPLim(LookUpSP())};
\textbf{else}
  applylimit = \text{FALSE};

// Memory operation only performed if limit not violated
\textbf{if} \ !applylimit || (UInt(offset_addr) > UInt(limit)) \ \textbf{then}
  \textbf{repeat}
    \text{Coproc_SendLoadedWord(MemA[address,4], cp, ThisInstr());}
    address = address + 4;
  \textbf{until} \ \text{Coproc_DoneLoading(cp, ThisInstr());}

// If the stack pointer is being updated a fault will be raised
// if the limit is violated
\textbf{if} \ \text{wback} \ \textbf{then} \ \text{RSPCheck}[n] = offset_addr;
C2.4.50 LDC, LDC2 (literal)

Load Coprocessor (literal). Load Coprocessor loads memory data from a sequence of consecutive memory addresses to a coprocessor. If no coprocessor can execute the instruction, a UsageFault exception is generated.

This is a generic coprocessor instruction. The D bit and the CRd field have no functionality defined by the architecture and are free for use by the coprocessor instruction set designer.

**T1**

*Armv8-M Main Extension only*

| 15 14 13 12 | 11 | 10 9 8 7 6 5 4 3 2 1 0 | LDC{L} {<c>} {<q>} <coproc>, <CRd>, <label> |
|--------------|--------|---------------------------|
| CRd          | imm8   |
| coproc != 101x |

**T1 variant**

Applies when \(! (P == 0 \&\& U == 0 \&\& W == 0)\).

LDC(L){<c>}{<q>} <coproc>, <CRd>, <label>
LDC(L){<c>}{<q>} <coproc>, <CRd>, [PC, #{+/-}<imm>]

**Decode for this encoding**

1. if \(P == '0' \&\& U == '0' \&\& D == '1' \&\& W == '0'\) then SEE "MRRC, MRRC2";
2. if coproc IN '101x' then SEE "Floating-point";
3. if P == '0' \&\& U == '0' \&\& D == '0' \&\& W == '0' then UNDEFINED;
4. if !HaveMainExt() then UNDEFINED;
5. \(\text{index} = (P == '1')\); // Always TRUE in the T32 instruction set
6. add = (U == '1'); cp = UInt(coproc); imm32 = ZeroExtend(imm8:'00', 32);
7. if \(W == '1' || P == '0'\) then UNPREDICTABLE;

**CONSTRAINED UNPREDICTABLE behavior**

If \(W == '1' || P == '0'\), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction executes without writeback of the base address.
- The instruction executes as LDC with writeback to the PC.

**T2**

*Armv8-M Main Extension only*

| 15 14 13 12 | 11 | 10 9 8 7 6 5 4 3 2 1 0 | LDC2{L} {<c>} {<q>} <coproc>, <CRd>, <label> |
|--------------|--------|---------------------------|
| CRd          | imm8   |
| coproc != 101x |

**T2 variant**

Applies when \(! (P == 0 \&\& U == 0 \&\& W == 0)\).

LDC2(L){<c>}{<q>} <coproc>, <CRd>, <label>
LDC2(L){<c>}{<q>} <coproc>, <CRd>, [PC, #{+/-}<imm>]
Decode for this encoding

1 if P == '0' & U == '0' & D == '1' & W == '0' then SEE "MRRC, MRRC2";
2 if P == '0' & U == '0' & D == '0' & W == '0' then UNDEFINED;
3 if coproc IN '101x' then UNDEFINED;
4 if !HaveMainExt() then UNDEFINED;
5 index = (P == '1'); // Always TRUE in the T32 instruction set
6 add = (U == '1'); cp = UInt(coproc); imm32 = ZeroExtend(imm8:'00', 32);
7 if W == '1' || P == '0' then UNPREDICTABLE;

CONSTRAINED UNPREDICTABLE behavior

If W == '1' || P == '0', then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction executes without writeback of the base address.
- The instruction executes as LDC with writeback to the PC.

Assembler symbols for all encodings

L If specified, selects the D == 1 form of the encoding. If omitted, selects the D == 0 form.
<c> See C1.2.5 Standard assembler syntax fields on page 308.
<cp> See C1.2.5 Standard assembler syntax fields on page 308.
<coproc> Is the name of the coprocessor, encoded in the "coproc" field. The valid coprocessor names are p10, p11, p14, and p15.
<CRd> Is the coprocessor register to be transferred, encoded in the "CRd" field.
<label> The label of the literal data item that is to be loaded into <Rt>. The assembler calculates the required value of the offset from the Align(PC, 4) value of the instruction to this label. Permitted values of the offset are multiples of 4 in the range -1020 to 1020. If the offset is zero or positive, imm32 is equal to the offset and add == TRUE (encoded as U == 1). If the offset is negative, imm32 is equal to minus the offset and add == FALSE (encoded as U == 0).
/+/- Specifies the offset is added to or subtracted from the base register, defaulting to + if omitted and encoded in the "U" field. It can have the following values:
  - when U = 0
  + when U = 1
<imm> Is the immediate offset used for forming the address, a multiple of 4 in the range 0-1020, defaulting to 0 and encoded in the "imm8" field, as <imm>/4.

Operation for all encodings

1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   ExecuteCPCheck(cp);
4   if !Coproc_Accepted(cp, ThisInstr()) then
5     GenerateCoprocessorException();
6   else
7     offset_addr = if add then (Align(PC, 4) + imm32) else (Align(PC, 4) - imm32);
8     address = if index then offset_addr else Align(PC, 4);
9     repeat
10    Coproc_SendLoadedWord(MemA[address,4], cp, ThisInstr()); address = address + 4;
11    until Coproc_DoneLoading(cp, ThisInstr());
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

C2.4.51 LDM, LDMIA, LDMFD

Load Multiple (Increment After, Full Descending). Load Multiple loads multiple registers from consecutive memory locations using an address from a base register. The sequential memory locations start at this address, and the address just above the last of those locations can optionally be written back to the base register.

The registers loaded can include the PC. If they do, the word loaded for the PC is treated as a branch address, a function return value, or an exception return value. Bit[0] of the address in the PC complies with the Arm architecture interworking rules for switching between the A32 and T32 instruction sets. However, Armv8-M only supports the T32 instruction set, so bit[0] must be 1. If bit[0] of the target address is 0, and the target address is not FNC RETURN or EXC RETURN, the PE takes an INVSTATE UsageFault exception on the instruction at the target address.

This instruction is used by the alias POP (multiple registers).

T1

Armv8-M

||15 14 13 12|11 10 9 8|7 6 5 4|3 2 1 0 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
|1 1 0 0 1 | Rn | register_list |

T1 variant

LDM{IA}{<c>}{<q>} <Rn>{!}, <registers>
// Preferred syntax
LDMFD{<c>}{<q>} <Rn>{!}, <registers>
// Alternate syntax, Full Descending stack

Decode for this encoding

1 n = UInt(Rn); registers = '00000000':register_list; wback = (registers[n] == '0');
2 if BitCount(registers) < 1 then UNPREDICTABLE;

CONSTRUAN UNPREDICTABLE behavior

If BitCount(registers) < 1, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction executes as LDM with the same addressing mode but targeting an unspecified set of registers. These registers might include R15. If the instruction specifies writeback, the modification to the base address on writeback might differ from the number of registers loaded.

T2

Armv8-M Main Extension only

||15 14 13 12|11 10 9 8|7 6 5 4|3 2 1 0 |15 14 13 12|11 10 9 8|7 6 5 4|3 2 1 0 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
|1 1 1 0 1 0 0 1 0 | W 1 | Rn | P | M | (0) | register_list |

T2 variant

LDM{IA}{<c>}.W <Rn>{!}, <registers>
// Preferred syntax
// if <Rn>, '!' and <registers> can be represented in T1
LDMFD{<c>}.W <Rn>{!}, <registers>
// Alternate syntax
// Full Descending stack, if <Rn>, '!' and <registers> can be represented in T1
LDM{IA}{<c>}{<q>} <Rn>{!}, <registers>
// Preferred syntax
LDMFD{<c>}{<q>} <Rn>{!}, <registers>
// Alternate syntax, Full Descending stack

Decode for this encoding

1 if !HaveMainExt() then UNDEFINED;
2 n = UInt(Rn); registers = P:M:'0':register_list; wback = (W == '1');
3 if n == 15 || BitCount(registers) < 2 || (P == '1' && M == '1') then UNPREDICTABLE;
4 if registers[15] == '1' && InITBlock() && !LastInITBlock() then UNPREDICTABLE;
5 if wback && registers[n] == '1' then UNPREDICTABLE;

CONSTRANDED UNPREDICTABLE behavior
If BitCount(registers) < 1, then one of the following behaviors must occur:

• The instruction is UNDEFINED.
• The instruction executes as NOP.
• The instruction executes as LDM with the same addressing mode but targeting an unspecified set of registers. These registers might include R15. If the instruction specifies writeback, the modification to the base address on writeback might differ from the number of registers loaded.

CONSTRAINED UNPREDICTABLE behavior
If wback && registers[n] == '1', then one of the following behaviors must occur:

• The instruction is UNDEFINED.
• The instruction executes as NOP.
• The instruction performs all of the loads using the specified addressing mode and the content of the register that is written back is UNKNOWN. In addition, if an exception occurs during such an instruction, the base address might be corrupted so that the instruction cannot be repeated.

CONSTRAINED UNPREDICTABLE behavior
If BitCount(registers) == 1, then one of the following behaviors must occur:

• The instruction is UNDEFINED.
• The instruction executes as NOP.
• The instruction loads a single register using the specified addressing modes.
• The instruction executes as LDM with the same addressing mode but targeting an unspecified set of registers. These registers might include R15.

CONSTRAINED UNPREDICTABLE behavior
If P == '1' && M == '1', then one of the following behaviors must occur:

• The instruction is UNDEFINED.
• The instruction executes as NOP.
• The instruction loads the register list and either R14 or R15, both R14 and R15, or neither of these registers.
T3

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 0 1 1 1 1 0 P register_list</td>
</tr>
</tbody>
</table>

T3 variant

LDM{<c>}{<q>} SP!, <registers>

Decode for this encoding

```plaintext
1 n = 13; wback = TRUE;
2 registers = P:’0000000’:register_list;
3 if BitCount(registers) < 1 then UNPREDICTABLE;
4 if registers[15] == ’1’ && InITBlock() && !LastInITBlock() then UNPREDICTABLE;
```

CONstrained UNPREDICTABLE behavior

If BitCount(registers) < 1, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction executes as LDM with the same addressing mode but targeting an unspecified set of registers. These registers might include R15. If the instruction specifies writeback, the modification to the base address on writeback might differ from the number of registers loaded.

Assembler symbols for all encodings

IA Is an optional suffix for the Increment After form.

<c> See C1.2.5 Standard assembler syntax fields on page 308.

<q> See C1.2.5 Standard assembler syntax fields on page 308.

<Rn> Is the general-purpose base register, encoded in the "Rn" field.

For encoding T1: the address adjusted by the size of the data loaded is written back to the base register. It is omitted if <Rn> is included in <registers>, otherwise it must be present.

For encoding T2: the address adjusted by the size of the data loaded is written back to the base register. If specified, it is encoded in the "W" field as 1, otherwise this field defaults to 0.

registers For encoding T1: is a list of one or more registers to be loaded, separated by commas and surrounded by { and }. The registers in the list must be in the range R0-R7, encoded in the "register_list" field. For encoding T2: is a list of one or more registers to be loaded, separated by commas and surrounded by { and }. The registers in the list must be in the range R0-R12, encoded in the "register_list" field, and can optionally contain one of the LR or the PC. If the LR is in the list, the "M" field is set to 1, otherwise it defaults to 0. If the PC is in the list, the "P" field is set to 1, otherwise it defaults to 0. If the PC is in the list:
- The LR must not be in the list.
- The instruction must be either outside any IT block, or the last instruction in an IT block.

For encoding T3: is a list of one or more registers to be loaded, separated by commas and surrounded by { and }. The registers in the list must be in the range R0-R7, encoded in the "register_list" field, and can optionally include the PC. If the PC is in the list, the "P" field is set to 1, otherwise this field defaults to 0. If the PC is in the list, the instruction must be either outside any IT block, or the last instruction in an IT block.

Operation for all encodings
if ConditionPassed() then
    EncodingSpecificOperations();
    address = R[n];
    if n == 13 \&\& wback then
        (limit, applylimit) = LookupSPLim(LookUpSP());
        // If memory operation is not performed as a result of a stack limit violation,
        // and the write-back of the SP itself does not raise a stack limit violation, it
        // is "IMPLEMENTATION_DEFINED" whether a SPLIM exception is raised.
        // Arm recommends that any instruction which discards a memory access as
        // a result of a stack limit violation, and where the write-back of the SP itself
        // does not raise a stack limit violation, generates an SPLIM exception.
        if boolean IMPLEMENTATION_DEFINED "SPLIM exception on invalid memory access" then
            if applylimit \&\& (UInt(address) < UInt(limit)) then
                if HaveMainExt() then
                    UFSR.STKOF = '1';
                    // If Main Extension is not implemented the fault always escalates to
                    HardFault
                    excInfo = CreateException(UsageFault, FALSE, boolean UNKNOWN);
                    HandleException(excInfo);
                else
                    applylimit = FALSE;
            end
        end
    for i = 0 to 14
        if R[n] is the SP, memory operation only performed if limit not violated
            if registers[i] == '1' \&\& (applylimit || (UInt(address) >= UInt(limit))) then
                if i != n then
                    R[i] = MemA[address,4];
                else
                    newBaseVal = MemA[address,4];
                    address = address + 4;
                end
            end
        end
    end
end
for i = 0 to 14
    if the register list contains the register that holds the base address it
    must be updated after all memory reads have been performed. This prevents
    the base address being overwritten if one of the memory reads generates a
    fault.
    if registers[n] == '1' then
        wback = TRUE;
    else
        newBaseVal = R[n] + 4*BitCount(registers);
        // If the PC is in the register list update that now, which might raise a fault
        // Likewise if R[n] is the SP writing back might raise a fault due to SP limit violation
        if registers[15] == '1' then
            LoadWritePC(newPCVal, n, newBaseVal, wback, FALSE);
        elseif wback then
            RSPCheck[n] = newBaseVal;
        end
C2.4.52 LDMDB, LDMEA

Load Multiple Decrement Before (Empty Ascending). Load Multiple Decrement Before (Load Multiple Empty Ascending) loads multiple registers from sequential memory locations using an address from a base register. The sequential memory locations end just below this address, and the address of the first of those locations can optionally be written back to the base register.

The registers loaded can include the PC. If they do, the word loaded for the PC is treated as a branch address or an exception return value. Bit[0] complies with the Arm architecture interworking rules for switching between the A32 and T32 instruction sets. However, Armv8-M only supports the T32 instruction set, so bit[0] must be 1. If bit[0] is 0 the PE takes an INVSTATE UsageFault exception on the instruction at the target address.

T1

Armv8-M Main Extension only

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
| 1 1 1 0 1 0 0 0 1 0 0 W 1 Rn P M (0) |
| register_list |

T1 variant

LDMDB{<c>}{<q>} <Rn>{!}, <registers>
// Preferred syntax
LDMEA{<c>}{<q>} <Rn>{!}, <registers>
// Alternate syntax, Empty Ascending stack

Decode for this encoding

1 if !HaveMainExt() then UNDEFINED;
2 n = UInt(Rn); registers = P:M:'0':register_list; wback = (W == '1');
3 if n == 15 || BitCount(registers) < 2 || (P == '1' && M == '1') then UNPREDICTABLE;
4 if registers[15] == '1' && InITBlock() && !LastInITBlock() then UNPREDICTABLE;
5 if wback && registers[n] == '1' then UNPREDICTABLE;

CONSTRAINED UNPREDICTABLE behavior

If wback && registers<n> == ‘1’, then one of the following behaviors must occur:

• The instruction is UNDEFINED.
• The instruction executes as NOP.
• The instruction performs all of the loads using the specified addressing mode and the content of the register that is written back is UNKNOWN. In addition, if an exception occurs during such an instruction, the base address might be corrupted so that the instruction cannot be repeated.

CONSTRAINED UNPREDICTABLE behavior

If BitCount(registers) < 1, then one of the following behaviors must occur:

• The instruction is UNDEFINED.
• The instruction executes as NOP.
• The instruction executes as LDM with the same addressing mode but targeting an unspecified set of registers. These registers might include R15. If the instruction specifies writeback, the modification to the base address on writeback might differ from the number of registers loaded.

CONSTRAINED UNPREDICTABLE behavior

If BitCount(registers) == 1, then one of the following behaviors must occur:
• The instruction is UNDEFINED.
• The instruction executes as NOP.
• The instruction loads a single register using the specified addressing modes.
• The instruction executes as LDM with the same addressing mode but targeting an unspecified set of registers. These registers might include R15.

CONSTRANDED UNPREDICTABLE behavior
If P == '1' && M == '1', then one of the following behaviors must occur:
• The instruction is UNDEFINED.
• The instruction executes as NOP.
• The instruction loads the register list and either R14 or R15, both R14 and R15, or neither of these registers.

Assembler symbols for all encodings

<\c> See C1.2.5 Standard assembler syntax fields on page 308.
<\cq> See C1.2.5 Standard assembler syntax fields on page 308.
<\Rn> Is the general-purpose base register, encoded in the "Rn" field.
! The address adjusted by the size of the data loaded is written back to the base register. If specified, it is encoded in the "W" field as 1, otherwise this field defaults to 0.
<\registers> Is a list of one or more registers to be loaded, separated by commas and surrounded by { and }.
The registers in the list must be in the range R0-R12, encoded in the "register_list" field, and can optionally contain one of the LR or the PC. If the LR is in the list, the "M" field is set to 1, otherwise it defaults to 0. If the PC is in the list, the "P" field is set to 1, otherwise it defaults to 0. If the PC is in the list:
- The LR must not be in the list.
- The instruction must be either outside any IT block, or the last instruction in an IT block.

Operation for all encodings

if ConditionPassed() then
    EncodingSpecificOperations();
    address = R[n] - 4*BitCount(registers);

    // Determine if the stack pointer limit should be checked
    if n == 13 && \$ registers[n] == '0' then
        (limit, applylimit) = LookUpSPLim(LookUpSP());
        doOperation = (!applylimit || (UInt(address) >= UInt(limit)));
    else
        doOperation = TRUE;

    for i = 0 to 15
        // Memory operation only performed if limit not violated
        if registers[i] == '1' && doOperation then
            data = MemA[address,4];
            address = address + 4;
            if i == 15 then
                newPCVal = data;
            elseif i == n then
                newBaseVal = data;
            else
                R[i] = data;

        // If the register list contains the register that holds the base address it
        // must be updated after all memory reads have been performed. This prevents
        // the base address being overwritten if one of the memory reads generates a
if registers[n] == '1' then
    wback = TRUE;
else
    newBaseVal = R[n] - 4*BitCount(registers);
// If the PC is in the register list update that now, which may raise a fault
if registers[15] == '1' then
    LoadWritePC(newPCVal, n, newBaseVal, wback, TRUE);
elsif wback then
    RSPCheck[n] = newBaseVal;

Load Register (immediate). Load Register (immediate) calculates an address from a base register value and an immediate offset, loads a word from memory, and writes it to a register. It can use offset, post-indexed, or pre-indexed addressing.

The register loaded can be the PC. If it is, the word loaded for the PC is treated as a branch address or an exception return value. Bit[0] complies with the Arm architecture interworking rules for switching between the A32 and T32 instruction sets. However, Armv8-M only supports the T32 instruction set, so bit[0] must be 1. If bit[0] is 0 the PE takes an INVSTATE UsageFault exception on the instruction at the target address.

This instruction is used by the alias POP (single register).

### T1

**Armv8-M**

```
<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>imm5</td>
<td>Rn</td>
<td>Rt</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

**T1 variant**

LDR{<c>}{<q>} <Rt>, [<Rn> {, #{+}<imm>}]

**Decode for this encoding**

1. \(t = \text{UInt}(Rt); \ n = \text{UInt}(Rn); \ \text{imm32} = \text{ZeroExtend}(\text{imm5}:'00', 32);\)
2. index = TRUE; add = TRUE; wback = FALSE;

### T2

**Armv8-M**

```
<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>Rt</td>
<td>imm8</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

**T2 variant**

LDR{<c>}{<q>} <Rt>, [SP{, #{+}<imm}>]

**Decode for this encoding**

1. \(t = \text{UInt}(Rt); \ n = 13; \ \text{imm32} = \text{ZeroExtend}(\text{imm8}:'00', 32);\)
2. index = TRUE; add = TRUE; wback = FALSE;

### T3

**Armv8-M Main Extension only**

```
|15|14|13|12|11|10|9|8|7|6|5|4|3|2|1|0|15|14|13|12|11|10|9|8|7|6|5|4|3|2|1|0|
|1|1|1|1|1|0|0|1|0|1|Rn != 1111|Rt|imm12|
```

**T3 variant**

LDR{<c>}.W <Rt>, [<Rn> {, #{+}<imm}>]

// <Rt>, <Rn>, <imm> can be represented in T1 or T2
LDR{<c>}{<q>} <Rt>, [<Rn> {, #{+}<imm}>]

**Decode for this encoding**
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

1 if Rn == '1111' then SEE "LDR (literal)";
2 if !HaveMainExt() then UNDEFINED;
3 t = UInt(Rt); n = UInt(Rn); imm32 = ZeroExtend(imm12, 32); index = TRUE; add = TRUE;
4 wback = FALSE; if t == 15 && InITBlock() && !LastInITBlock() then UNPREDICTABLE;

T4
Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1</td>
<td>0 0 0 0</td>
<td>1</td>
<td>0 1 0 1</td>
</tr>
</tbody>
</table>

Offset variant
Applies when P == 1 && U == 0 && W == 0.
LDR{<c>}{<q>} <Rt>, [<Rn> {, #-<imm>}

Post-indexed variant
Applies when P == 0 && W == 1.
LDR{<c>}{<q>} <Rt>, [<Rn>], #{+/-}<imm>

Pre-indexed variant
Applies when P == 1 && W == 1.
LDR{<c>}{<q>} <Rt>, [<Rn>, #{+/-}<imm>]

Decode for this encoding
1 if Rn == '1111' then SEE "LDR (literal)";
2 if P == '1' && U == '1' && W == '0' then SEE LDRT;
3 if P == '0' && W == '0' then UNDEFINED;
4 if !HaveMainExt() then UNDEFINED;
5 t = UInt(Rt); n = UInt(Rn);
6 imm32 = ZeroExtend(imm8, 32); index = (P == '1'); add = (U == '1'); wback = (W == '1');
7 if (wback && n == t) || (t == 15 && InITBlock() && !LastInITBlock()) then UNPREDICTABLE;

CONSTRAINED UNPREDICTABLE behavior
If wback && n == t, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction performs all of the loads using the specified addressing mode and the content of the register that is written back is UNKNOWN. In addition, if an exception occurs during such an instruction, the base address might be corrupted so that the instruction cannot be repeated.

Alias conditions

<table>
<thead>
<tr>
<th>Alias preferred when</th>
</tr>
</thead>
<tbody>
<tr>
<td>POP (single register) Rn == '1101' &amp;&amp; U == '1' &amp;&amp; imm8 == '00000100'</td>
</tr>
</tbody>
</table>

Assembler symbols for all encodings

<\texttt{c}> See C1.2.5 Standard assembler syntax fields on page 308.
<\texttt{q}> See C1.2.5 Standard assembler syntax fields on page 308.
<Rt>
For encoding T1 and T2: is the general-purpose register to be transferred, encoded in the "Rt"
field.
For encoding T3: is the general-purpose register to be transferred, encoded in the "Rt"
field.
The SP can be used. The PC can be used, provided the instruction is either outside an IT block
or the last instruction of an IT block. If the PC is used, the instruction branches to the address
(data) loaded to the PC.
For encoding T4: is the general-purpose register to be transferred, encoded in the "Rt"
field.
The PC can be used, provided the instruction is either outside an IT block or the last instruction
of an IT block. If the PC is used, the instruction branches to the address (data) loaded to the
PC.

<Rn>
For encoding T1: is the general-purpose base register, encoded in the "Rn" field.
For encoding T3 and T4: is the general-purpose base register, encoded in the "Rn" field. For
PC use see C2.4.54 LDR (literal) on page 457.

+/-
Specifies the offset is added to or subtracted from the base register, defaulting to + if omitted
and encoded in the "U" field. It can have the following values:
- when U = 0
+ when U = 1

+<imm>
Specifies the offset is added to the base register.

<imm>
For the post-indexed or pre-indexed variant: is an 8-bit unsigned immediate byte offset, in the
range 0 to 255, encoded in the "imm8" field.
For encoding T1: is the optional positive unsigned immediate byte offset, a multiple of 4 in
the range 0 to 124, defaulting to 0 and encoded in the "imm5" field as <imm>/4.
For encoding T2: is the optional positive unsigned immediate byte offset, a multiple of 4, in
the range 0 to 1020, defaulting to 0 and encoded in the "imm8" field as <imm>/4.
For encoding T3: is an optional 12-bit unsigned immediate byte offset, in the range 0 to 4095,
defaulting to 0 and encoded in the "imm12" field.
For encoding T4: is an optional 8-bit unsigned immediate byte offset, in the range 0 to 255,
defaulting to 0 and encoded in the "imm8" field.

Operation for all encodings

```c
if ConditionPassed() then
    EncodingSpecificOperations();
    offset_addr = if add then (R[n] + imm32) else (R[n] - imm32);
    address = if index then offset_addr else R[n];
    // Determine if the stack pointer limit should be checked
    if n == 13 && wback then
        (limit, applylimit) = LookUpSPLim(LookUpSP());
    else
        applylimit = FALSE;
    // Memory operation only performed if limit not violated
    if !applylimit || (UInt(offset_addr) >= UInt(limit)) then
        data = MemU[address,4];
    // If the stack pointer is being updated a fault will be raised if
    // the limit is violated
    if t == 15 then
        if address[1:0] == '00' then
            LoadWritePC(data, n, offset_addr, wback, TRUE);
        else
            UNPREDICTABLE;
    else
        if wback then RSPCheck[n] = offset_addr;
        R[t] = data;
```

CONstrained UNPREDICTABLE behavior
If t == 15 && address<1:0> != '00', then one of the following behaviors must occur:
• The instruction executes as described, with no change to its behavior and no additional side effects.
• The instruction generates an UNALIGNED UsageFault.
C2.4.54  LDR (literal)

Load Register (literal). Load Register (literal) calculates an address from the PC value and an immediate offset, loads a word from memory, and writes it to a register.

The register loaded can be the PC. If it is, the word loaded for the PC is treated as a branch address or an exception return value. Bit[0] complies with the Arm architecture interworking rules for switching between the A32 and T32 instruction sets. However, Armv8-M only supports the T32 instruction set, so bit[0] must be 1. If bit[0] is 0 the PE takes an INVSTATE UsageFault exception on the instruction at the target address.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 0 0 1</td>
<td>Rt</td>
<td>imm8</td>
<td></td>
</tr>
</tbody>
</table>

T1 variant

LDR{<c>}{<q>} <Rt>, <label>
// Normal form

Decode for this encoding

1 t = UInt(Rt); imm32 = ZeroExtend(imm8:'00', 32); add = TRUE;

T2

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 0 U</td>
<td>1 0 1 1 1 1</td>
<td>Rt</td>
<td>imm12</td>
</tr>
</tbody>
</table>

T2 variant

LDR{<c>}.W <Rt>, <label>
// Preferred syntax, and <Rt>, <label> can be represented in T1
LDR{<c>}{<q>} <Rt>, <label>
// Preferred syntax
LDR{<c>}{<q>} <Rt>, [PC, #{+/-}imm]
// Alternative syntax

Decode for this encoding

1 if !HaveMainExt() then UNDEFINED;
2 t = UInt(Rt); imm32 = ZeroExtend(imm12, 32); add = (U == '1');
3 if t == 15 & InITBlock() & !LastInITBlock() then UNPREDICTABLE;

Assembler symbols for all encodings

See C1.2.5 Standard assembler syntax fields on page 308.
See C1.2.5 Standard assembler syntax fields on page 308.

For encoding T1: is the general-purpose register to be transferred, encoded in the "Rt" field.
For encoding T2: is the general-purpose register to be transferred, encoded in the "Rt" field.
The SP can be used. The PC can be used, provided the instruction is either outside an IT block or the last instruction of an IT block. If the PC is used, the instruction branches to the address (data) loaded to the PC.
For encoding T1: the label of the literal data item that is to be loaded into <Rt>. The assembler calculates the required value of the offset from the \text{Align}(\text{PC}, 4)\ value of the instruction to this label. Permitted values of the offset are Multiples of four in the range 0 to 1020.

For encoding T2: the label of the literal data item that is to be loaded into <Rt>. The assembler calculates the required value of the offset from the \text{Align}(\text{PC}, 4)\ value of the instruction to this label. Permitted values of the offset are -4095 to 4095. If the offset is zero or positive, \text{imm}32\ is equal to the offset and add == \text{TRUE}, encoded as \text{U} == 1. If the offset is negative, \text{imm}32\ is equal to minus the offset and add == \text{FALSE}, encoded as \text{U} == 0.

\(+/-\) Specifies the offset is added to or subtracted from the base register, defaulting to + if omitted and encoded in the "U" field. It can have the following values:
- when \text{U} = 0
+ when \text{U} = 1

\(<\text{imm}>\) Is a 12-bit unsigned immediate byte offset, in the range 0 to 4095, encoded in the "imm12" field.

---

### Operation for all encodings

```
if ConditionPassed() then
    EncodingSpecificOperations();
    base = \text{Align}(\text{PC}, 4);
    address = if add then (base + \text{imm}32) else (base - \text{imm}32);
    data = MemU[address,4];
    if t == 15 then
        if address[1:0] == '00' then
            \text{LoadWritePC}(data, 0, \text{Zeros}(32), \text{FALSE}, \text{FALSE});
        else
            \text{UNPREDICTABLE};
    else
        R[t] = data;
```

### CONSTRAINED UNPREDICTABLE behavior

If \(t == 15 \&\& \text{address}<1:0> \neq '00'\), then one of the following behaviors must occur:

- The instruction executes as described, with no change to its behavior and no additional side effects.
- The instruction generates an UNALIGNED UsageFault.
C2.4.55 LDR (register)

Load Register (register). Load Register (register) calculates an address from a base register value and an offset register value, loads a word from memory, and writes it to a register. The offset register value can be shifted left by 0, 1, 2, or 3 bits.

The register loaded can be the PC. If it is, the word loaded for the PC is treated as a branch address or an exception return value. Bit[0] complies with the Arm architecture interworking rules for switching between the A32 and T32 instruction sets. However, Armv8-M only supports the T32 instruction set, so bit[0] must be 1. If bit[0] is 0 the PE takes an INVSTATE UsageFault exception on the instruction at the target address.

T1

Armv8-M

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|-----------------|---|---|---|
| 0 1 0 1 0 0      | Rm| Rn| Rt |

T1 variant

LDR{<c>}{<q>} <Rt>, [<Rn>, {+}<Rm>]

Decode for this encoding

1 t = UInt(Rt); n = UInt(Rn); m = UInt(Rm);
2 index = TRUE; add = TRUE; wback = FALSE;
3 (shift_t, shift_n) = (SRType_LSL, 0);

T2

Armv8-M Main Extension only

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|-----------------|---|---|---|---|---|---|
| 1 1 1 1 1 0 0 0 0 1 0 1 Rn != 1111 | Rt | 0 0 0 0 0 0 | imm2 | Rm |

T2 variant

LDR{<c>}.W <Rt>, [<Rn>, {+}<Rm>]

// <Rt>, <Rn>, <Rm> can be represented in T1
LDR{<c>}{<q>} <Rt>, [<Rn>, {+}<Rm>{, LSL #<imm>}]

Decode for this encoding

1 if Rn == '1111' then SEE "LDR (literal)";
2 if !HaveMainExt() then UNDEFINED;
3 t = UInt(Rt); n = UInt(Rn); m = UInt(Rm);
4 index = TRUE; add = TRUE; wback = FALSE;
5 (shift_t, shift_n) = (SRType_LSL, UInt(imm2));
6 if m IN {13,15} then UNPREDICTABLE;
7 if t == 15 && InitBlock() && LastInitBlock() then UNPREDICTABLE;

Assembler symbols for all encodings

<ct> See C1.2.5 Standard assembler syntax fields on page 308.
<qt> See C1.2.5 Standard assembler syntax fields on page 308.
<Rt> For encoding T1: is the general-purpose register to be transferred, encoded in the "Rt" field. For encoding T2: is the general-purpose register to be transferred, encoded in the "Rt" field. The SP can be used. The PC can be used, provided the instruction is either outside an IT block or the last instruction of an IT block. If the PC is used, the instruction branches to the address (data) loaded to the PC.
<Rn> Is the general-purpose base register, encoded in the "Rn" field.
+ Specifies the index register is added to the base register.
<rm> Is the general-purpose index register, encoded in the "Rm" field.
<imm> If present, the size of the left shift to apply to the value from <Rm>, in the range 1-3. <imm>
is encoded in imm2. If absent, no shift is specified and imm2 is encoded as 0b00.

Operation for all encodings

```plaintext
if ConditionPassed() then
    EncodingSpecificOperations();
    offset = Shift(R[m], shift_t, shift_n, APSR.C);
    offset_addr = if add then (R[n] + offset) else (R[n] - offset);
    address = if index then offset_addr else R[n];

    // Determine if the stack pointer limit should be checked
    if n == 13 && wback then
        (limit, applylimit) = LookUpSPLim(LookUpSP());
    else
        applylimit = FALSE;

    // Memory operation only performed if limit not violated
    if !applylimit || (UInt(offset_addr) >= UInt(limit)) then
        data = MemU[address,4];

    // If the stack pointer is being updated a fault will be raised if
    // the limit is violated
    if t == 15 then
        if address[1:0] == '00' then
            LoadWritePC(data, n, offset_addr, wback, TRUE);
        else
            UNPREDICTABLE;
    else
        if wback then RSPCheck[n] = offset_addr;
        R[t] = data;
```

**CONSTRAINED UNPREDICTABLE behavior**

If t == 15 && address<1:0> != ‘00’, then one of the following behaviors must occur:

- The instruction executes as described, with no change to its behavior and no additional side effects.
- The instruction generates an UNALIGNED UsageFault.
C2.4.56 LDRB (immediate)

Load Register Byte (immediate). Load Register Byte (immediate) calculates an address from a base register value and an immediate offset, loads a byte from memory, zero-extends it to form a 32-bit word, and writes it to a register. It can use offset, post-indexed, or pre-indexed addressing.

T1

Armv8-M

```
15 14 13 12| 11 10 9 8| 7 6 5 4| 3 2 1 0
0 1 1 1 1 |     imm5 |     Rn |     Rt
```

T1 variant

LDRB{<c>}{<q>} <Rt>, [<Rn> {, #{+}<imm>}]

Decode for this encoding

```
1  t = Uint(Rt);  n = Uint(Rn);  imm32 = ZeroExtend(imm5, 32);
2  index = TRUE;  add = TRUE;  wback = FALSE;
```

T2

Armv8-M Main Extension only

```
15 14 13 12| 11 10 9 8| 7 6 5 4| 3 2 1 0
1 1 1 1 1| 0 0 1 0 0| 1 Rn != 1111| Rt != 1111| imm12
```

T2 variant

LDRB{<c>}.W <Rt>, [<Rn> {, #{+}<imm>}] // <Rt>, <Rn>, <imm> can be represented in T1

LDRB{<c>}{<q>} <Rt>, [<Rn> {, #{+}<imm}>]

Decode for this encoding

```
1  if Rt == '1111' then SEE "PLD (immediate)";
2  if Rn == '1111' then SEE "LDRB (literal)";
3  if !HaveMainExt() then UNDEFINED;
4  t = Uint(Rt);  n = Uint(Rn);  imm32 = ZeroExtend(imm12, 32);
5  index = TRUE;  add = TRUE;  wback = FALSE;
6  if t == 13 then UNPREDICTABLE;
```

T3

Armv8-M Main Extension only

```
15 14 13 12| 11 10 9 8| 7 6 5 4| 3 2 1 0
1 1 1 1 1| 0 0 0 1| 0 Rn != 1111| Rt | 1 P U W | imm8
```

Offset variant

Applies when Rt != 1111 && P == 1 && U == 0 && W == 0.

LDRB{<c>}{<q>} <Rt>, [<Rn> {, #-<imm}>]

Post-indexed variant

Applies when P == 0 && W == 1.
C2.4. Alphabetic list of instructions

LDRB{<c>}{<q>} <Rt>, [<Rn>], #{+/-}<imm>

Pre-indexed variant

Applies when P == 1 && W == 1.

LDRB{<c>}{<q>} <Rt>, [<Rn>, #{+/-}<imm>]

Decode for this encoding

1. if Rt == '1111' && P == '1' && U == '0' && W == '0' then SEE "PLD (immediate)";
2. if Rn == '1111' then SEE "LDRB (literal)";
3. if P == '1' && U == '1' && W == '0' then SEE LDRBT;
4. if P == '0' && W == '0' then UNDEFINED;
5. if !HaveMainExt() then UNDEFINED;
6. t = UInt(Rt); n = UInt(Rn); imm32 = ZeroExtend(imm8, 32);
7. index = (P == '1'); add = (U == '1'); wback = (W == '1');
8. if t == 13 || (wback && n == t) then UNPREDICTABLE;
9. if t == 15 && W == '1' then UNPREDICTABLE;

CONSTRAINED UNPREDICTABLE behavior

If wback && n == t, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction performs all of the loads using the specified addressing mode and the content of the register that is written back is UNKNOWN. In addition, if an exception occurs during such an instruction, the base address might be corrupted so that the instruction cannot be repeated.

Assembler symbols for all encodings

See C1.2.5 Standard assembler syntax fields on page 308.

<imm> For the post-indexed or pre-indexed variant: is an 8-bit unsigned immediate byte offset, in the range 0 to 255, encoded in the "imm8" field.

Operation for all encodings

1. if ConditionPassed() then
2. EncodingSpecificOperations();
offset_addr = if add then (R[n] + imm32) else (R[n] - imm32);
address = if index then offset_addr else R[n];

// Determine if the stack pointer limit should be checked
if n == 13 && wback then
    (limit, applylimit) = LookUpSPLim(LookUpSP());
else
    applylimit = FALSE;

// Memory operation only performed if limit not violated
if !applylimit || (UInt(offset_addr) >= UInt(limit)) then
    R[t] = ZeroExtend(MemU[address,1], 32);

// If the stack pointer is being updated a fault will be raised if
// the limit is violated
if wback then RSPCheck[n] = offset_addr;
C2.4.57 LDRB (literal)

Load Register Byte (literal). Load Register Byte (literal) calculates an address from the PC value and an immediate offset, loads a byte from memory, zero-extends it to form a 32-bit word, and writes it to a register.

T1

*Armv8-M Main Extension only*

```
15 14 13 12 | 11 10 9 8 | 7 6 5 4 | 3 2 1 0
1 1 1 1 1 1 0 0 | 0 U 0 0 | 1 1 1 1 1 | Rt != 1111
imm12
```

T1 variant

```
LDRB{<c>}{<q>} <Rt>, <label>
// Preferred syntax
LDRB{<c>}{<q>} <Rt>, [PC, #{+/-}<imm>]
// Alternative syntax
```

**Decode for this encoding**

```java
1 if Rt == '1111' then SEE "PLD (literal)";
2 if !HaveMainExt() then UNDEFINED;
3 t = UInt(Rt); imm32 = ZeroExtend(imm12, 32); add = (U == '1');
4 if t == 13 then UNPREDICTABLE;
```

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<q>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<Rt>` Is the general-purpose register to be transferred, encoded in the "Rt" field.
- `<label>` The label of the literal data item that is to be loaded into `<Rt>`. The assembler calculates the required value of the offset from the `Align(PC, 4)` value of the instruction to this label. Permitted values of the offset are -4095 to 4095. If the offset is zero or positive, `imm32` is equal to the offset and `add == TRUE`, encoded as U == 1. If the offset is negative, `imm32` is equal to minus the offset and `add == FALSE`, encoded as U == 0.
- `+/-` Specifies the offset is added to or subtracted from the base register, defaulting to + if omitted and encoded in the "U" field. It can have the following values:
  - when U = 0
  - when U = 1
- `<imm>` Is a 12-bit unsigned immediate byte offset, in the range 0 to 4095, encoded in the "imm12" field.

**Operation for all encodings**

```java
1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 base = Align(PC,4);
4 address = if add then (base + imm32) else (base - imm32);
5 R[t] = ZeroExtend(MemU[address,1], 32);
```
C2.4.58  LDRB (register)

Load Register Byte (register). Load Register Byte (register) calculates an address from a base register value and an offset register value, loads a byte from memory, zero-extends it to form a 32-bit word, and writes it to a register. The offset register value can be shifted left by 0, 1, 2, or 3 bits.

T1

\textit{Armv8-M}

\begin{verbatim}
  | 15 14 13 12 11 10  9  8  7  6  5  4  3  2  1  0 |
  | 0  1  0  1  1  1  0  Rm   Rn   Rt |
\end{verbatim}

T1 variant

\textbf{LDRB}\{<c>\}{<q>} <Rt>, [<Rn>, {+}<Rm>]

\textbf{Decode for this encoding}

1. \(t = \text{UInt}(Rt); \ n = \text{UInt}(Rn); \ m = \text{UInt}(Rm);\)
2. \(\text{index} = \text{TRUE}; \ \text{add} = \text{TRUE}; \ \text{wback} = \text{FALSE};\)
3. \((\text{shift}_t, \text{shift}_n) = (\text{SRType\_LSL}, 0);\)

T2

\textit{Armv8-M Main Extension only}

\begin{verbatim}
  | 15 14 13 12 11 10  9  8  7  6  5  4  3  2  1  0 |
  | 1  1  1  1  1  0  0  0  0  0  1  Rn != 1111 | Rt != 1111 |
\end{verbatim}

T2 variant

\textbf{LDRB}\{<c>\}.W <Rt>, [<Rn>, {+}<Rm>]

// <Rt>, <Rn>, <Rm> can be represented in T1

\textbf{LDRB}\{<c>\}{<q>} <Rt>, [<Rn>, {+}<Rm>{, LSL #<imm>}]

\textbf{Decode for this encoding}

1. \(\text{if } \text{Rt} == \text{'}1111\text{'} \text{ then } \text{SEE "PLD (register)"};\)
2. \(\text{if } \text{Rn} == \text{'}1111\text{'} \text{ then } \text{SEE "LDRB (literal)"};\)
3. \(\text{if } \text{!HaveMainExt()} \text{ then } \text{UNDEFINED};\)
4. \(t = \text{UInt}(Rt); \ n = \text{UInt}(Rn); \ m = \text{UInt}(Rm);\)
5. \(\text{index} = \text{TRUE}; \ \text{add} = \text{TRUE}; \ \text{wback} = \text{FALSE};\)
6. \((\text{shift}_t, \text{shift}_n) = (\text{SRType\_LSL, UInt(imm2)});\)
7. \(\text{if } t == 13 \ | \ m = \text{IN (13,15) then UNPREDICTABLE};\)

\textbf{Assembler symbols for all encodings}

\begin{itemize}
  \item \textit{<c>} See C1.2.5 \textit{Standard assembler syntax fields} on page 308.
  \item \textit{<q>} See C1.2.5 \textit{Standard assembler syntax fields} on page 308.
  \item \textit{<Rt>} Is the general-purpose register to be transferred, encoded in the "Rt" field.
  \item \textit{<Rn>} Is the general-purpose base register, encoded in the "Rn" field.
  \item + Specifies the index register is added to the base register.
  \item \textit{<Rm>} Is the general-purpose index register, encoded in the "Rm" field.
  \item \textit{<imm>} If present, the size of the left shift to apply to the value from \textit{<Rm>}, in the range 1-3. \textit{<imm>} is encoded in imm2. If absent, no shift is specified and imm2 is encoded as \textit{0b00}.\end{itemize}
Operation for all encodings

```plaintext
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   offset = Shift(R[m], shift_t, shift_n, APSR.C);
4   offset_addr = if add then (R[n] + offset) else (R[n] - offset);
5   address = if index then offset_addr else R[n];
6   R[t] = ZeroExtend(MemU[address,1],32);
```
C2.4.59  LDRBT

Load Register Byte Unprivileged. Load Register Byte Unprivileged calculates an address from a base register value and an immediate offset, loads a byte from memory, zero-extends it to form a 32-bit word, and writes it to a register.

When privileged software uses an LDRBT instruction, the memory access is restricted as if the software was unprivileged.

T1

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>Rn != 1111</td>
<td>Rt</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td></td>
</tr>
</tbody>
</table>

T1 variant

LDRBT{<c>}{<q>} <Rt>, [<Rn> {, #{+}<imm>}]

Decode for this encoding

1 if Rn == '1111' then SEE "LDRB (literal)";
2 if !HaveMainExt() then UNDEFINED;
3 t = UInt(Rt); n = UInt(Rn); postindex = FALSE; add = TRUE;
4 register_form = FALSE; imm32 = ZeroExtend(imm8, 32);
5 if t IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

<
c>  See C1.2.5 Standard assembler syntax fields on page 308.
<
q>  See C1.2.5 Standard assembler syntax fields on page 308.
<
Rt>  Is the general-purpose register to be transferred, encoded in the "Rt" field.
<
Rn>  Is the general-purpose base register, encoded in the "Rn" field.
+    Specifies the offset is added to the base register.
<
imm>  Is an optional 8-bit unsigned immediate byte offset, in the range 0 to 255, defaulting to 0 and encoded in the "imm8" field.

Operation for all encodings

1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   address = R[n] + imm32;
4   R[t] = ZeroExtend(MemU_unpriv[address,1],32);
# LDRD (immediate)

Load Register Dual (immediate). Load Register Dual (immediate) calculates an address from a base register value and an immediate offset, loads two words from memory, and writes them to two registers. It can use offset, post-indexed, or pre-indexed addressing.

**T1**

*Armv8-M Main Extension only*

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>P</td>
<td>U</td>
<td>1</td>
<td>W</td>
<td>1</td>
<td>Rn != 1111</td>
<td>Rt</td>
<td>Rt2</td>
<td>imm8</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Offset variant  
Applies when \( P = 1 \) \&\& \( W = 0 \).  
\[ \text{LDRD}\{<c>\}\{<q>\} <Rt>, <Rt2>, [<Rn> \{, \#{+/−}<imm>\}] \]

Post-indexed variant  
Applies when \( P = 0 \) \&\& \( W = 1 \).  
\[ \text{LDRD}\{<c>\}\{<q>\} <Rt>, <Rt2>, [<Rn>], \#{+/−}<imm> \]

Pre-indexed variant  
Applies when \( P = 1 \) \&\& \( W = 1 \).  
\[ \text{LDRD}\{<c>\}\{<q>\} <Rt>, <Rt2>, [<Rn>, \#{+/−}<imm>]! \]

## Decode for this encoding

```plaintext
1 if P == '0' \&\& W == '0' then SEE "Related encodings";
2 if Rn == '1111' then SEE "LDRD (literal)";
3 if !HaveMainExt() then UNDEFINED;
4 t = UInt(Rt); t2 = UInt(Rt2); n = UInt(Rn); imm32 = ZeroExtend(imm8:'00', 32);
5 index = (P == '1'); add = (U == '1'); wback = (W == '1');
6 if !(wback \&\& (n == t || n == t2)) then UNPREDICTABLE;
7 if t IN (13,15) || t2 IN (13,15) || t == t2 then UNPREDICTABLE;
```

### CONSTRAINED UNPREDICTABLE behavior

If \( wback \&\& (n == t || n == t2) \), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction performs all of the loads using the specified addressing mode and the content of the register that is written back is UNKNOWN. In addition, if an exception occurs during such an instruction, the base address might be corrupted so that the instruction cannot be repeated.

### CONSTRAINED UNPREDICTABLE behavior

If \( t == t2 \), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The load instruction executes but the destination register takes an UNKNOWN value.
Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rt>` Is the first general-purpose register to be transferred, encoded in the "Rt" field.
- `<Rt2>` Is the second general-purpose register to be transferred, encoded in the "Rt2" field.
- `<Rn>` Is the general-purpose base register, encoded in the "Rn" field. For PC use see C2.4.61 LDRD (literal) on page 470.
- `+-` Specifies the offset is added to or subtracted from the base register, defaulting to + if omitted and encoded in the "U" field. It can have the following values:
  - `-` when U = 0
  - `+` when U = 1
- `<imm>` For the offset variant: is the optional unsigned immediate byte offset, a multiple of 4, in the range 0 to 1020, defaulting to 0 and encoded in the "imm8" field as <imm>/4.
  For the post-indexed and pre-indexed variant: is the unsigned immediate byte offset, a multiple of 4, in the range 0 to 1020, encoded in the "imm8" field as <imm>/4.

Operation for all encodings

```plaintext
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   offset_addr = if add then (R[n] + imm32) else (R[n] - imm32);
4   address = if index then offset_addr else R[n];
5
6   // Determine if the stack pointer limit should be checked
7   if n == 13 & wback then
8     (limit, applylimit) = LookUpSPLim(LookUpSP());
9   else
10      applylimit = FALSE;
11   // Memory operation only performed if limit not violated
12   if !applylimit || (UInt(offset_addr) >= UInt(limit)) then
13     R[t] = MemA[address,4];
14     R[t2] = MemA[address+4,4];
15
16   // If the stack pointer is being updated a fault will be raised if
17   // the limit is violated
18   if wback then RSPCheck[n] = offset_addr;
```
C2.4.61 LDRD (literal)

Load Register Dual (literal). Load Register Dual (literal) calculates an address from the PC value and an immediate offset, loads two words from memory, and writes them to two registers.

For the M profile, the PC value must be word-aligned, otherwise the behavior of the instruction is UNPREDICTABLE.

T1

Armv8-M Main Extension only

![Instruction Pattern](image)

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
<th>1 1 1 0 0 1 0 0 1 1 1 1 Rt Rt2 imm8</th>
</tr>
</thead>
<tbody>
<tr>
<td>P = 1</td>
<td>W = 0</td>
</tr>
</tbody>
</table>

T1 variant

LDRD{<c>}{<q>} <Rt>, <Rt2>, <label>
// Normal form
LDRD{<c>}{<q>} <Rt>, <Rt2>, [PC, #{+/-}<imm>]
// Alternative form

Decode for this encoding

1 if P == '0' && W == '0' then SEE "Related encodings";
2 if P == '1' && W == '1' then SEE SG;
3 if !HaveMainExt() then UNDEFINED;
4 t = UInt(Rt); t2 = UInt(Rt2);
5 imm32 = ZeroExtend(imm8:'00', 32); add = (U == '1');
6 if t IN (13,15) || t2 IN (13,15) || t == t2 then UNPREDICTABLE;
7 if W == '1' then UNPREDICTABLE;

CONSTRANED UNPREDICTABLE behavior

If t == t2, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The load instruction executes but the destination register takes an UNKNOWN value.

CONSTRANED UNPREDICTABLE behavior

If W == '1', then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction executes without writeback of the base address.
- The instruction uses post-indexed addressing when P == '0' and uses pre-indexed addressing otherwise.

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rt>` Is the first general-purpose register to be transferred, encoded in the “Rt” field.
- `<Rt2>` Is the second general-purpose register to be transferred, encoded in the “Rt2” field.
The label of the literal data item that is to be loaded into <Rt>. The assembler calculates the required value of the offset from the Align(PC, 4) value of the instruction to this label. Permitted values of the offset are multiples of 4 in the range -1020 to 1020. If the offset is zero or positive, imm32 is equal to the offset and add == TRUE, encoded as U == 1. If the offset is negative, imm32 is equal to minus the offset and add == FALSE, encoded as U == 0.

+/- Specifies the offset is added to or subtracted from the base register, defaulting to + if omitted and encoded in the "U" field. It can have the following values:
  - when U = 0
  + when U = 1

<imm> Is the optional 8-bit unsigned immediate byte offset, in the range 0 to 255, defaulting to 0 and encoded in the "imm8" field.

---

**Operation for all encodings**

```c
if ConditionPassed() then
    EncodingSpecificOperations();
if PC[1:0] != '00' then UNPREDICTABLE;
address = if add then (PC + imm32) else (PC - imm32);
R[t] = MemA[address,4];
R[t2] = MemA[address+4,4];
```

---

**CONSTRAINED UNPREDICTABLE behavior**

If PC<1:0> != ’00’, then one of the following behaviors must occur:

- The instruction executes as described, with no change to its behavior and no additional side effects.
- The instruction generates an UNALIGNED UsageFault.
C2.4.62 LDREX

Load Register Exclusive. Load Register Exclusive calculates an address from a base register value and an immediate offset, loads a word from memory, writes it to a register, and:

- If the address has the Shareable memory attribute, marks the physical address as exclusive access for the executing PE in a global monitor.
- Causes the executing PE to indicate an active exclusive access in the local monitor.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 0 0 0 0 1 0 1</td>
<td>Rn</td>
</tr>
<tr>
<td></td>
<td>Rt</td>
</tr>
</tbody>
</table>

T1 variant

LDREX{<c>}{<q>} <Rt>, [<Rn> {, #<imm>}]

Decode for this encoding

1 t = UInt(Rt); n = UInt(Rn); imm32 = ZeroExtend(imm8:'00', 32);
2 if t IN {13,15} || n == 15 then UNPREDICTABLE;

Assembler symbols for all encodings

<
c> See C1.2.5 Standard assembler syntax fields on page 308.
<
q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rt> Is the general-purpose register to be transferred, encoded in the "Rt" field.
<Rn> Is the general-purpose base register, encoded in the "Rn" field.
<imm> The immediate offset added to the value of <Rn> to calculate the address. <imm> can be omitted, meaning an offset of 0. Values are multiples of 4 in the range 0-1020.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 address = R[n] + imm32;
4 SetExclusiveMonitors(address,4);
5 R[t] = MemA[address,4];
**C2.4.63  LDREXB**

Load Register Exclusive Byte. Load Register Exclusive Byte derives an address from a base register value, loads a byte from memory, zero-extends it to form a 32-bit word, writes it to a register, and:

- If the address has the Shareable memory attribute, marks the physical address as exclusive access for the executing PE in a global monitor.
- Causes the executing PE to indicate an active exclusive access in the local monitor.

**T1**

*Armv8-M*

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0</td>
<td>1 0 0 1</td>
<td>1 1 0</td>
<td>Rn</td>
</tr>
</tbody>
</table>

**Rt** (1) (1) (1) (1)

| 0 1 0 0 | (1) (1) (1) (1) |

**Rn**

T1 variant

LDREXB{<c>}{<q>} <Rt>, [<Rn>]

**Decode for this encoding**

1. \( t = \text{UInt}(Rt); \) \( n = \text{UInt}(Rn); \)
2. \( \text{if} \ t \ \text{IN} \{13,15\} \ \text{||} \ n == 15 \ \text{then} \ \text{UNPREDICTABLE}; \)

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<q>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<Rt>` Is the general-purpose register to be transferred, encoded in the "Rt" field.
- `<Rn>` Is the general-purpose base register, encoded in the "Rn" field.

**Operation for all encodings**

1. \( \text{if} \ \text{ConditionPassed()} \ \text{then} \)
2. \( \text{EncodingSpecificOperations()}; \)
3. \( \text{address} = R[n]; \)
4. \( \text{SetExclusiveMonitors(address,1)}; \)
5. \( R[t] = \text{ZeroExtend(MemA[address,1], 32}); \)
C2.4.64 LDREXH

Load Register Exclusive Halfword. Load Register Exclusive Halfword derives an address from a base register value, loads a halfword from memory, zero-extends it to form a 32-bit word, writes it to a register, and:

- If the address has the Shareable memory attribute, marks the physical address as exclusive access for the executing PE in a global monitor.
- Causes the executing PE to indicate an active exclusive access in the local monitor.

**T1**

**Armv8-M**

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 0 0 0 1 1 0 1</td>
<td>1 1 1 0 1 0 0 0 1 1 0 1</td>
</tr>
<tr>
<td>Rn</td>
<td>Rt(1) (1) (1) (1) 0 1 0 1 (1)</td>
</tr>
</tbody>
</table>

**T1 variant**

LDREXH{<c>{<q>}} <Rt>, [<Rn>]

**Decode for this encoding**

1. \( t = \text{UInt}(Rt); \ n = \text{UInt}(Rn); \)
2. \( \text{if} \ t \ \text{IN} \{13,15\} || n == 15 \ \text{then} \ \text{UNPREDICTABLE}; \)

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rt>` Is the general-purpose register to be transferred, encoded in the "Rt" field.
- `<Rn>` Is the general-purpose base register, encoded in the "Rn" field.

**Operation for all encodings**

1. \( \text{if} \ \text{ConditionPassed()} \ \text{then} \)
2. \( \text{EncodingSpecificOperations();} \)
3. \( \text{address} = \text{R}[\text{n}]; \)
4. \( \text{SetExclusiveMonitors(address,2);} \)
5. \( \text{R}[t] = \text{ZeroExtend(MemA[address,2], 32);} \)
C2.4.65 LDRH (immediate)

Load Register Halfword (immediate). Load Register Halfword (immediate) calculates an address from a base register value and an immediate offset, loads a halfword from memory, zero-extends it to form a 32-bit word, and writes it to a register. It can use offset, post-indexed, or pre-indexed addressing.

T1

\[\text{Armv8-M}\]

\[
\begin{array}{cccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
1 & 0 & 0 & 0 & 1 & \text{imm5} & \text{Rn} & \text{Rt}
\end{array}
\]

T1 variant

LDRH\{\langle c\rangle\}\{\langle q\rangle\} <Rt>, [<Rn> {, #{+}\langle imm\rangle}]

Decode for this encoding

1  \(t = \text{UInt}(Rt)\);  \(n = \text{UInt}(Rn)\);  \(\text{imm32} = \text{ZeroExtend}(\text{imm5}:'0', 32)\);
2  \(\text{index} = \text{TRUE};  \text{add} = \text{TRUE};  \text{wback} = \text{FALSE}\);

T2

\[\text{Armv8-M Main Extension only}\]

\[
\begin{array}{cccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 & 15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
1 & 1 & 1 & 1 & 1 & 0 & 0 & 0 & 1 & 0 & 1 & 1 & \text{Rn} != 1111 & \text{Rt} != 1111 & \text{imm12}
\end{array}
\]

T2 variant

LDRH\{\langle c\rangle\}.W <Rt>, [<Rn> {, #{+}\langle imm\rangle}]

// \(<Rt>, <Rn>, <imm>\) can be represented in T1
LDRH\{\langle c\rangle\}\{\langle q\rangle\} <Rt>, [<Rn> {, #{+}\langle imm\rangle}]

Decode for this encoding

1  \(\text{if } Rt == '1111' \text{ then } \text{SEE "Related encodings"};\)
2  \(\text{if } Rn == '1111' \text{ then } \text{SEE "LDRH (literal)"};\)
3  \(\text{if } \text{!HaveMainExt}() \text{ then UNDEFINED};\)
4  \(t = \text{UInt}(Rt);  n = \text{UInt}(Rn);  \text{imm32} = \text{ZeroExtend}(\text{imm12}, 32)\);
5  \(\text{index} = \text{TRUE};  \text{add} = \text{TRUE};  \text{wback} = \text{FALSE};\)
6  \(\text{if } t == 13 \text{ then UNPREDICTABLE};\)

T3

\[\text{Armv8-M Main Extension only}\]

\[
\begin{array}{cccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 & 15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
1 & 1 & 1 & 1 & 1 & 0 & 0 & 0 & 1 & 1 & \text{Rn} != 1111 & \text{Rt} & 1 & \text{P} & \text{U} & \text{W} & \text{imm8}
\end{array}
\]

Offset variant

\(\text{Applies when } Rt != 1111 && P == 1 && U == 0 && W == 0.\)
LDRH\{\langle c\rangle\}\{\langle q\rangle\} <Rt>, [<Rn> {, #{-}\langle imm\rangle}]

Post-indexed variant

\(\text{Applies when } P == 0 && W == 1.\)
C2.4. Alphabetical list of instructions

LDRH{<c>}{<q>} <Rt>, [<Rn>], #{+/-}<imm>

Pre-indexed variant

Applies when \( P == 1 \) \&\& \( W == 1 \).

LDRH{<c>}{<q>} <Rt>, [<Rn>, #{+/-}<imm>]!

Decode for this encoding

1 if \( Rn == '1111' \) then SEE "LDRH (literal)";
2 if \( Rt == '1111' \) \&\& \( P == '1' \) \&\& \( U == '0' \) \&\& \( W == '0' \) then SEE "Related encodings";
3 if \( P == '1' \) \&\& \( U == '1' \) \&\& \( W == '0' \) then SEE LDRHT;
4 if \( P == '0' \) \&\& \( W == '0' \) then UNDEFINED;
5 if !HaveMainExt() then UNDEFINED;
6 t = UInt(Rt); n = UInt(Rn); imm32 = ZeroExtend(imm8, 32);
7 index = (P == '1'); add = (U == '1'); wback = (W == '1');
8 if \( t == 13 \) \( \| \) (\( t == 15 \) \&\& \( W == '1' \)) \( \| \) (wback \&\& n == t) then UNPREDICTABLE;

CONSTRANDED UNPREDICTABLE behavior

If \( \text{wback} \) \&\& \( n == t \), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction performs all of the loads using the specified addressing mode and the content of the register that is written back is UNKNOWN. In addition, if an exception occurs during such an instruction, the base address might be corrupted so that the instruction cannot be repeated.

Assembler symbols for all encodings

- See C1.2.5 Standard assembler syntax fields on page 308.
- See C1.2.5 Standard assembler syntax fields on page 308.
- Is the general-purpose register to be transferred, encoded in the "Rt" field.
- For encoding T1: is the general-purpose base register, encoded in the "Rn" field.
- For encoding T2 and T3: is the general-purpose base register, encoded in the "Rn" field. For PC use see C2.4.66 LDRH (literal) on page 478.
- Specifies the offset is added to or subtracted from the base register, defaulting to + if omitted and encoded in the "U" field. It can have the following values:
  - when \( U == 0 \)
  - when \( U == 1 \)
- Specifies the offset is added to the base register.
- For the post-indexed or pre-indexed variant: is an 8-bit unsigned immediate byte offset, in the range 0 to 255, encoded in the "imm8" field.
  - For encoding T1: is the optional positive unsigned immediate byte offset, a multiple of 2 in the range 0 to 62, defaulting to 0 and encoded in the "imm5" field as <imm>/2.
  - For encoding T2: is an optional 12-bit unsigned immediate byte offset, in the range 0 to 4095, defaulting to 0 and encoded in the "imm12" field.
  - For encoding T3: is an optional 8-bit unsigned immediate byte offset, in the range 0 to 255, defaulting to 0 and encoded in the "imm8" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 offset_addr = if add then (R[n] + imm32) else (R[n] - imm32);
address = if index then offset_addr else R[n];

// Determine if the stack pointer limit should be checked
if n == 13 && wback then
  (limit, applylimit) = LookUpSPLim(LookUpSP());
else
  applylimit = FALSE;

// Memory operation only performed if limit not violated
if !applylimit || (UInt(offset_addr) >= UInt(limit)) then
  R[t] = ZeroExtend(MemU[address,2], 32);

// If the stack pointer is being updated a fault will be raised if
// the limit is violated
if wback then RSPCheck[n] = offset_addr;
C2.4.66 LDRH (literal)

Load Register Halfword (literal). Load Register Halfword (literal) calculates an address from the PC value and an immediate offset, loads a halfword from memory, zero-extends it to form a 32-bit word, and writes it to a register.

T1

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 0 0 U 0 1 1 1 1 1 Rt != 1111</td>
</tr>
</tbody>
</table>

T1 variant

LDRH{<c>}{<q>} <Rt>, <label>
// Preferred syntax
LDRH{<c>}{<q>} <Rt>, [PC, #{+/-}<imm>]
// Alternative syntax

Decode for this encoding

1 if Rt == '1111' then SEE "PLD (literal)";
2 if !HaveMainExt() then UNDEFINED;
3 t = UInt(Rt); imm32 = ZeroExtend(imm12, 32); add = (U == '1');
4 if t == 13 then UNPREDICTABLE;

Assembler symbols for all encodings

<
c> See C1.2.5 Standard assembler syntax fields on page 308.
<
q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rt> Is the general-purpose register to be transferred, encoded in the "Rt" field.
<label> The label of the literal data item that is to be loaded into <Rt>. The assembler calculates the required value of the offset from the Align (PC, 4) value of the instruction to this label. Permitted values of the offset are -4095 to 4095. If the offset is zero or positive, imm32 is equal to the offset and add == TRUE, encoded as U == 1. If the offset is negative, imm32 is equal to minus the offset and add == FALSE, encoded as U == 0.
+/- Specifies the offset is added to or subtracted from the base register, defaulting to + if omitted and encoded in the "U" field. It can have the following values:
  - when U = 0
  + when U = 1
<imm> Is a 12-bit unsigned immediate byte offset, in the range 0 to 4095, encoded in the "imm12" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 base = Align(PC, 4);
4 address = if add then (base + imm32) else (base - imm32);
5 data = MemU[address, 2];
6 R[t] = ZeroExtend(data, 32);
C2.4.7 LDRH (register)

Load Register Halfword (register). Load Register Halfword (register) calculates an address from a base register value and an offset register value, loads a halfword from memory, zero-extends it to form a 32-bit word, and writes it to a register. The offset register value can be shifted left by 0, 1, 2, or 3 bits.

**T1**

_Armv8-M_

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>Rm</td>
<td>Rn</td>
<td>Rt</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**T1 variant**

LDRH{<c>}{<q>} <Rt>, [<Rn>, (+)<Rm]}

**Decode for this encoding**

1. t = UInt(Rt); n = UInt(Rn); m = UInt(Rm);
2. index = TRUE; add = TRUE; wback = FALSE;
3. (shift_t, shift_n) = (SRType_LSL, 0);

**T2**

_Armv8-M Main Extension only_

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>Rn ≠ 1111</td>
<td>Rt ≠ 1111</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

**T2 variant**

LDRH{<c>}.W <Rt>, [<Rn>, (+)<Rm]}

// <Rt>, <Rn>, <Rm> can be represented in T1
LDRH{<c>}{<q>} <Rt>, [<Rn>, (+)<Rm>{, LSL #<imm}>]

**Decode for this encoding**

1. if Rn == '1111' then SEE "LDRH (literal)";
2. if Rt == '1111' then SEE Related encodings";
3. if !HaveMainExt() then UNDEFINED;
4. t = UInt(Rt); n = UInt(Rn); m = UInt(Rm);
5. index = TRUE; add = TRUE; wback = FALSE;
6. (shift_t, shift_n) = (SRType_LSL, UInt(imm2));
7. if t == 13 || m IN (13,15) then UNPREDICTABLE;

**Assembler symbols for all encodings**

- <c> See C1.2.5 Standard assembler syntax fields on page 308.
- <q> See C1.2.5 Standard assembler syntax fields on page 308.
- <Rt> Is the general-purpose register to be transferred, encoded in the "Rt" field.
- <Rn> Is the general-purpose base register, encoded in the "Rn" field.
- + Specifies the index register is added to the base register.
- <Rm> Is the general-purpose index register, encoded in the "Rm" field.
- <imm> If present, the size of the left shift to apply to the value from <Rm>, in the range 1-3. <imm> is encoded in imm2. If absent, no shift is specified and imm2 is encoded as 0b00.
Operation for all encodings

if ConditionPassed() then
    EncodingSpecificOperations();
offset = Shift(R[m], shift_t, shift_n, APSR.C);
offset_addr = if add then (R[n] + offset) else (R[n] - offset);
address = if index then offset_addr else R[n];
data = MemU[address,2];
if wback then R[n] = offset_addr;
R[t] = ZeroExtend(data, 32);
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

C2.4.68 LDRHT

Load Register Halfword Unprivileged. Load Register Halfword Unprivileged calculates an address from a base register value and an immediate offset, loads a halfword from memory, zero-extends it to form a 32-bit word, and writes it to a register.

When privileged software uses an LDRHT instruction, the memory access is restricted as if the software was unprivileged.

T1

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
<th>Rn ≠ 1111</th>
<th>Rt 1 1 1 0</th>
<th>imm8</th>
</tr>
</thead>
</table>

T1 variant

LDRHT{<c>}{<q>} <Rt>, [<Rn> {+#}<imm>]

Decode for this encoding

1 if Rn == '1111' then SEE "LDRH (literal)";
2 if !HaveMainExt() then UNDEFINED;
3 t = U1nt(Rt); n = U1nt(Rn); postindex = FALSE; add = TRUE;
4 register_form = FALSE; imm32 = ZeroExtend(imm8, 32);
5 if t IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

<
c> See C1.2.5 Standard assembler syntax fields on page 308.
<
q> See C1.2.5 Standard assembler syntax fields on page 308.
<
Rt> Is the general-purpose register to be transferred, encoded in the "Rt" field.
<
Rn> Is the general-purpose base register, encoded in the "Rn" field.
+ Specifies the offset is added to the base register.
<
imm> Is an optional 8-bit unsigned immediate byte offset, in the range 0 to 255, defaulting to 0 and encoded in the "imm8" field.

Operation for all encodings

1 if ConditionPassed() then
2    EncodingSpecificOperations();
3    address = R[n] + imm32;
4    data = MemU_unpriv[address,2];
5    R[t] = ZeroExtend(data, 32);
C2.4.69  LDRSB (immediate)

Load Register Signed Byte (immediate). Load Register Signed Byte (immediate) calculates an address from a base register value and an immediate offset, loads a byte from memory, sign-extends it to form a 32-bit word, and writes it to a register. It can use offset, post-indexed, or pre-indexed addressing.

T1

**Armv8-M Main Extension only**

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
<th>Rn != 1111</th>
<th>Rt != 1111</th>
<th>imm12</th>
</tr>
</thead>
</table>

**T1 variant**

LDRSB{<c>}{<q>} <Rt>, [Rn] {, #{+}<imm>}

**Decode for this encoding**

1. if Rt == '1111' then SEE "PLI (immediate, literal)"
2. if Rn == '1111' then SEE "LDRSB (literal)"
3. if !HaveMainExt() then UNDEFINED
4. t = UInt(Rt); n = UInt(Rn); imm32 = ZeroExtend(imm12, 32)
5. index = TRUE; add = TRUE; wback = FALSE
6. if t == 13 then UNPREDICTABLE

T2

**Armv8-M Main Extension only**

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
<th>Rn != 1111</th>
<th>Rt</th>
<th>P</th>
<th>U</th>
<th>W</th>
<th>imm8</th>
</tr>
</thead>
</table>

**Offset variant**

Applies when P == 1 && U == 0 && W == 0.

LDRSB{<c>}{<q>} <Rt>, [Rn] {, #-<imm>}

**Post-indexed variant**

Applies when P == 0 && W == 1.

LDRSB{c}{<q>} <Rt>, [Rn], #{+/-}<imm>

**Pre-indexed variant**

Applies when P == 1 && W == 1.

LDRSB{c}{<q>} <Rt>, [Rn], #{+/-}<imm>

**Decode for this encoding**

1. if Rt == '1111' && P == '1' && U == '0' && W == '0' then SEE "PLI (immediate, literal)"
2. if Rn == '1111' then SEE "LDRSB (literal)"
3. if P == '1' && U == '1' && W == '0' then SEE LDRSBT
4. if P == '0' && W == '0' then UNDEFINED
5. if !HaveMainExt() then UNDEFINED
6. t = UInt(Rt); n = UInt(Rn); imm32 = ZeroExtend(imm8, 32)
7. index = (P == '1'); add = (U == '1'); wback = (W == '1')
8. if t == 13 || (t == 15 && W == '1') || (wback && n == t) then UNPREDICTABLE
CONSTRANDED UNPREDICTABLE behavior

If \( w\text{back} \&\& n == t \), then one of the following behaviors must occur:

- The instruction is \textit{UNDEFINED}.
- The instruction executes as \textit{NOP}.
- The instruction performs all of the loads using the specified addressing mode and the content of the register that is written back is \textit{UNKNOWN}. In addition, if an exception occurs during such an instruction, the base address might be corrupted so that the instruction cannot be repeated.

Assembler symbols for all encodings

- \(<c>\) See \textit{C1.2.5 Standard assembler syntax fields} on page 308.
- \(<q>\) See \textit{C1.2.5 Standard assembler syntax fields} on page 308.
- \(<Rt>\) Is the general-purpose register to be transferred, encoded in the "Rt" field.
- \(<Rn>\) Is the general-purpose base register, encoded in the "Rn" field. For PC use see \textit{C2.4.70 LDRSB (literal) on page 484}.
- +/- Specifies the offset is added to or subtracted from the base register, defaulting to + if omitted and encoded in the "U" field. It can have the following values:
  - when \( U = 0 \)
  - when \( U = 1 \)
- + Specifies the offset is added to the base register.
- \(<\text{imm}>\) For the post-indexed or pre-indexed variant: is an 8-bit unsigned immediate byte offset, in the range 0 to 255, encoded in the "imm8" field.
  - For encoding T1: is an optional 12-bit unsigned immediate byte offset, in the range 0 to 4095, defaulting to 0 and encoded in the "imm12" field.
  - For encoding T2: is an optional 8-bit unsigned immediate byte offset, in the range 0 to 255, defaulting to 0 and encoded in the "imm8" field.

Operation for all encodings

```
if ConditionPassed() then
  EncodingSpecificOperations();
  offset_addr = if add then (R[n] + imm32) else (R[n] - imm32);
  address = if index then offset_addr else R[n];
  // Determine if the stack pointer limit should be checked
  if n == 13 && wback then
    (limit, applylimit) = LookUpSPLim(LookUpSP());
  else
    applylimit = FALSE;
  // Memory operation only performed if limit not violated
  if !applylimit || (UInt(offset_addr) >= UInt(limit)) then
    R[t] = SignExtend(MemU[address,1], 32);
  // If the stack pointer is being updated a fault will be raised if
  // the limit is violated
  if wback then RSPCheck[n] = offset_addr;
```
C2.4.70 LDRSB (literal)

Load Register Signed Byte (literal). Load Register Signed Byte (literal) calculates an address from the PC value and an immediate offset, loads a byte from memory, sign-extends it to form a 32-bit word, and writes it to a register.

T1

\[ \text{Armv8-M Main Extension only} \]

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

\[ \text{Rt} \neq \text{1111} \quad \text{imm12} \]

T1 variant

LDRSB\{<c>\}{<q>} <Rt>, <label>
// Preferred syntax
LDRSB\{<c>\}{<q>} <Rt>, [PC, \#\{+/\-\}<imm>]
// Alternative syntax

Decode for this encoding

1 if Rt == '\text{1111}' then SEE "PLI (immediate, literal)";
2 if \!HaveMainExt() then UNDEFINED;
3 t = UInt(Rt); imm32 = ZeroExtend(imm12, 32); add = (U == '1');
4 if t == 13 then UNPREDICTABLE;

Assembler symbols for all encodings

\(<c>\) See C1.2.5 \textit{Standard assembler syntax fields} on page 308.
\(<q>\) See C1.2.5 \textit{Standard assembler syntax fields} on page 308.
\(<\text{Rt}>\) Is the general-purpose register to be transferred, encoded in the "Rt" field.
\(<\text{label}>\) The label of the literal data item that is to be loaded into \(<\text{Rt}>\). The assembler calculates the required value of the offset from the Align (PC, 4) value of the instruction to this label. Permitted values of the offset are -4095 to 4095. If the offset is zero or positive, imm32 is equal to the offset and add == TRUE, encoded as U == 1. If the offset is negative, imm32 is equal to minus the offset and add == FALSE, encoded as U == 0.
\(+/-\) Specifies the offset is added to or subtracted from the base register, defaulting to + if omitted and encoded in the "U" field. It can have the following values:
- when U = 0
+ when U = 1
\(<\text{imm}>\) Is a 12-bit unsigned immediate byte offset, in the range 0 to 4095, encoded in the "imm12" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 base = Align(PC, 4);
4 address = if add then (base + imm32) else (base - imm32);
5 R[t] = SignExtend(MemU[address,1], 32);
C2.4.71 LDRSB (register)

Load Register Signed Byte (register). Load Register Signed Byte (register) calculates an address from a base register value and an offset register value, loads a byte from memory, sign-extends it to form a 32-bit word, and writes it to a register. The offset register value can be shifted left by 0, 1, 2, or 3 bits.

T1

Armv8-M

```
<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>Rm</td>
<td>Rn</td>
<td>Rt</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

T1 variant

LDRSB{<c>}{<q>} <Rt>, [<Rn>, {+}<Rm>]

Decode for this encoding

1. \( t = \text{UInt}(Rt); \) \( n = \text{UInt}(Rn); \) \( m = \text{UInt}(Rm); \)
2. \( \text{index} = \text{TRUE}; \) \( \text{add} = \text{TRUE}; \) \( \text{wback} = \text{FALSE}; \)
3. \( (\text{shift}_t, \text{shift}_n) = (\text{SRType}_\text{LSL}, 0); \)

T2

Armv8-M Main Extension only

```
| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
| 1  | 1  | 1  | 1  | 0  | 0  | 1 | 0 | 0 | 0 | 1 | Rn != 1111 | Rt != 1111 | 0 | 0 | 0 | 0 | 0 | 0 | imm2 | Rm |
```

T2 variant

LDRSB{<c>}.W <Rt>, [<Rn>, {+}<Rm>]

// <Rt>, <Rn>, <Rm> can be represented in T1
LDRSB{<c>}{<q>} <Rt>, [<Rn>, {+}<Rm>{, LSL #<imm>}]$

Decode for this encoding

1. \( \text{if } Rt == \text{'}1111\text{' then } \text{SEE } \text{"PLI (register)"}; \)
2. \( \text{if } Rn == \text{'}1111\text{' then } \text{SEE } \text{"LDRSB (literal)"}; \)
3. \( \text{if } \text{!HaveMainExt}() \text{ then } \text{UNDEFINED}; \)
4. \( t = \text{UInt}(Rt); \) \( n = \text{UInt}(Rn); \) \( m = \text{UInt}(Rm); \)
5. \( \text{index} = \text{TRUE}; \) \( \text{add} = \text{TRUE}; \) \( \text{wback} = \text{FALSE}; \)
6. \( (\text{shift}_t, \text{shift}_n) = (\text{SRType}_\text{LSL}, \text{UInt}(\text{imm}2)); \)
7. \( \text{if } t == 13 \text{ or } m \text{ IN } \{13,15\} \text{ then } \text{UNPREDICTABLE}; \)

Assembler symbols for all encodings

<table>
<thead>
<tr>
<th>&lt;c&gt;</th>
<th>See C1.2.5 Standard assembler syntax fields on page 308.</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;q&gt;</td>
<td>See C1.2.5 Standard assembler syntax fields on page 308.</td>
</tr>
<tr>
<td>&lt;Rt&gt;</td>
<td>Is the general-purpose register to be transferred, encoded in the &quot;Rt&quot; field.</td>
</tr>
<tr>
<td>&lt;Rn&gt;</td>
<td>Is the general-purpose base register, encoded in the &quot;Rn&quot; field.</td>
</tr>
<tr>
<td>+</td>
<td>Specifies the index register is added to the base register.</td>
</tr>
<tr>
<td>&lt;Rm&gt;</td>
<td>Is the general-purpose index register, encoded in the &quot;Rm&quot; field.</td>
</tr>
<tr>
<td>&lt;imm&gt;</td>
<td>If present, the size of the left shift to apply to the value from &lt;Rm&gt;, in the range 1-3. &lt;imm&gt; is encoded in imm2. If absent, no shift is specified and imm2 is encoded as 0b00.</td>
</tr>
</tbody>
</table>
Operation for all encodings

1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   offset = Shift(R[m], shift_t, shift_n, APSR.C);
4   offset_addr = if add then (R[n] + offset) else (R[n] - offset);
5   address = if index then offset_addr else R[n];
6   R[t] = SignExtend(MemU[address,1], 32);
C2.4.72 LDRSBT

Load Register Signed Byte Unprivileged. Load Register Signed Byte Unprivileged calculates an address from a base register value and an immediate offset, loads a byte from memory, sign-extends it to form a 32-bit word, and writes it to a register.

When privileged software uses an LDRSBT instruction, the memory access is restricted as if the software was unprivileged.

T1

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 0 0 1</td>
</tr>
</tbody>
</table>

T1 variant

LDRSBT{<c>}{<q>} <Rt>, [<Rn> {, #{+}<imm>}]

Decode for this encoding

1 if Rn == '1111' then SEE "LDRSB (literal)";
2 if !HaveMainExt() then UNDEFINED;
3 t = UInt(Rt); n = UInt(Rn); postindex = FALSE; add = TRUE;
4 if t IN {13,15} then UNPREDICTABLE;
5 imm32 = ZeroExtend(imm8, 32); imm8

Assembler symbols for all encodings

<
c> See C1.2.5 Standard assembler syntax fields on page 308.
<
q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rt> Is the general-purpose register to be transferred, encoded in the "Rt" field.
<Rn> Is the general-purpose base register, encoded in the "Rn" field.
+ Specifies the offset is added to the base register.
<imm> Is an optional 8-bit unsigned immediate byte offset, in the range 0 to 255, defaulting to 0 and encoded in the "imm8" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 address = R[n] + imm32;
4 R[t] = SignExtend(MemU_unpriv[address,1], 32);
C2.4.73 LDRSH (immediate)

Load Register Signed Halfword (immediate). Load Register Signed Halfword (immediate) calculates an address from a base register value and an immediate offset, loads a halfword from memory, sign-extends it to form a 32-bit word, and writes it to a register. It can use offset, post-indexed, or pre-indexed addressing.

T1
Armv8-M Main Extension only

```
15 14 13 12 11 10 9 8 | 7 6 5 4 | 3 2 1 0 | 15 14 13 12 11 10 9 8 | 7 6 5 4 | 3 2 1 0 |
1 | 1 | 1 | 1 | 1 | 0 | 0 | 1 | 1 | 0 | 1 | 1 | Rn != 1111 | Rt != 1111 | imm12
```

T1 variant

LDRSH{<c>}{<q>} <Rt>, [Rn> {, #(+)<imm>}]

Decode for this encoding

1 if Rn == '1111' then SEE "LDRSH (literal)";
2 if Rt == '1111' then SEE "Related encodings";
3 if !HaveMainExt() then UNDEFINED;
4 t = UInt(Rt); n = UInt(Rn); imm32 = ZeroExtend(imm12, 32);
5 index = TRUE; add = TRUE; wback = FALSE;
6 if t == 13 then UNPREDICTABLE;

T2
Armv8-M Main Extension only

```
15 14 13 12 11 10 9 8 | 7 6 5 4 | 3 2 1 0 | 15 14 13 12 11 10 9 8 | 7 6 5 4 | 3 2 1 0 |
1 | 1 | 1 | 1 | 1 | 0 | 0 | 1 | 0 | 1 | 1 | Rn != 1111 | P | U | W | imm8
```

Offset variant

Applies when Rt != 1111 && P == 1 && U == 0 && W == 0.
LDRSH{<c>}{<q>} <Rt>, [Rn> {, #-<imm>}]

Post-indexed variant

Applies when P == 0 && W == 1.
LDRSH{<c>}{<q>} <Rt>, [Rn>], #(+/-)<imm>

Pre-indexed variant

Applies when P == 1 && W == 1.
LDRSH{<c>}{<q>} <Rt>, [Rn>], #(+/-)<imm>!

Decode for this encoding

1 if Rn == '1111' then SEE "LDRSH (literal)";
2 if Rt == '1111' then SEE "Related encodings";
3 if P == '1' && U == '1' && W == '0' then SEE LDRSHT;
4 if P == '0' && U == '0' then UNDEFINED;
5 if !HaveMainExt() then UNDEFINED;
6 t = UInt(Rt); n = UInt(Rn); imm32 = ZeroExtend(imm8, 32);
7 index = (P == '1'); add = (U == '1'); wback = (W == '1');
8 if t == 13 || (t == 15 && W == '1') || (wback && n == t) then UNPREDICTABLE;
CONSTRANGED UNPREDICTABLE behavior

If \( \text{wback} \land n = t \), then one of the following behaviors must occur:

- The instruction is **UNDEFINED**.
- The instruction executes as **NOP**.
- The instruction performs all of the loads using the specified addressing mode and the content of the register that is written back is **UNKNOWN**. In addition, if an exception occurs during such an instruction, the base address might be corrupted so that the instruction cannot be repeated.

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<qp>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rt>` Is the general-purpose register to be transferred, encoded in the "Rt" field.
- `<Rn>` Is the general-purpose base register, encoded in the "Rn" field. For PC use see C2.4.74 LDRSH (literal) on page 490.

+/- Specifies the offset is added to or subtracted from the base register, defaulting to + if omitted and encoded in the "U" field. It can have the following values:
  - when \( U = 0 \)
  - when \( U = 1 \)
- + Specifies the offset is added to the base register.
- `<imm>` For the post-indexed or pre-indexed variant: is an 8-bit unsigned immediate byte offset, in the range 0 to 255, encoded in the "imm8" field.
  - For encoding T1: is an optional 12-bit unsigned immediate byte offset, in the range 0 to 4095, defaulting to 0 and encoded in the "imm12" field.
  - For encoding T2: is an optional 8-bit unsigned immediate byte offset, in the range 0 to 255, defaulting to 0 and encoded in the "imm8" field.

Operation for all encodings

```plaintext
if ConditionPassed() then
    EncodingSpecificOperations();
    offset_addr = if add then (R[n] + imm32) else (R[n] - imm32);
    address = if index then offset_addr else R[n];
    // Determine if the stack pointer limit should be checked
    if n == 13 && wback then
        (limit, applylimit) = LookUpSPLim(LookUpSP());
    else
        applylimit = FALSE;
    // Memory operation only performed if limit not violated
    if !applylimit || (UInt(offset_addr) >= UInt(limit)) then
        R[t] = SignExtend(MemU[address, 2], 32);
    // If the stack pointer is being updated a fault will be raised if
    // the limit is violated
    if wback then RSPCheck[n] = offset_addr;
```
C2.4.74 LDRSH (literal)

Load Register Signed Halfword (literal). Load Register Signed Halfword (literal) calculates an address from the PC value and an immediate offset, loads a halfword from memory, sign-extends it to form a 32-bit word, and writes it to a register.

T1

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>U</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>Rt = 1111</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>imm12</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

T1 variant

LDRSH{<c>}{<q>} <Rt>, <label>
// Preferred syntax
LDRSH{<c>}{<q>} <Rt>, [PC, #{+/-}<imm>]
// Alternative syntax

Decode for this encoding

```plaintext
1 if Rt == '1111' then SEE "Related encodings";
2 if !HaveMainExt() then UNDEFINED;
3 t = UInt(Rt); imm32 = ZeroExtend(imm12, 32); add = (U == '1');
4 if t == 13 then UNPREDICTABLE;
```

Assembler symbols for all encodings

<table>
<thead>
<tr>
<th>&lt;c&gt;</th>
<th>See C1.2.5 Standard assembler syntax fields on page 308.</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;q&gt;</td>
<td>See C1.2.5 Standard assembler syntax fields on page 308.</td>
</tr>
<tr>
<td>&lt;Rt&gt;</td>
<td>Is the general-purpose register to be transferred, encoded in the &quot;Rt&quot; field.</td>
</tr>
<tr>
<td>&lt;label&gt;</td>
<td>The label of the literal data item that is to be loaded into &lt;Rt&gt;. The assembler calculates the required value of the offset from the Align (PC, 4) value of the instruction to this label. Permitted values of the offset are $-4095$ to $4095$. If the offset is zero or positive, imm32 is equal to the offset and add == TRUE, encoded as U == '1'. If the offset is negative, imm32 is equal to minus the offset and add == FALSE, encoded as U == 0.</td>
</tr>
<tr>
<td>+/-</td>
<td>Specifies the offset is added to or subtracted from the base register, defaulting to + if omitted and encoded in the &quot;U&quot; field. It can have the following values:</td>
</tr>
<tr>
<td></td>
<td>− when U == 0</td>
</tr>
<tr>
<td></td>
<td>+ when U == 1</td>
</tr>
<tr>
<td>&lt;imm&gt;</td>
<td>Is a 12-bit unsigned immediate byte offset, in the range 0 to 4095, encoded in the &quot;imm12&quot; field.</td>
</tr>
</tbody>
</table>

Operation for all encodings

```plaintext
1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 base = Align(PC, 4);
4 address = if add then (base + imm32) else (base - imm32);
5 data = MemU[address, 2];
6 R[t] = SignExtend(data, 32);
```
C2.4.75 LDRSH (register)

Load Register Signed Halfword (register). Load Register Signed Halfword (register) calculates an address from a base register value and an offset register value, loads a halfword from memory, sign-extends it to form a 32-bit word, and writes it to a register. The offset register value can be shifted left by 0, 1, 2, or 3 bits.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 0 1 1 1</td>
<td>Rm</td>
<td>Rn</td>
<td>Rt</td>
</tr>
</tbody>
</table>

T1 variant

LDRSH{<c>}{<q>} <Rt>, [<Rn>, {+}<Rm>]

Decode for this encoding

1. t = UInt(Rt); n = UInt(Rn); m = UInt(Rm);
2. index = TRUE; add = TRUE; wback = FALSE;
3. (shift_t, shift_n) = (SRType_LSL, 0);

T2

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0 0</td>
<td>1 0 0 1 1</td>
<td>Rt != 1111</td>
<td>Rn != 1111</td>
</tr>
<tr>
<td>0 0 0 0 0 0</td>
<td>imm2</td>
<td>Rm</td>
<td></td>
</tr>
</tbody>
</table>

T2 variant

LDRSH{<c>}.W <Rt>, [<Rn>, {+}<Rm>]

// <Rt>, <Rn>, <Rm> can be represented in T1
LDRSH{<c>}{<q>} <Rt>, [<Rn>, {+}<Rm>{, LSL #<imm>}]

Decode for this encoding

1. if Rn == '1111' then SEE "LDRSH (literal)";
2. if Rt == '1111' then SEE "Related encodings";
3. if !HaveMainExt() then UNDEFINED;
4. t = UInt(Rt); n = UInt(Rn); m = UInt(Rm);
5. index = TRUE; add = TRUE; wback = FALSE;
6. (shift_t, shift_n) = (SRType_LSL, UInt(imm2));
7. if t == 13 || m IN (13,15) then UNPREDICTABLE;

Assembler symbols for all encodings

<
c> See C1.2.5 Standard assembler syntax fields on page 308.
<
q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rt> Is the general-purpose register to be transferred, encoded in the "Rt" field.
<Rn> Is the general-purpose base register, encoded in the "Rn" field.
+ Specifies the index register is added to the base register.
<Rm> Is the general-purpose index register, encoded in the "Rm" field.
<imm> If present, the size of the left shift to apply to the value from <Rm>, in the range 1-3. <imm> is encoded in imm2. If absent, no shift is specified and imm2 is encoded as 0b00.
Operation for all encodings

```plaintext
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   offset = Shift(R[m], shift_t, shift_n, APSR.C);
4   offset_addr = if add then (R[n] + offset) else (R[n] - offset);
5   address = if index then offset_addr else R[n];
6   data = MemU[address,2];
7   if wbac then R[n] = offset_addr;
8   R[t] = SignExtend(data, 32);
```
C2.4.76 LDRSHT

Load Register Signed Halfword Unprivileged. Load Register Signed Halfword Unprivileged calculates an address from a base register value and an immediate offset, loads a halfword from memory, sign-extends it to form a 32-bit word, and writes it to a register.

When privileged software uses an LDRSHT instruction, the memory access is restricted as if the software was unprivileged.

T1

Armv8-M Main Extension only

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 | 1 1 1 1 0 0 1 1 | Rn != 1111 | Rt 1 1 1 0 | imm8 |

T1 variant

LDRSHT{<c>}{<q>} <Rt>, [<Rn> {, #{+}<imm>}]}

Decode for this encoding

1 if Rn == '1111' then SEE "LDRSH (literal)";
2 if !HaveMainExt() then UNDEFINED;
3 t = UInt(Rt); n = UInt(Rn); postindex = FALSE; add = TRUE;
4 register_form = FALSE; imm32 = ZeroExtend(imm8, 32);
5 if t IN (13,15) then UNPREDICTABLE;

Assembler symbols for all encodings

<
<c> See C1.2.5 Standard assembler syntax fields on page 308.
<
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<
<Rt> Is the general-purpose register to be transferred, encoded in the "Rt" field.
<
<Rn> Is the general-purpose base register, encoded in the "Rn" field.
+ Specifies the offset is added to the base register.
<
<imm> Is an optional 8-bit unsigned immediate byte offset, in the range 0 to 255, defaulting to 0 and encoded in the "imm8" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 address = R[n] + imm32;
4 data = MemU_unpriv[address,2];
5 R[t] = SignExtend(data, 32);
C2.4.77 LDRT

Load Register Unprivileged. Load Register Unprivileged calculates an address from a base register value and an immediate offset, loads a word from memory, and writes it to a register.

When privileged software uses an LDRT instruction, the memory access is restricted as if the software was unprivileged.

**T1**

*Armv8-M Main Extension only*

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
<th>1 1 1 1 1 0 0 0 0 1 0 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rn != 1111</td>
<td>Rt</td>
</tr>
<tr>
<td>t = UInt(Rt); n = UInt(Rn); postindex = FALSE; add = TRUE; register_form = FALSE; imm32 = ZeroExtend(imm8, 32);</td>
<td></td>
</tr>
<tr>
<td>if t IN (13,15) then UNPREDICTABLE;</td>
<td></td>
</tr>
</tbody>
</table>

**T1 variant**

LDRT{<c>}{<q>} <Rt>, [<Rn> {, #{+}<imm>}]  

**Decode for this encoding**

1. if Rn == '1111' then SEE "LDR (literal)";
2. if !HaveMainExt() then UNDEFINED;
3. t = UInt(Rt); n = UInt(Rn); postindex = FALSE; add = TRUE;
4. register_form = FALSE; imm32 = ZeroExtend(imm8, 32);
5. if t IN (13,15) then UNPREDICTABLE;

**Assembler symbols for all encodings**

- **<c>** See C1.2.5 *Standard assembler syntax fields* on page 308.
- **<q>** See C1.2.5 *Standard assembler syntax fields* on page 308.
- **<Rt>** Is the general-purpose register to be transferred, encoded in the "Rt" field.
- **<Rn>** Is the general-purpose base register, encoded in the "Rn" field.
- **+** Specifies the offset is added to the base register.
- **<imm>** Is an optional 8-bit unsigned immediate byte offset, in the range 0 to 255, defaulting to 0 and encoded in the "imm8" field.

**Operation for all encodings**

1. if ConditionPassed() then
2. EncodingSpecificOperations();
3. address = R[n] + imm32;
4. data = MemU_unpriv[address,4];
5. R[t] = data;
C2.4.78  LSL (immediate)

Logical Shift Left (immediate). Logical Shift Left (immediate) shifts a register value left by an immediate number of bits, shifting in zeros, and writes the result to the destination register.

This instruction is an alias of the MOV (register) instruction. This means that:

- The encodings in this description are named to match the encodings of MOV (register).
- The description of MOV (register) gives the operational pseudocode for this instruction.

T2

Armv8-M Main Extension only

```
<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 0 0</td>
<td>op = 00</td>
<td>imm5 != 00000</td>
<td>Rd</td>
</tr>
</tbody>
</table>
```

T2 variant

```
LSL<c>{<q>} {<Rd>, } <Rm>, #<imm>
// Inside IT block
```

is equivalent to

```
MOV<c>{<q>} <Rd>, <Rm>, LSL #<imm>
```

and is the preferred disassembly when InITBlock().

T3

Armv8-M Main Extension only

```
<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1</td>
<td>0 1</td>
<td>0 0 1 0</td>
<td>1 1 1 1 (0)</td>
</tr>
<tr>
<td>Sr = 0 0 1 0</td>
<td>imm2</td>
<td>Rm</td>
<td></td>
</tr>
</tbody>
</table>
```

MOV, shift or rotate by value variant

```
LSL<c>.W {<Rd>, } <Rm>, #<imm>
// Inside IT block, and <Rd>, <Rm>, #<imm> can be represented in T2
```

is equivalent to

```
MOV{<c>}{<q>} <Rd>, <Rm>, LSL #<imm>
```

and is always the preferred disassembly.

MOV, shift or rotate by value variant

```
LSL{<c>}{<q>} {<Rd>, } <Rm>, #<imm>
```

is equivalent to

```
MOV{<c>}{<q>} <Rd>, <Rm>, LSL #<imm>
```

and is always the preferred disassembly.

Assembler symbols for all encodings

```
<c>       See C1.2.5 Standard assembler syntax fields on page 308.
<q>       See C1.2.5 Standard assembler syntax fields on page 308.
```
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<Rm> Is the general-purpose source register, encoded in the "Rm" field.
<imm> For encoding T2: is the shift amount, in the range 1 to 31, encoded in the "imm5" field.
For encoding T3: is the shift amount, in the range 1 to 31, encoded in the "imm3:imm2" field.

Operation for all encodings

The description of MOV (register) gives the operational pseudocode for this instruction.
Logical Shift Left (register). Logical Shift Left (register) shifts a register value left by a variable number of bits, shifting in zeros, and writes the result to the destination register. The variable number of bits is read from the bottom byte of a register.

This instruction is an alias of the MOV, MOVS (register-shifted register) instruction. This means that:

- The encodings in this description are named to match the encodings of MOV, MOVS (register-shifted register).
- The description of MOV, MOVS (register-shifted register) gives the operational pseudocode for this instruction.

**T1**

*Armv8-M Main Extension only*

```
<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 0 0 0 0</td>
<td>op = 0010</td>
<td>Rs</td>
<td>Rdm</td>
</tr>
</tbody>
</table>
```

Logical shift left variant

\[
\text{LSL}^{<c>}\{^{<q>}\} \{^{<Rdm>}\}, \ <Rdm>, \ <Rs>
\]

// Inside IT block

is equivalent to

\[
\text{MOV}^{<c>}\{^{<q>}\} \ <Rdm>, \ <Rdm>, \ LSL \ <Rs>
\]

and is the preferred disassembly when InITBlock().

**T2**

*Armv8-M Main Extension only*

```
<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1</td>
<td>0 1 0 0</td>
<td>Rm</td>
<td>1 1 1 1</td>
</tr>
</tbody>
</table>
```

sr_type = 00

S = 0

Non flag setting variant

\[
\text{LSL}^{<c>}.W \{^{<Rd>}\} \ <Rm>, \ <Rs>
\]

// Inside IT block, and <Rd>, <Rm>, <sr_type>, <Rs> can be represented in T1

is equivalent to

\[
\text{MOV}^{<c>}\{^{<q>}\} \ <Rd>, \ <Rm>, \ LSL \ <Rs>
\]

and is always the preferred disassembly.

Non flag setting variant

\[
\text{LSL}\{^{<c>}\}\{^{<q>}\} \{^{<Rd>}\}, \ <Rm>, \ <Rs>
\]

is equivalent to

\[
\text{MOV}\{^{<c>}\}\{^{<q>}\} \ <Rd>, \ <Rm>, \ LSL \ <Rs>
\]

and is always the preferred disassembly.
Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.

<q> See C1.2.5 Standard assembler syntax fields on page 308.

<Rdm> Is the first general-purpose source register and the destination register, encoded in the "Rdm" field.

<Rd> Is the general-purpose destination register, encoded in the "Rd" field.

<Rm> Is the first general-purpose source register, encoded in the "Rm" field.

<Rs> Is the second general-purpose source register holding a shift amount in its bottom 8 bits, encoded in the "Rs" field.

Operation for all encodings

The description of MOV, MOVS (register-shifted register) gives the operational pseudocode for this instruction.
C2.4.80 LSLS (immediate)

Logical Shift Left, Setting flags (immediate). Logical Shift Left, Setting flags (immediate) shifts a register value left by an immediate number of bits, shifting in zeros, writes the result to the destination register, and updates the condition flags based on the result.

This instruction is an alias of the MOV (register) instruction. This means that:

- The encodings in this description are named to match the encodings of MOV (register).
- The description of MOV (register) gives the operational pseudocode for this instruction.

T2

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 0 0 op = 00</td>
<td>imm5 != 00000</td>
<td>Rm</td>
<td>Rd</td>
</tr>
</tbody>
</table>

T2 variant

LSLS{<q>} {<Rd>,} <Rm>, #<imm>

// Outside IT block

is equivalent to

MOVS{<q>} <Rd>, <Rm>, LSL #<imm>

and is the preferred disassembly when !InITBlock().

T3

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 0</td>
<td>1 0 0 1 0</td>
<td>1 1 1 1</td>
<td>(0)</td>
<td>imm3</td>
<td>Rd</td>
<td>imm2</td>
<td>Rm</td>
</tr>
<tr>
<td>S = 1</td>
<td>sr_type = 00</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

MOVS, shift or rotate by value variant

LSLS.W {<Rd>,} <Rm>, #<imm>

// Outside IT block, and <Rd>, <Rm>, #<imm> can be represented in T2

is equivalent to

MOVS{<c>}{<q>} <Rd>, <Rm>, LSL #<imm>

and is always the preferred disassembly.

MOVS, shift or rotate by value variant

LSLS{<c>}{<q>} {<Rd>,} <Rm>, #<imm>

is equivalent to

MOVS{<c>}{<q>} <Rd>, <Rm>, LSL #<imm>

and is always the preferred disassembly.

Assembler symbols for all encodings

See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<Rm> Is the general-purpose source register, encoded in the "Rm" field.
<imm> For encoding T2: is the shift amount, in the range 1 to 31, encoded in the "imm5" field.
For encoding T3: is the shift amount, in the range 1 to 31, encoded in the "imm3:imm2" field.

Operation for all encodings

The description of MOV (register) gives the operational pseudocode for this instruction.
C2.4.81 LSLS (register)

Logical Shift Left, Setting flags (register). Logical Shift Left, Setting flags (register) shifts a register value left by a variable number of bits, shifting in zeros, writes the result to the destination register, and updates the condition flags based on the result. The variable number of bits is read from the bottom byte of a register.

This instruction is an alias of the MOV, MOVS (register-shifted register) instruction. This means that:

- The encodings in this description are named to match the encodings of MOV, MOVS (register-shifted register).
- The description of MOV, MOVS (register-shifted register) gives the operational pseudocode for this instruction.

**T1**

*Armv8-M*

```
<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 0 0 0 0</td>
</tr>
</tbody>
</table>
```

Logical shift left variant

```
LSLS{<q>} {<Rdm>,} <Rdm>, <Rs>
```

// Outside IT block

is equivalent to

```
MOVS{<q>} <Rdm>, <Rdm>, LSL <Rs>
```

and is the preferred disassembly when !InITBlock().

**T2**

*Armv8-M Main Extension only*

```
<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 1 0 0</td>
</tr>
</tbody>
</table>
```

sr_type = 00

$S = 1$

Flag setting variant

```
LSLS.W {<Rd>,} <Rm>, <Rs>
```

// Outside IT block, and <Rd>, <Rm>, <sr_type>, <Rs> can be represented in T1

is equivalent to

```
MOVS{<c>}{<q>} <Rd>, <Rm>, LSL <Rs>
```

and is always the preferred disassembly.

Flag setting variant

```
LSLS{<c>}{<q>} {<Rd>,} <Rm>, <Rs>
```

is equivalent to

```
MOVS{<c>}{<q>} <Rd>, <Rm>, LSL <Rs>
```

and is always the preferred disassembly.
Assembler symbols for all encodings

< > See C1.2.5 Standard assembler syntax fields on page 308.
< > See C1.2.5 Standard assembler syntax fields on page 308.
< Rdmi > Is the first general-purpose source register and the destination register, encoded in the "Rdm" field.
< Rd > Is the general-purpose destination register, encoded in the "Rd" field.
< Rmi > Is the first general-purpose source register, encoded in the "Rm" field.
< Rs > Is the second general-purpose source register holding a shift amount in its bottom 8 bits, encoded in the "Rs" field.

Operation for all encodings

The description of MOV, MOVS (register-shifted register) gives the operational pseudocode for this instruction.
C2.4.82 LSR (immediate)

Logical Shift Right (immediate). Logical Shift Right (immediate) shifts a register value right by an immediate number of bits, shifting in zeros, and writes the result to the destination register.

This instruction is an alias of the MOV (register) instruction. This means that:

- The encodings in this description are named to match the encodings of MOV (register).
- The description of MOV (register) gives the operational pseudocode for this instruction.

**T2**

*Armv8-M Main Extension only*

\[
\begin{array}{c|cccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
\hline
0 & 0 & 0 & \text{op} = 01 & \text{imm5} & \text{Rm} & \text{Rd} \\
\end{array}
\]

**T2 variant**

\[
\text{LSR}<c>{<q>} \{<Rd>,} <Rm>, \#<imm>
\]

// Inside IT block

is equivalent to

\[
\text{MOV}<c>{<q>} <Rd>, <Rm>, \text{LSR} \#<imm>
\]

and is the preferred disassembly when \text{InITBlock}().

**T3**

*Armv8-M Main Extension only*

\[
\begin{array}{c|cccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
\hline
1 & 1 & 1 & 0 & 1 & 0 & 0 & 1 & 0 & 1 & 1 & 1 & 1 & (0) & \text{imm3} & \text{Rd} & \text{imm2} & \text{Rm} \\
\hline
\text{S} = 0 & \text{sr_type} = 01
\end{array}
\]

**MOV, shift or rotate by value variant**

\[
\text{LSR}<c>.W \{<Rd>,} <Rm>, \#<imm>
\]

// Inside IT block, and \(<Rd>, <Rm>, <imm>\) can be represented in T2

is equivalent to

\[
\text{MOV}<c>{<q>}{<c>}{<q>} <Rd>, <Rm>, \text{LSR} \#<imm>
\]

and is always the preferred disassembly.

**MOV, shift or rotate by value variant**

\[
\text{LSR}<c>{<q>} \{<Rd>,} <Rm>, \#<imm>
\]

is equivalent to

\[
\text{MOV}<c>{<q>} <Rd>, <Rm>, \text{LSR} \#<imm>
\]

and is always the preferred disassembly.

**Assembler symbols for all encodings**

<
\text{See C1.2.5 Standard assembler syntax fields on page 308.}

\text{q}
\text{See C1.2.5 Standard assembler syntax fields on page 308.}
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.

<Rm> Is the general-purpose source register, encoded in the "Rm" field.

<imm> For encoding T2: is the shift amount, in the range 1 to 32, encoded in the "imm5" field as <imm> modulo 32.
For encoding T3: is the shift amount, in the range 1 to 32, encoded in the "imm3:imm2" field as <imm> modulo 32.

**Operation for all encodings**

The description of MOV (register) gives the operational pseudocode for this instruction.
C2.4.83 LSR (register)

Logical Shift Right (register). Logical Shift Right (register) shifts a register value right by a variable number of bits, shifting in zeros, and writes the result to the destination register. The variable number of bits is read from the bottom byte of a register.

This instruction is an alias of the MOV, MOVS (register-shifted register) instruction. This means that:

- The encodings in this description are named to match the encodings of MOV, MOVS (register-shifted register).
- The description of MOV, MOVS (register-shifted register) gives the operational pseudocode for this instruction.

T1

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 0 0 0 0</td>
<td>op = 0011</td>
<td>Rs</td>
<td>Rdm</td>
</tr>
</tbody>
</table>

Logical shift right variant

LSR<c>{<q>} {<Rdm>,} <Rdm>, <Rs>

// Inside IT block

is equivalent to

MOV<c>{<q>} <Rdm>, <Rdm>, LSR <Rs>

and is the preferred disassembly when InITBlock().

T2

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 1 0 1 0 0</td>
<td>Rm</td>
<td>1 1 1 1</td>
<td>Rd</td>
</tr>
</tbody>
</table>

Non flag setting variant

LSR{<c>}{<q>} {<Rd>,} <Rm>, <Rs>

// Inside IT block, and <Rd>, <Rm>, <type>, <Rs> can be represented in T1

is equivalent to

MOV{<c>}{<q>} <Rd>, <Rm>, LSR <Rs>

and is always the preferred disassembly.

Non flag setting variant

LSR{<c>}{<q>} {<Rd>,} <Rm>, <Rs>

is equivalent to

MOV{<c>}{<q>} <Rd>, <Rm>, LSR <Rs>

and is always the preferred disassembly.
Assembler symbols for all encodings

<ç> See C1.2.5 Standard assembler syntax fields on page 308.
<ö> See C1.2.5 Standard assembler syntax fields on page 308.
<Rdm> Is the first general-purpose source register and the destination register, encoded in the "Rdm" field.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<Rm> Is the first general-purpose source register, encoded in the "Rm" field.
<Rs> Is the second general-purpose source register holding a shift amount in its bottom 8 bits, encoded in the "Rs" field.

Operation for all encodings

The description of MOV, MOVS (register-shifted register) gives the operational pseudocode for this instruction.
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

C2.4.84 LSRS (immediate)

Logical Shift Right, Setting flags (immediate). Logical Shift Right, Setting flags (immediate) shifts a register value right by an immediate number of bits, shifting in zeros, writes the result to the destination register, and updates the condition flags based on the result.

This instruction is an alias of the MOV (register) instruction. This means that:

- The encodings in this description are named to match the encodings of MOV (register).
- The description of MOV (register) gives the operational pseudocode for this instruction.

**T2**

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 0 0</td>
</tr>
</tbody>
</table>

**T2 variant**

LSRS{<q>} {<Rd>,} <Rm>, #<imm>

// Outside IT block

is equivalent to

MOVS{<q>} <Rd>, <Rm>, LSR #<imm>

and is the preferred disassembly when !InITBlock().

**T3**

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1</td>
</tr>
</tbody>
</table>

\[ s = 1 \]

MOVS, shift or rotate by value variant

LSRS.W {<Rd>,} <Rm>, #<imm>

// Outside IT block, and <Rd>, <Rm>, <imm> can be represented in T2

is equivalent to

MOVS{<c>}{<q>} <Rd>, <Rm>, LSR #<imm>

and is always the preferred disassembly.

MOVS, shift or rotate by value variant

LSRS{<c>}{<q>} {<Rd>,} <Rm>, #<imm>

is equivalent to

MOVS{<c>}{<q>} <Rd>, <Rm>, LSR #<imm>

and is always the preferred disassembly.

Assembler symbols for all encodings

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.
C2.4. Alphabetical list of instructions

<q> See C1.2.5 Standard assembler syntax fields on page 308.

<Rd> Is the general-purpose destination register, encoded in the "Rd" field.

<Rm> Is the general-purpose source register, encoded in the "Rm" field.

<imm> For encoding T2: is the shift amount, in the range 1 to 32, encoded in the "imm5" field as <imm> modulo 32.

For encoding T3: is the shift amount, in the range 1 to 32, encoded in the "imm3:imm2" field as <imm> modulo 32.

Operation for all encodings

The description of MOV (register) gives the operational pseudocode for this instruction.
Logical Shift Right, Setting flags (register). Logical Shift Right, Setting flags (register) shifts a register value right by a variable number of bits, shifting in zeros, writes the result to the destination register, and updates the condition flags based on the result. The variable number of bits is read from the bottom byte of a register.

This instruction is an alias of the MOV, MOVS (register-shifted register) instruction. This means that:

- The encodings in this description are named to match the encodings of MOV, MOVS (register-shifted register).
- The description of MOV, MOVS (register-shifted register) gives the operational pseudocode for this instruction.

**T1**

*Armv8-M*

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>op = 0011</td>
<td>Rs</td>
<td>Rdm</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Logical shift right variant

\[ \text{LSRS}\{\langle q \rangle \} \{\langle Rdm \rangle,\} <Rdm>, <Rs> \]

// Outside IT block

is equivalent to

\[ \text{MOVS}\{\langle q \rangle \} <Rd>, <Rdm>, \text{LSR} <Rs> \]

and is the preferred disassembly when \!\text{InITBlock}()\.

**T2**

*Armv8-M Main Extension only*

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>Rm</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

sr_type = 01 | \( S = 1 \)

Flag setting variant

\[ \text{LSRS.W} \{\langle Rd\rangle,\} <Rm>, <Rs> \]

// Outside IT block, and \langle Rd\rangle, <Rm>, <sr_type>, <Rs> can be represented in T1

is equivalent to

\[ \text{MOVS}\{\langle c\rangle\}\{\langle q \rangle \} <Rd>, <Rm>, \text{LSR} <Rs> \]

and is always the preferred disassembly.

Flag setting variant

\[ \text{LSRS}\{\langle c\rangle\}\{\langle q \rangle \} \{\langle Rd\rangle,\} <Rm>, <Rs> \]

is equivalent to

\[ \text{MOVS}\{\langle c\rangle\}\{\langle q \rangle \} <Rd>, <Rm>, \text{LSR} <Rs> \]

and is always the preferred disassembly.
Assembler symbols for all encodings

<\n> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rdm> Is the first general-purpose source register and the destination register, encoded in the "Rdm" field.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<Rm> Is the first general-purpose source register, encoded in the "Rm" field.
<Rs> Is the second general-purpose source register holding a shift amount in its bottom 8 bits, encoded in the "Rs" field.

Operation for all encodings

The description of MOV, MOVS (register-shifted register) gives the operational pseudocode for this instruction.
C2.4.86 MCR, MCR2

Move to Coprocessor from Register. Move to Coprocessor from Register passes the value of a general-purpose register to a coprocessor.

If no coprocessor can execute the instruction, a UsageFault exception is generated.

T1

Armv8-M Main Extension only

```
<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 1 1 0 opc1 0 CRn Rt opc2 1 CRm</td>
</tr>
</tbody>
</table>
```

coproc != 101x

T1 variant

MCR{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

Decode for this encoding

```java
1 if coproc IN '101x' then SEE "Floating-point";
2 if !HaveMainExt() then UNDEFINED;
3 t = UInt(Rt); cp = UInt(coproc);
4 if t == 15 || t == 13 then UNPREDICTABLE;
```

T2

Armv8-M Main Extension only

```
<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 1 1 0 opc1 0 CRn Rt opc2 1 CRm</td>
</tr>
</tbody>
</table>
```

coproc != 101x

T2 variant

MCR2{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

Decode for this encoding

```java
1 if coproc IN '101x' then UNDEFINED;
2 if !HaveMainExt() then UNDEFINED;
3 t = UInt(Rt); cp = UInt(coproc);
4 if t == 15 || t == 13 then UNPREDICTABLE;
```

Assembler symbols for all encodings

```
<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<coproc> Is the name of the coprocessor, encoded in the "coproc" field. The valid coprocessor names are p10, p11, p14, and p15.
<opc1> Is a coprocessor-specific opcode in the range 0 to 7, encoded in the "opc1" field.
<Rt> Is the general-purpose register to be transferred, encoded in the "Rt" field.
<CRn> Is the first coprocessor register, encoded in the "CRn" field.
<CRm> Is the second coprocessor register, encoded in the "CRm" field.
<opc2> Is a coprocessor-specific opcode in the range 0 to 7, defaulting to 0 and encoded in the "opc2" field.
```
Operation for all encodings

1  if ConditionPassed() then
2     EncodingSpecificOperations();
3     ExecuteCPCheck(cp);
4  if !Coproc_Accepted(cp, ThisInstr()) then
5      GenerateCoprocessorException();
6  else
7      Coproc_SendOneWord(R[t], cp, ThisInstr());
Move to Coprocessor from two Registers. Move to Coprocessor from two Registers passes the values of two general-purpose registers to a coprocessor.

If no coprocessor can execute the instruction, a UsageFault exception is generated.

T1
Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0 0 0 1 0 0 Rt2 Rt opc1 CRm</td>
</tr>
</tbody>
</table>

**T1 variant**

\[
\text{MCRR}\{<c>\}{<q>} \text{ <coproc>, \{#<opc1>, <Rt>, <Rt2>, <CRm> }
\]

**Decode for this encoding**

```python
1 if coproc IN '101x' then SEE "Floating-point";
2 if !HaveMainExt() then UNDEFINED;
3 t = UInt(Rt); t2 = UInt(Rt2); cp = UInt(coproc);
4 if t == 15 || t2 == 15 then UNPREDICTABLE;
5 if t == 13 || t2 == 13 then UNPREDICTABLE;
```

T2
Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 0 0 1 0 0 Rt2 Rt opc1 CRm</td>
</tr>
</tbody>
</table>

**T2 variant**

\[
\text{MCRR2}\{<c>\}{<q>} \text{ <coproc>, \{#<opc1>, <Rt>, <Rt2>, <CRm> }
\]

**Decode for this encoding**

```python
1 if coproc IN '101x' then UNDEFINED;
2 if !HaveMainExt() then UNDEFINED;
3 t = UInt(Rt); t2 = UInt(Rt2); cp = UInt(coproc);
4 if t == 15 || t2 == 15 then UNPREDICTABLE;
5 if t == 13 || t2 == 13 then UNPREDICTABLE;
```

**Assembler symbols for all encodings**

- \(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.
- \(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.
- \(<\text{coproc}>\) Is the name of the coprocessor, encoded in the "coproc" field. The valid coprocessor names are p10, p11, p14, and p15.
- \(<\text{opc1}>\) Is a coprocessor-specific opcode in the range 0 to 15, encoded in the "opc1" field.
- \(<\text{Rt}>\) Is the first general-purpose register to be transferred, encoded in the "Rt" field.
- \(<\text{Rt2}>\) Is the second general-purpose register to be transferred, encoded in the "Rt2" field.
- \(<\text{CRm}>\) Is a coprocessor register, encoded in the "CRm" field.
Operation for all encodings
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   ExecuteCPCheck(cp);
4   if !Coproc_Accepted(cp, ThisInstr()) then
5     GenerateCoprocessorException();
6   else
7     Coproc_SendTwoWords(R[t2], R[t], cp, ThisInstr());
C2.4.88 MLA

Multiply Accumulate. Multiply Accumulate multiplies two register values, and adds a third register value. The least significant 32 bits of the result are written to the destination register. These 32 bits do not depend on whether signed or unsigned calculations are performed.

T1

*Armv8-M Main Extension only*

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 | 1 1 1 1 1 0 1 1 0 0 0 0 0 0 0 | Rn | Rd | Rm |

**T1 variant**

MLA{<c>}{<q>}{<Rd>, <Rn>, <Rm>, <Ra>}

**Decode for this encoding**

if Ra == '1111' then SEE MUL;
if !HaveMainExt() then UNDEFINED;
d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); a = UInt(Ra); setflags = FALSE;
if d IN {13,15} || n IN {13,15} || m IN {13,15} || a == 13 then UNPREDICTABLE;

**Assembler symbols for all encodings**

<
See C1.2.5 Standard assembler syntax fields on page 308.

<q>
See C1.2.5 Standard assembler syntax fields on page 308.

<Rd>
Is the general-purpose destination register, encoded in the "Rd" field.

<Rn>
Is the first general-purpose source register holding the multiplicand, encoded in the "Rn" field.

<Rm>
Is the second general-purpose source register holding the multiplier, encoded in the "Rm" field.

<Ra>
Is the third general-purpose source register holding the addend, encoded in the "Ra" field.

**Operation for all encodings**

if ConditionPassed() then
EncodingSpecificOperations();
operand1 = SInt(R[n]); // operand1 = UInt(R[n]) produces the same final results
operand2 = SInt(R[m]); // operand2 = UInt(R[m]) produces the same final results
addend = SInt(R[a]); // addend = UInt(R[a]) produces the same final results
result = operand1 + operand2 + addend;
R[d] = result[31:0];
if setflags then
APSR.N = result[31];
APSR.Z = isZeroBit(result[31:0]);
// APSR.C unchanged
// APSR.V unchanged
C2.4.89 MLS

Multiply and Subtract. Multiply and Subtract multiplies two register values, and subtracts the least significant 32 bits of the result from a third register value. These 32 bits do not depend on whether signed or unsigned calculations are performed. The result is written to the destination register.

T1

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 1 1 0 0 0 0 0 0 0 0</td>
</tr>
<tr>
<td></td>
</tr>
<tr>
<td>Rn Ra Rd 0 0 0 0 1 Rm</td>
</tr>
</tbody>
</table>

T1 variant

MLS{<c>}{<q>} <Rd>, <Rn>, <Rm>, <Ra>

Decode for this encoding

1 if !HaveMainExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); a = UInt(Ra);
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} || a IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<Rn> Is the first general-purpose source register holding the multiplicand, encoded in the "Rn" field.
<Rm> Is the second general-purpose source register holding the multiplier, encoded in the "Rm" field.
<Ra> Is the third general-purpose source register holding the minuend, encoded in the "Ra" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 operand1 = SInt(R[n]) // operand1 = UInt(R[n]) produces the same final results
4 operand2 = SInt(R[m]) // operand2 = UInt(R[m]) produces the same final results
5 addend = SInt(R[a]) // addend = UInt(R[a]) produces the same final results
6 result = addend - operand1 * operand2;
7 R[d] = result[31:0];
C2.4.90  MOV (Immediate)

Move (Immediate). Move (Immediate) writes an immediate value to the destination register. It can optionally update the condition flags based on the value.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>Rd</td>
<td>imm8</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

T1 variant

MOV<c>{<q>} <Rd>, #<imm8>
   // Inside IT block
MOVS{<q>} <Rd>, #<imm8>
   // Outside IT block

Decode for this encoding

1 d = UInt(Rd); setflags = !InITBlock(); imm32 = ZeroExtend(imm8, 32); carry = APSR.C;

T2

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>i</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>S</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>imm3</td>
</tr>
</tbody>
</table>

MOV variant

Applies when S == 0.

MOV<c>.W <Rd>, #<const>
   // Inside IT block, and <Rd>, <const> can be represented in T1
MOV{<c>}{<q>} <Rd>, #<const>

MOVS variant

Applies when S == 1.

MOVS.W <Rd>, #<const>
   // Outside IT block, and <Rd>, <const> can be represented in T1
MOVS{<c>}{<q>} <Rd>, #<const>

Decode for this encoding

1 if !HaveMainExt() then UNDEFINED;
2 d = UInt(Rd); setflags = (S == '1'); (imm32, carry) = T32ExpandImm_C(i:imm3:imm8, APSR.C);
3 if d IN {13,15} then UNPREDICTABLE;

T3

Armv8-M

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>i</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>imm4</td>
<td>0</td>
<td>imm3</td>
<td>Rd</td>
</tr>
</tbody>
</table>

T3 variant
Chapter C2. Instruction Specification

C2.4. Alphabetical list of instructions

MOV{<c>}{<q>} <Rd>, #<imm16>
// <imm16> cannot be represented in T1 or T2
MOVW{<c>}{<q>} <Rd>, #<imm16>
// <imm16> can be represented in T1 or T2

Decode for this encoding

1  d = UInt(Rd);  setflags = FALSE;  imm32 = ZeroExtend(imm4:i:imm3:imm8, 32);  carry = bit UNKNOWN;
2  if d IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<imm8> Is an 8-bit unsigned immediate, in the range 0 to 255, encoded in the "imm" field.
<imm16> Is a 16-bit unsigned immediate, in the range 0 to 65535, encoded in the "imm4:i:imm3:imm8" field.
<const> Is an immediate value derived from the 12-bit immediate that is encoded in the 'i:imm3:imm8' field. See C1.5 Modified immediate constants on page 323 for the range of values.

Operation for all encodings

1  if ConditionPassed() then
2      EncodingSpecificOperations();
3      result = imm32;
4      R[d] = result;
5      if setflags then
6          APSR.N = result[31];
7          APSR.Z = IsZeroBit(result);
8          APSR.C = carry;
9          // APSR.V unchanged
C2.4.91 MOV (register)

Move (register). Move (register) copies a value from a register to the destination register. It can optionally update the condition flags based on the value.

This instruction is used by the aliases ASRS (immediate), ASR (immediate), LSLS (immediate), LSL (immediate), LSRS (immediate), LSR (immediate), RORS (immediate), ROR (immediate), RRXS, RRX.

T1

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 0 0 0 1 1 0</td>
<td>D</td>
<td>Rm</td>
</tr>
</tbody>
</table>

T1 variant

MOV{<c>}{<q>} <Rd>, <Rm>

Decode for this encoding

1  d = UInt(D:Rd); m = UInt(Rm); setflags = FALSE;
2  (shift_t, shift_n) = (SRType_LSL, 0);
3  if HaveMainExt () then
4  if d == 15 && InITBlock () && !LastInITBlock() then UNPREDICTABLE;

T2

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 0 0 op != 11</td>
<td>imm5</td>
<td>Rm</td>
</tr>
</tbody>
</table>

T2 variant

MOV{<c>}{<q>} <Rd>, <Rm> {, <shift> #<amount>}

// Inside IT block
MOVS{<q>} <Rd>, <Rm> {, <shift> #<amount>}

// Outside IT block

Decode for this encoding

1  if op == '11' then SEE "Related encodings";
2  d = UInt(Rd); m = UInt(Rm); setflags = !InITBlock();
3  (shift_t, shift_n) = DecodeImmShift(op, imm5);
4  if op == '00' && imm5 == '00000' && InITBlock() then UNPREDICTABLE;

CONstrained UNPREDICTable behavior

If op == '00' && imm5 == '00000' && InITBlock(), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as if it passed its condition code check.
- The instruction executes as NOP, as if it failed its condition code check.
- The instruction executes as MOV Rd, Rm.
T3

Armv8-M Main Extension only

| 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|----|----|----|----|----|----|---|---|---|---|---|---|---|---|---|---|---|
| 1  | 1  | 1  | 0  | 1  | 0  | 0 | 1 | 0 | S | 1 | 1 | 1 | 1 | (0) | imm3 | Rd | imm2 | Rm |

sr_type

MOV, rotate right with extend variant
Applies when S == 0 && imm3 == 000 && imm2 == 00 && sr_type == 11.
MOV(<c>{q}) <Rd>, <Rm>, RRX

MOV, shift or rotate by value variant
Applies when S == 0 && !(imm3 == 000 && imm2 == 00 && sr_type == 11).
MOV(<c>.W <Rd>, <Rm> {, <shift> #<amount>}
// Inside IT block
// and <Rd>, <Rm>, <shift>, <amount> can be represented in T1 or T2
MOV(<c>{q}) <Rd>, <Rm> {, <shift> #<amount>}

MOVS, rotate right with extend variant
Applies when S == 1 && imm3 == 000 && imm2 == 00 && sr_type == 11.
MOVS(<c>{q}) <Rd>, <Rm>, RRX

MOVS, shift or rotate by value variant
Applies when S == 1 && !(imm3 == 000 && imm2 == 00 && sr_type == 11).
MOVS.W <Rd>, <Rm> {, <shift> #<amount>}
// Outside IT block
// and <Rd>, <Rm>, <shift>, <amount> can be represented in T1 or T2
MOVS(<c>{q}) <Rd>, <Rm> {, <shift> #<amount>}

Decode for this encoding

```c
if !HaveMainExt() then UNDEFINED;
d = UInt(Rd); m = UInt(Rm); setflags = (S == '1');
(shift_t, shift_n) = DecodeImmShift(sr_type, imm3:imm2);
if !setflags && (imm3:imm2:sr_type == '000000') then
  if (d == 15 || m == 15 || (d == 13 && m == 13)) then UNPREDICTABLE;
else
  if (d IN {13,15} || m IN {13,15}) then UNPREDICTABLE;
```

Alias conditions
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

<table>
<thead>
<tr>
<th>Alias variant</th>
<th>preferred when</th>
</tr>
</thead>
<tbody>
<tr>
<td>ASRS (immediate) T3</td>
<td><code>S == '1' &amp;&amp; sr_type == '10'</code></td>
</tr>
<tr>
<td>ASRS (immediate) T2</td>
<td><code>op == '10' &amp;&amp; !InITBlock()</code></td>
</tr>
<tr>
<td>ASR (immediate) T3</td>
<td><code>S == '0' &amp;&amp; sr_type == '10'</code></td>
</tr>
<tr>
<td>ASR (immediate) T2</td>
<td><code>op == '10' &amp;&amp; InITBlock()</code></td>
</tr>
<tr>
<td>LSLS (immediate) T3</td>
<td><code>S == '1' &amp;&amp; imm3:Rd:imm2 != '000xxxx00' &amp;&amp; sr_type == '00'</code></td>
</tr>
<tr>
<td>LSLS (immediate) T2</td>
<td><code>op == '00' &amp;&amp; imm5 != '00000' &amp;&amp; !InITBlock()</code></td>
</tr>
<tr>
<td>LSL (immediate) T3</td>
<td><code>S == '0' &amp;&amp; imm3:Rd:imm2 != '000xxxx00' &amp;&amp; sr_type == '00'</code></td>
</tr>
<tr>
<td>LSL (immediate) T2</td>
<td><code>op == '00' &amp;&amp; imm5 != '00000' &amp;&amp; InITBlock()</code></td>
</tr>
<tr>
<td>LSRS (immediate) T3</td>
<td><code>S == '1' &amp;&amp; sr_type == '01'</code></td>
</tr>
<tr>
<td>LSRS (immediate) T2</td>
<td><code>op == '01' &amp;&amp; !InITBlock</code></td>
</tr>
<tr>
<td>LSR (immediate) T3</td>
<td><code>S == '0' &amp;&amp; sr_type == '01'</code></td>
</tr>
<tr>
<td>LSR (immediate) T2</td>
<td><code>op == '01' &amp;&amp; InITBlock()</code></td>
</tr>
<tr>
<td>RORS (immediate) -</td>
<td><code>S == '1' &amp;&amp; imm3:Rd:imm2 != '000xxxx00' &amp;&amp; sr_type == '11'</code></td>
</tr>
<tr>
<td>ROR (immediate) -</td>
<td><code>S == '0' &amp;&amp; imm3:Rd:imm2 != '000xxxx00' &amp;&amp; sr_type == '11'</code></td>
</tr>
<tr>
<td>RRXS -</td>
<td><code>S == '1' &amp;&amp; imm3 == '000' &amp;&amp; imm2 == '00' &amp;&amp; sr_type == '11'</code></td>
</tr>
<tr>
<td>RRX -</td>
<td><code>S == '0' &amp;&amp; imm3 == '000' &amp;&amp; imm2 == '00' &amp;&amp; sr_type == '11'</code></td>
</tr>
</tbody>
</table>

Assembler symbols for all encodings

#### <c>
See C1.2.5 Standard assembler syntax fields on page 308.

#### <q>
See C1.2.5 Standard assembler syntax fields on page 308.

#### <Rd>
For encoding T1: is the general-purpose destination register, encoded in the "D:Rd" field. If the PC is used:
- The instruction causes a simple branch to the address moved to the PC.
- The instruction must either be outside an IT block or the last instruction of an IT block.

For encoding T2 and T3: is the general-purpose destination register, encoded in the "Rd" field.

For encoding T1: is the general-purpose source register, encoded in the "Rm" field. The PC can be used.

For encoding T2 and T3: is the general-purpose source register, encoded in the "Rm" field.

#### <shift>
For encoding T2: is the type of shift to be applied to the source register, encoded in the "op" field. It can have the following values:
- LSL when sr_type = 00
- LSR when sr_type = 01
- ASR when sr_type = 10

For encoding T3: is the type of shift to be applied to the source register, encoded in the "sr_type" field. It can have the following values:
- LSL when sr_type = 00
- LSR when sr_type = 01
- ASR when sr_type = 10
- ROR when sr_type = 11

#### <amount>
For encoding T2: is the shift amount, in the range 1 to 31 (when <shift> = LSL or ROR) or 1 to 32 (when <shift> = LSR or ASR) encoded in the "imm5" field as <amount> modulo 32.

For encoding T3: is the shift amount, in the range 1 to 31 (when <shift> = LSL or ROR) or 1 to 32 (when <shift> = LSR or ASR) encoded in the "imm3:imm2" field as <amount> modulo 32.

#### Operation for all encodings

```python
1 if ConditionPassed() then
2    EncodingSpecificOperations();
3 (result, carry) = Shift_C(R[m], shift_t, shift_n, APSR.C);
4 if d == 15 then
5     ALUWritePC(result); // setflags is always FALSE here
6 else
7     RSPCheck[d] = result;
8 if setflags then
```
<table>
<thead>
<tr>
<th>Line</th>
<th>Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>9</td>
<td><code>APSR.N = result[31];</code></td>
</tr>
<tr>
<td>10</td>
<td><code>APSR.Z = IsZeroBit(result);</code></td>
</tr>
<tr>
<td>11</td>
<td><code>APSR.C = carry;</code></td>
</tr>
<tr>
<td>12</td>
<td><code>// APSR.V unchanged</code></td>
</tr>
</tbody>
</table>
C2.4.92 MOV, MOVS (register-shifted register)

Move (register-shifted register). Move (register-shifted register) copies a register-shifted register value to the destination register. It can optionally update the condition flags based on the value.

This instruction is used by the aliases ASRS (register), ASR (register), LSLS (register), LSL (register), LSRS (register), LSR (register), RORS (register), ROR (register).

T1

Armv8-M

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 0 0 0 0</td>
<td>op</td>
<td>Rs</td>
<td>Rdm</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Arithmetic shift right variant

Applies when op == 0100.

MOVC{<q>} <Rdm>, <Rdm>, ASR <Rs>
  // Inside IT block
MOVS{<q>} <Rdm>, <Rdm>, ASR <Rs>
  // Outside IT block

Logical shift left variant

Applies when op == 0010.

MOVC{<q>} <Rdm>, <Rdm>, LSL <Rs>
  // Inside IT block
MOVS{<q>} <Rdm>, <Rdm>, LSL <Rs>
  // Outside IT block

Logical shift right variant

Applies when op == 0011.

MOVC{<q>} <Rdm>, <Rdm>, LSR <Rs>
  // Inside IT block
MOVS{<q>} <Rdm>, <Rdm>, LSR <Rs>
  // Outside IT block

Rotate right variant

Applies when op == 0111.

MOVC{<q>} <Rdm>, <Rdm>, ROR <Rs>
  // Inside IT block
MOVS{<q>} <Rdm>, <Rdm>, ROR <Rs>
  // Outside IT block

Decode for this encoding

1 if !(op IN {'0010', '0011', '0100', '0111'}) then SEE "Related encodings";
2 d = UInt(Rdm); m = UInt(Rdm); s = UInt(Rs);
3 setflags = !InITBlock(); shift_t = DecodeRegShift(op[2]:op[0]);

T2

Armv8-M Main Extension only
Flag setting variant
Applies when $S == 1$.

```
MOVS.W <Rd>, <Rm>, <sr_type> <Rs>
  // Outside IT block, and <Rd>, <Rm>, <sr_type>, <Rs> can be represented in T1
MOVS{<c>}{<q>} <Rd>, <Rm>, <sr_type> <Rs>
```

Non flag setting variant
Applies when $S == 0$.

```
MOV{<c>}{<q>} <Rd>, <Rm>, <sr_type> <Rs>
  // Inside IT block, and <Rd>, <Rm>, <sr_type>, <Rs> can be represented in T1
MOV{<c>}{<q>} <Rd>, <Rm>, <sr_type> <Rs>
```

### Decode for this encoding

```
if !HaveMainExt() then UNDEFINED;
d = UInt(Rd); m = UInt(Rm); s = UInt(Rs);
setflags = (S == '1'); shift_t = DecodeRegShift(sr_type);
if d IN {13,15} || m IN {13,15} || s IN {13,15} then UNPREDICTABLE;
```

### Alias conditions

<table>
<thead>
<tr>
<th>Alias</th>
<th>variant</th>
<th>preferred when</th>
</tr>
</thead>
<tbody>
<tr>
<td>ASRS (register)</td>
<td>T1 (arithmetic shift right)</td>
<td>op == '0100' &amp;&amp; !InITBlock()</td>
</tr>
<tr>
<td>ASR (register)</td>
<td>T2 (flag setting)</td>
<td>sr_type == '10' &amp;&amp; S == '1'</td>
</tr>
<tr>
<td>ASR (register)</td>
<td>T1 (arithmetic shift right)</td>
<td>op == '0100' &amp;&amp; !InITBlock()</td>
</tr>
<tr>
<td>ASR (register)</td>
<td>T2 (non flag setting)</td>
<td>sr_type == '10' &amp;&amp; S == '0'</td>
</tr>
<tr>
<td>LSLS (register)</td>
<td>T1 (logical shift left)</td>
<td>op == '0010' &amp;&amp; !InITBlock()</td>
</tr>
<tr>
<td>LSLS (register)</td>
<td>T2 (flag setting)</td>
<td>sr_type == '00' &amp;&amp; S == '1'</td>
</tr>
<tr>
<td>LSL (register)</td>
<td>T1 (logical shift left)</td>
<td>op == '0010' &amp;&amp; !InITBlock()</td>
</tr>
<tr>
<td>LSL (register)</td>
<td>T2 (non flag setting)</td>
<td>sr_type == '00' &amp;&amp; S == '0'</td>
</tr>
<tr>
<td>LSR (register)</td>
<td>T1 (logical shift right)</td>
<td>op == '0011' &amp;&amp; !InITBlock()</td>
</tr>
<tr>
<td>LSR (register)</td>
<td>T2 (flag setting)</td>
<td>sr_type == '01' &amp;&amp; S == '1'</td>
</tr>
<tr>
<td>LSR (register)</td>
<td>T1 (non flag setting)</td>
<td>sr_type == '01' &amp;&amp; S == '0'</td>
</tr>
<tr>
<td>RORS (register)</td>
<td>T1 (rotate right)</td>
<td>op == '0111' &amp;&amp; !InITBlock()</td>
</tr>
<tr>
<td>RORS (register)</td>
<td>T2 (flag setting)</td>
<td>sr_type == '11' &amp;&amp; S == '1'</td>
</tr>
<tr>
<td>RORS (register)</td>
<td>T1 (rotate right)</td>
<td>op == '0111' &amp;&amp; !InITBlock()</td>
</tr>
<tr>
<td>RORS (register)</td>
<td>T2 (non flag setting)</td>
<td>sr_type == '11' &amp;&amp; S == '0'</td>
</tr>
</tbody>
</table>

### Assembler symbols for all encodings

- `<c>`
  - See C1.2.5 [Standard assembler syntax fields](#) on page 308.
- `<q>`
  - See C1.2.5 [Standard assembler syntax fields](#) on page 308.
- `<Rdm>`
  - Is the general-purpose source register and the destination register, encoded in the "Rdm" field.
- `<Rd>`
  - Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rm>`
  - Is the general-purpose source register, encoded in the "Rm" field.
- `<sr_type>`
  - Is the type of shift to be applied to the second source register, encoded in the "sr_type" field. It can have the following values:
    - `LSL` when `sr_type` = 00
Chapter C2. Instruction Specification

C2.4. Alphabetical list of instructions

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Condition</th>
</tr>
</thead>
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<tr>
<td>LSR</td>
<td>sr_type = 01</td>
</tr>
<tr>
<td>ASR</td>
<td>sr_type = 10</td>
</tr>
<tr>
<td>ROR</td>
<td>sr_type = 11</td>
</tr>
</tbody>
</table>

<Rs> Is the general-purpose source register holding a shift amount in its bottom 8 bits, encoded in the "Rs" field.

### Operation for all encodings

```plaintext
1  if ConditionPassed() then
2     EncodingSpecificOperations();
3     shift_n = UInt(R[<s>][7:0]);
4     (result, carry) = Shift_C(R[<m>], shift_t, shift_n, APSR.C);
5     R[<d>] = result;
6     if setflags then
7         APSR.N = result[31];
8         APSR.Z = IsZeroBit(result);
9         APSR.C = carry;
10        // APSR.V unchanged
```
C2.4.93 MOVT

Move Top. Move Top writes an immediate value to the top halfword of the destination register. It does not affect the contents of the bottom halfword.

T1

Armv8-M

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
|15|14|13|12|11|10|9 |8 |7 |6 |5 |4 |3 |2 |1 |0 |15|14|13|12|11|10|9 |8 |7 |6 |5 |4 |3 |2 |1 |0 |
|1 |1 |1 |1 |0 |i|1 |0 |1 |1 |0 |0 |imm4 |0 |imm3 |Rd |imm8 |

T1 variant

MOVT{<c>}{<q>} <Rd>, #<imm16>

Decode for this encoding

1 \quad d = \text{UInt}(Rd); \quad \text{imm16} = \text{imm4}:i:imm3:imm8;
2 \quad \textbf{if} \ d \ \textbf{IN} \ \{13,15\} \ \textbf{then} \ \text{UNPREDICTABLE};

Assembler symbols for all encodings

\textbf{<c>} \quad \text{See C1.2.5 Standard assembler syntax fields on page 308.}
\textbf{<q>} \quad \text{See C1.2.5 Standard assembler syntax fields on page 308.}
\textbf{<Rd>} \quad \text{Is the general-purpose destination register, encoded in the "Rd" field.}
\textbf{<imm16>} \quad \text{Is a 16-bit unsigned immediate, in the range 0 to 65535, encoded in the "imm4:i:imm3:imm8" field.}

Operation for all encodings

1 \quad \textbf{if} \ \text{ConditionPassed()} \ \textbf{then}
2 \quad \text{EncodingSpecificOperations();}
3 \quad \text{R}[d][31:16] = \text{imm16};
4 \quad \text{// R}[d][15:0] \ \text{unchanged}
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

C2.4.94 MRC, MRC2

Move to Register from Coprocessor. Move to Register from Coprocessor causes a coprocessor to transfer a value to a general-purpose register or to the condition flags.

T1
Armv8-M Main Extension only

MRC{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

Decode for this encoding
1 if coproc IN '101x' then SEE "Floating-point";
2 if !HaveMainExt() then UNDEFINED;
3 t = UInt(Rt); cp = UInt(coproc);
4 if t == 13 then UNPREDICTABLE;

T2
Armv8-M Main Extension only

MRC2{<c>}{<q>} <coproc>, {#}<opc1>, <Rt>, <CRn>, <CRm>{, {#}<opc2>}

Decode for this encoding
1 if coproc IN '101x' then UNDEFINED;
2 if !HaveMainExt() then UNDEFINED;
3 t = UInt(Rt); cp = UInt(coproc);
4 if t == 13 then UNPREDICTABLE;

Assembler symbols for all encodings

See C1.2.5 Standard assembler syntax fields on page 308.

See C1.2.5 Standard assembler syntax fields on page 308.

Is the name of the coprocessor, encoded in the "coproc" field. The valid coprocessor names are p10, p11, p14, and p15.

Is a coprocessor-specific opcode in the range 0 to 7, encoded in the "opc1" field.

Is the general-purpose register to be transferred or APSR_nzcv (encoded as 0b1111), encoded in the "Rt" field. If APSR_nzcv is used, bits [31:28] of the transferred value are written to the APSR condition flags.

Is the first coprocessor register, encoded in the "CRn" field.

Is the second coprocessor register, encoded in the "CRm" field.

Is a coprocessor-specific opcode in the range 0 to 7, defaulting to 0 and encoded in the "opc2" field.
Operation for all encodings

```plaintext
if ConditionPassed() then
    EncodingSpecificOperations();
    ExecuteCPCheck(cp);
if !Coproc_Accepted(cp, ThisInstr()) then
    GenerateCoprocessorException();
else
    value = Coproc_GetOneWord(cp, ThisInstr());
    if t != 15 then
        R[t] = value;
    else
        APSR.N = value[31];
        APSR.Z = value[30];
        APSR.C = value[29];
        APSR.V = value[28];
        // value[27:0] are not used.
```
C2.4.95 MRRC, MRRC2

Move to two Registers from Coprocessor. Move to two Registers from Coprocessor causes a coprocessor to transfer values to two general-purpose registers.

If no coprocessor can execute the instruction, a UsageFault exception is generated.

T1

Armv8-M Main Extension only

\[
\begin{array}{cccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
1 & 1 & 1 & 0 & 1 & 1 & 0 & 0 & 1 & 0 & 1 & \text{Rt2} & \text{Rt} & \text{opc1} & \text{CRm} \\
\end{array}
\]

coproc != 101x

T1 variant

MRRC\{<c>\}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

Decode for this encoding

1 if coproc IN '101x' then SEE "Floating-point";
2 if !HaveMainExt() then UNDEFINED;
3 t = UInt(Rt); t2 = UInt(Rt2); cp = UInt(coproc);
4 if t == 15 || t2 == 15 || t == t2 then UNPREDICTABLE;
5 if t == 13 || t2 == 13 then UNPREDICTABLE;

CONSTRAINED UNPREDICTABLE behavior

If \( t == t2 \), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The value in the destination register is UNKNOWN.

T2

Armv8-M Main Extension only

\[
\begin{array}{cccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
1 & 1 & 1 & 1 & 0 & 0 & 0 & 1 & 0 & 1 & \text{Rt2} & \text{Rt} & \text{opc1} & \text{CRm} \\
\end{array}
\]

coproc != 101x

T2 variant

MRRC2\{<c>\}{<q>} <coproc>, {#}<opc1>, <Rt>, <Rt2>, <CRm>

Decode for this encoding

1 if coproc IN '101x' then UNDEFINED;
2 if !HaveMainExt() then UNDEFINED;
3 t = UInt(Rt); t2 = UInt(Rt2); cp = UInt(coproc);
4 if t == 15 || t2 == 15 || t == t2 then UNPREDICTABLE;
5 if t == 13 || t2 == 13 then UNPREDICTABLE;

CONSTRAINED UNPREDICTABLE behavior

If \( t == t2 \), then one of the following behaviors must occur:
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The value in the destination register is UNKNOWN.

Assembler symbols for all encodings

<\texttt{c}> See C1.2.5 Standard assembler syntax fields on page 308.
<\texttt{cp}> See C1.2.5 Standard assembler syntax fields on page 308.
<\texttt{coproc}> Is the name of the coprocessor, encoded in the "coproc" field. The valid coprocessor names are p10, p11, p14, and p15.
<\texttt{opc1}> Is a coprocessor-specific opcode in the range 0 to 15, encoded in the "opc1" field.
<\texttt{Rt}> Is the first general-purpose register to be transferred, encoded in the "Rt" field.
<\texttt{Rt2}> Is the second general-purpose register to be transferred, encoded in the "Rt2" field.
<\texttt{CRm}> Is a coprocessor register, encoded in the "CRm" field.

Operation for all encodings

```c
if ConditionPassed() then
    EncodingSpecificOperations();
    ExecuteCPCheck(cp);
    if !Coproc_Accepted(cp, ThisInstr()) then
        GenerateCoprocessorException();
    else
        (R[t2], R[t]) = Coproc_GetTwoWords(cp, ThisInstr());
```
C2.4.96 MRS

Move to Register from Special register. Move to Register from Special register moves the value from the selected special-purpose register into a general-purpose register.

T1

\[ \text{Armv8-M} \]

\[
\begin{array}{cccccccccccccccccc}
1 & 1 & 1 & 1 & 0 & 0 & 1 & 1 & 1 & 1 & 1 & (0) & (1) & (1) & (1) & 1 & 0 & (0) & 0 & \text{Rd} & \text{SYSm}
\end{array}
\]

T1 variant

MRS(\text{<c>}'(<q>)', \text{<Rd>}, \text{<spec_reg>})

Decode for this encoding

\begin{verbatim}
1 d = UInt(Rd);
2 if d IN (13,15) then UNPREDICTABLE;
\end{verbatim}

Assembler symbols for all encodings

\text{<c>} \quad \text{See C1.2.5 Standard assembler syntax fields on page 308.}
\text{<q>} \quad \text{See C1.2.5 Standard assembler syntax fields on page 308.}
\text{<Rd>} \quad \text{Is the general-purpose destination register, encoded in the "Rd" field.}
\text{<spec_reg>} \quad \text{Is the special register to be accessed, encoded in the "SYSm" field. It can have the following values:}

- \text{APSR} \quad \text{when SYSm} = 00000000
- \text{IAPSR} \quad \text{when SYSm} = 00000001
- \text{EAPSR} \quad \text{when SYSm} = 00000010
- \text{XPSR} \quad \text{when SYSm} = 00000011
- \text{IPSR} \quad \text{when SYSm} = 00000101
- \text{EPSPR} \quad \text{when SYSm} = 00000110
- \text{IEPSR} \quad \text{when SYSm} = 00000111
- \text{MSP} \quad \text{when SYSm} = 00001000
- \text{PSP} \quad \text{when SYSm} = 00001001
- \text{MSPLIM} \quad \text{when SYSm} = 00001010
- \text{PSPLIM} \quad \text{when SYSm} = 00001011
- \text{PRIMASK} \quad \text{when SYSm} = 00010000
- \text{BASEPRI} \quad \text{when SYSm} = 00010001
- \text{BASEPRI_MAX} \quad \text{when SYSm} = 00010010
- \text{FAULTMASK} \quad \text{when SYSm} = 00010011
- \text{CONTROL} \quad \text{when SYSm} = 00011000
- \text{MSP_NS} \quad \text{when SYSm} = 10001000
- \text{PSP_NS} \quad \text{when SYSm} = 10001001
- \text{MSPLIM_NS} \quad \text{when SYSm} = 10001010
- \text{PSPLIM_NS} \quad \text{when SYSm} = 10001011
- \text{PRIMASK_NS} \quad \text{when SYSm} = 10010000
- \text{BASEPRI_NS} \quad \text{when SYSm} = 10010001
- \text{FAULTMASK_NS} \quad \text{when SYSm} = 10010011
- \text{CONTROL_NS} \quad \text{when SYSm} = 10010100
- \text{SP_NS} \quad \text{when SYSm} = 10011000

The following encodings are UNPREDICTABLE:

- SYSm = 00000100
- SYSm = 000011xx
- SYSm = 00010101
- SYSm = 0001011x
- SYSm = 00011xxx
- SYSm = 01xxxxx
- SYSm = 10000xxx
- SYSm = 100011xx
- SYSm = 10010010
- SYSm = 10010101
- SYSm = 1001011x
- SYSm = 10011001
- SYSm = 1001101x
- SYSm = 100111xx
- SYSm = 101xxxxx
- SYSm = 11xxxxx

An access to a register not ending in _NS returns the register associated with the current Security state. Access to a register ending in _NS in Secure state returns the Non-secure register. Access to a register ending in _NS in Non-secure state is RAZ/WI. Access to BASEPRI_MAX returns the contents of BASEPRI.

Operation for all encodings

```c
if ConditionPassed() then
    EncodingSpecificOperations();
R[d] = Zeros(32);

// NOTE: the MSB of SYSm is used to select between either the current
// domains view of the registers and other domains view of the register.
// This is required so that the Secure state can access the Non-secure
// versions of banked registers. For security reasons the Secure versions of
// the registers are not accessible from the Non-secure state.
case SYSm[7:3] of
    when '00000' /* XPSR accesses */
        if UInt(SYSm) == 4 then UNPREDICTABLE;
        if CurrentModeIsPrivileged() && SYSm[0] == '1' then
            R[d][8:0] = IPSR.Exception;
        if SYSm[1] == '1' then
            R[d][26:24] = '000'; /* EPSR reads as zero */
            R[d][15:10] = '000000';
        if SYSm[2] == '0' then
            R[d][31:27] = APSR[31:27];
            if HaveDSPExt() then
                R[d][19:16] = APSR[19:16];
        when '00001' /* SP access */
            if CurrentModeIsPrivileged() then
                case SYSm[2:0] of
                    when '000' R[d] = SP_Main;
                    when '001' R[d] = SP_Process;
                    when '010'
                        if IsSecure() then
                            R[d] = MSPLIM_S.LIMIT:'000';
                        else
                            if HaveMainExt() then
                                R[d] = MSPLIM_NS.LIMIT:'000';
                            else
                                UNPREDICTABLE;
            when '011'
                if IsSecure() then
                    R[d] = PSPLIM_S.LIMIT:'000';
                else
                    if IsSecure() then
                        R[d] = PSPLIM_NS.LIMIT:'000';
                else
```
if HaveMainExt() then
R[d] = PSPLIM_NS.LIMIT:'000';
else
UNPREDICTABLE;
otherwise
UNPREDICTABLE;

when '10001' /* SP access - alt domain */
if !HaveSecurityExt() then UNPREDICTABLE;
if CurrentModeIsPrivileged() && CurrentState == SecurityState_Secure then
  case SYSm[2:0] of
    when '000'
      R[d] = SP_Main_NonSecure;
    when '001'
      R[d] = SP_Process_NonSecure;
    when '010'
      if HaveMainExt() then
        R[d] = MSPLIM_NS.LIMIT:'000';
      else
        UNPREDICTABLE;
    when '011'
      if HaveMainExt() then
        R[d] = PSPLIM_NS.LIMIT:'000';
      else
        UNPREDICTABLE;
    otherwise
      UNPREDICTABLE;
  when '00010' /* Priority mask or CONTROL access */
  case SYSm[2:0] of
    when '000'
      if CurrentModeIsPrivileged() then
        R[d][0] = PRIMASK.PM;
    when '001'
      if CurrentModeIsPrivileged() then
        R[d][7:0] = BASEPRI[7:0];
      else
        UNPREDICTABLE;
    when '010'
      if CurrentModeIsPrivileged() then
        R[d][7:0] = BASEPRI[7:0];
      else
        UNPREDICTABLE;
    when '011'
      if CurrentModeIsPrivileged() then
        R[d][0] = FAULTMASK.FM;
      else
        UNPREDICTABLE;
    when '100'
      if HaveFPExt() && IsSecure() then
        R[d][3:0] = CONTROL[3:0];
      elseif HaveFPExt() then
        R[d][2:0] = CONTROL[2:0];
      else
        R[d][1:0] = CONTROL[1:0];
    otherwise
      UNPREDICTABLE;
  when '10010' /* Priority mask or CONTROL access - alt domain */
    if !HaveSecurityExt() then UNPREDICTABLE;
    if CurrentState == SecurityState_Secure then
      case SYSm[2:0] of
        when '000'
          if CurrentModeIsPrivileged() then
            R[d][0] = PRIMASK_NS.PM;
        when '001'
          if CurrentModeIsPrivileged() then
            R[d][7:0] = BASEPRI[7:0];
          else
            UNPREDICTABLE;
        when '010'
          if CurrentModeIsPrivileged() then
            R[d][7:0] = BASEPRI[7:0];
          else
            UNPREDICTABLE;
        when '011'
          if CurrentModeIsPrivileged() then
            R[d][0] = FAULTMASK.FM;
          else
            UNPREDICTABLE;
        when '100'
          if HaveFPExt() && IsSecure() then
            R[d][3:0] = CONTROL[3:0];
          elseif HaveFPExt() then
            R[d][2:0] = CONTROL[2:0];
          else
            R[d][1:0] = CONTROL[1:0];
        otherwise
          UNPREDICTABLE;
    when '10010' /* Priority mask or CONTROL access - alt domain */
      if !HaveSecurityExt() then UNPREDICTABLE;
      if CurrentState == SecurityState_Secure then
        case SYSm[2:0] of
          when '000'
            if CurrentModeIsPrivileged() then
              R[d][0] = PRIMASK_NS.PM;
          when '001'
            if CurrentModeIsPrivileged() then
              R[d][7:0] = BASEPRI[7:0];
            else
              UNPREDICTABLE;
          when '010'
            if CurrentModeIsPrivileged() then
              R[d][7:0] = BASEPRI[7:0];
            else
              UNPREDICTABLE;
          when '011'
            if CurrentModeIsPrivileged() then
              R[d][0] = FAULTMASK.FM;
            else
              UNPREDICTABLE;
          when '100'
            if HaveFPExt() && IsSecure() then
              R[d][3:0] = CONTROL[3:0];
            elseif HaveFPExt() then
              R[d][2:0] = CONTROL[2:0];
            else
              R[d][1:0] = CONTROL[1:0];
          otherwise
            UNPREDICTABLE;
R[d][7:0] = BASEPRI_NS[7:0];
else
UNPREDICTABLE;
when '011'
if HaveMainExt() then
  if CurrentModeIsPrivileged() then
    R[d][0] = FAULTMASK_NS.FM;
else
UNPREDICTABLE;
when '100'
if HaveFPExt() then
  R[d][2:0] = CONTROL_NS[2:0];
else
  R[d][1:0] = CONTROL_NS[1:0];
otherwise
UNPREDICTABLE;
when '10011' /* SP_NS - Non-secure stack pointer */
  if !HaveSecurityExt() then UNPREDICTABLE;
  if CurrentState == SecurityState_Secure then
    case SYSm[2:0] of
    when '000'
      R[d] = _SP(LookUpSP_with_security_mode(FALSE, CurrentMode()));
    otherwise
      UNPREDICTABLE;
  otherwise
UNPREDICTABLE;

CONSTRANDED UNPREDICTABLE behavior

If SYSm not valid special register, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The value in the destination register is UNKNOWN.
C2.4.97 MSR (register)

Move to Special register from Register. Move to Special register from Register moves the value of a general-purpose register to the specified special-purpose register.

T1

Armv8-M

```
  15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
  1 1 1 1 0 0 1 1 1 0 0 0 Rn 1 0 0 mask 0 0 SYSm
```

T1 variant

MSR(<c>){<q>} <spec_reg>, <Rn>

Decode for this encoding

```
1 n = UInt(Rn);
2 if HaveMainExt() then
3   if mask == '00' || (mask != '10' && (!UInt(SYSm) IN {0..3})) then UNPREDICTABLE;
4 else
5   if mask != '10' then UNPREDICTABLE;
6 if n IN {13,15} then UNPREDICTABLE;
```

CONstrained UNPREDICTABLE behavior

If combination of SYSm and mask not supported, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction treats mask and SYSm as UNKNOWN.

Encoding conditions

<table>
<thead>
<tr>
<th><em>&lt;bits&gt;</em></th>
<th>Effect</th>
<th>mask encoding</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td><em>nzcvq</em></td>
<td>Write the N, Z, C, V, Q bits, APSR[31:27]</td>
<td>0b10</td>
<td>Always supported</td>
</tr>
<tr>
<td><em>g</em></td>
<td>Write the GE[3:0] bits, APSR[19:16]</td>
<td>0b01</td>
<td>Supported only if the PE implements the DSP extension.</td>
</tr>
<tr>
<td><em>nzcvqg</em></td>
<td>Write the N, Z, C, V, Q, GE[3:0] bits</td>
<td>0b11</td>
<td></td>
</tr>
</tbody>
</table>

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<spec_reg>` Is the special register to be accessed, encoded in the "SYSm" field. It can have the following values:
  - APSR when SYSm = 00000000
  - IAPSR when SYSm = 00000001
  - EAPSR when SYSm = 00000010
  - XPSR when SYSm = 00000011
  - IPSR when SYSm = 00000101
  - EPSR when SYSm = 00000110
  - IEPSR when SYSm = 00000111
  - MSP when SYSm = 00001000
  - PSP when SYSm = 00001001
  - MSPLIM when SYSm = 00001010
  - PSPLIM when SYSm = 00001011
### Chapter C2. Instruction Specification

### C2.4. Alphabetical list of instructions

- **PRIMASK** when SYSm = 00010000
- **BASEPRI** when SYSm = 00010001
- **BASEPRI_MAX** when SYSm = 00010010
- **FAULTMASK** when SYSm = 00010011
- **CONTROL** when SYSm = 00010100
- **MSP_NS** when SYSm = 10001000
- **PSP_NS** when SYSm = 10001001
- **MSPLIM_NS** when SYSm = 10001010
- **PSPLIM_NS** when SYSm = 10001011
- **PRIMASK_NS** when SYSm = 10010000
- **BASEPRI_NS** when SYSm = 10010001
- **FAULTMASK_NS** when SYSm = 10010011
- **CONTROL_NS** when SYSm = 10010100
- **SP_NS** when SYSm = 10011000

The following encodings are **UNPREDICTABLE**:

- SYSm = 00000100
- SYSm = 000011xx
- SYSm = 00010101
- SYSm = 0001011x
- SYSm = 00011xxx
- SYSm = 001xxxxx
- SYSm = 01xxxxxx
- SYSm = 10000xxx
- SYSm = 100011xx
- SYSm = 10010010
- SYSm = 10010101
- SYSm = 1001011x
- SYSm = 10011001
- SYSm = 1001101x
- SYSm = 100111xx
- SYSm = 101xxxxx
- SYSm = 11xxxxxx

An access to a register not ending in _NS returns the register associated with the current Security state. Access to a register ending in _NS in Secure state returns the Non-secure register. Access to a register ending in _NS in Non-secure state is RAZ/WI. Access to BASEPRI_MAX writes to BASEPRI if the priority that is written is higher than the existing priority in BASEPRI. Otherwise, the access is ignored.

<\(R_n\)>

Is the general-purpose source register, encoded in the “Rn” field.

#### Operation for all encodings

```plaintext
if ConditionPassed() then
    EncodingSpecificOperations();

// NOTE: the MSB of SYSm is used to select between either the current
domains view of the registers and other domains view of the register.
// This is required to that the Secure state can access the Non-secure
// versions of banked registers. For security reasons the Secure versions of
// the registers are not accessible from the Non-secure state.

if UInt(SYSm) == 4 then UNPREDICTABLE;

if SYSm[2] == '0' then /* Include APSR */
    if mask[0] == '1' then /* GE[3:0] bits */
        if HaveDSPExt() then
            APSR[19:16] = R[n][19:16];
        else
            UNPREDICTABLE;
    else
        APSR[19:16] = R[n][19:16];
```

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if mask[1] == '1' then /* N, Z, C, V, Q bits */
  APSR[31:27] = R[n][31:27];
when '00001' /* SP access */
if CurrentModeIsPrivileged() then
  case SYSm[2:0] of
    when '000'
      // MSR not subject to SP limit, write directly to register.
      if IsSecure() then
        _R[RNameSP_Main_Secure] = R[n][31:2]:'00';
      else
        _R[RNameSP_Main_NonSecure] = R[n][31:2]:'00';
    when '001'
      // MSR not subject to SP limit, write directly to register.
      if IsSecure() then
        _R[RNameSP_Process_Secure] = R[n][31:2]:'00';
      else
        _R[RNameSP_Process_NonSecure] = R[n][31:2]:'00';
    otherwise
      UNPREDICTABLE;
  endcase

when '10001' /* SP access - alt domain */
if !HaveSecurityExt() then UNPREDICTABLE;
if !HaveSecurityExt() then 
if CurrentModeIsPrivileged() & CurrentState == SecurityState_Secure then
  case SYSm[2:0] of
    when '000'
      // MSR not subject to SP limit, write directly to register.
      _R[RNameSP_Main_NonSecure] = R[n][31:2]:'00';
    when '001'
      // MSR not subject to SP limit, write directly to register.
      _R[RNameSP_Process_NonSecure] = R[n][31:2]:'00';
    otherwise
      UNPREDICTABLE;
  endcase

when '00010' /* Priority mask or CONTROL access */
if CurrentModeIsPrivileged() then
  case SYSm[2:0] of
    when '000'
      if CurrentModeIsPrivileged() then
        PRIMASK.PM = R[n][0];
      when '001'
        if CurrentModeIsPrivileged() then
          if HaveMainExt() then
            BASEPRI[7:0] = R[n][7:0];
          else
            UNPREDICTABLE;
        when '010'
          if HaveMainExt() then
            MSPLIM_NS.LIMIT = R[n][31:3];
          else
            UNPREDICTABLE;
          endcase
        endcase
      otherwise
        UNPREDICTABLE;
  endcase

when '00011' /* Priority mask or CONTROL access */
if CurrentModeIsPrivileged() then
  case SYSm[2:0] of
    when '000'
      if CurrentModeIsPrivileged() then
        PRIMASK.PM = R[n][0];
      when '001'
        if CurrentModeIsPrivileged() then
          if HaveMainExt() then
            BASEPRI[7:0] = R[n][7:0];
          else
            UNPREDICTABLE;
        when '010'
          if HaveMainExt() then
            MSPLIM_NS.LIMIT = R[n][31:3];
          else
            UNPREDICTABLE;
          endcase
        endcase
      otherwise
        UNPREDICTABLE;
  endcase

when '00010' /* Priority mask or CONTROL access */
if CurrentModeIsPrivileged() then
  case SYSm[2:0] of
    when '000'
      if CurrentModeIsPrivileged() then
        PRIMASK.PM = R[n][0];
      when '001'
        if CurrentModeIsPrivileged() then
          if HaveMainExt() then
            BASEPRI[7:0] = R[n][7:0];
          else
            UNPREDICTABLE;
        when '010'
          if HaveMainExt() then
            MSPLIM_NS.LIMIT = R[n][31:3];
          else
            UNPREDICTABLE;
          endcase
        endcase
      otherwise
        UNPREDICTABLE;
  endcase
if CurrentModeIsPrivileged() then
    if HaveMainExt() then
        if \( R[n][7:0] \neq '00000000' \) \&\& \( (UInt(R[n][7:0]) < UInt(BASEPRI[7:0]) \) \|\| BASEPRI[7:0] == '00000000' \) then
            BASEPRI[7:0] = R[n][7:0];
        else
            UNPREDICTABLE;
    when '011'
        if CurrentModeIsPrivileged() then
            if HaveMainExt() then
                if ExecutionPriority() > -1 \|\| R[n][0] == '0' then
                    FAULTMASK.FM = R[n][0];
                else
                    UNPREDICTABLE;
            when '100'
                if CurrentModeIsPrivileged() then
                    CONTROL.nPRIV = R[n][0];
                    CONTROL.SPSEL = R[n][1];
                    if HaveFPExt() \&\& (IsSecure() \|\| NSACR.CP10 == '1') then
                        CONTROL.FPCA = R[n][2];
                    if HaveFPExt() \&\& IsSecure() then
                        CONTROL.S.FPPA = R[n][3];
                    otherwise
                        UNPREDICTABLE;
        when '10010' /* Priority mask or CONTROL access - alt */
            if !HaveSecurityExt() then UNPREDICTABLE;
            if CurrentModeIsPrivileged() \&\& CurrentState == SecurityState_Secure then
                case SYSm[2:0] of
                    when '000'
                        PRIMASK_NS.PM = R[n][0];
                    when '001'
                        if HaveMainExt() then
                            BASEPRI_NS[7:0] = R[n][7:0];
                        else
                            UNPREDICTABLE;
                    when '011'
                        if HaveMainExt() then
                            if ExecutionPriority() > -1 \|\| R[n][0] == '0' then
                                FAULTMASK_NS.FM = R[n][0];
                            else
                                UNPREDICTABLE;
                    when '100'
                        CONTROL_NS.nPRIV = R[n][0];
                        CONTROL_NS.SFSEL = R[n][1];
                        if HaveFPExt() then
                            CONTROL_NS.FPCA = R[n][2];
                        otherwise
                            UNPREDICTABLE;
                    when '10011' /* SP_NS - Non-secure stack pointer */
                        if !HaveSecurityExt() then UNPREDICTABLE;
                        if CurrentState == SecurityState_Secure then
                            case SYSm[2:0] of
                                when '000'
                                    spName = LookUpSP_with_security_mode(FALSE, CurrentMode());
                                    // MSR SP_NS is subject to SP limit check.
                                    - = _SP(spName, FALSE, R[n]);
                                otherwise
                                    UNPREDICTABLE;
                            otherwise
                                UNPREDICTABLE;
Constrained UNPREDICTABLE behavior

If SYSm not valid special register, then one of the following behaviors must occur:

• The instruction is UNDEFINED.
• The instruction executes as NOP.
• The instruction treats SYSm as UNKNOWN.
**C2.4.98  MUL**

Multiply. Multiply multiplies two register values. The least significant 32 bits of the result are written to the destination register. These 32 bits do not depend on whether signed or unsigned calculations are performed.

It can optionally update the condition flags based on the result. In the T32 instruction set, this option is limited to only a few forms of the instruction. Use of this option adversely affects performance on many implementations.

**T1**

**Armv8-M**

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 0 0 0 0 1 1 0 1 Rn Rdm</td>
</tr>
</tbody>
</table>

**T1 variant**

MUL\(<c>{<q>}, <Rdm>, <Rn>{, <Rdm}>\)

// Inside IT block
MULS\(<q>\) <Rdm>, <Rn>{, <Rdm}>

// Outside IT block

**Decode for this encoding**

```plaintext
1 d = UInt(Rdm); n = UInt(Rn); m = UInt(Rdm); setflags = !InITBlock();
```

**T2**

**Armv8-M Main Extension only**

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 1 1 0 0 0 11 Rn 11 11 Rd 0 0 0 0 Rm</td>
</tr>
</tbody>
</table>

**T2 variant**

MUL\(<c>,<Rd>, <Rn>{, <Rm}>\)

// Inside IT block, and <Rd>, <Rn>, <Rm> can be represented in T1
MUL\(<c>{<q>}, <Rd>, <Rn>{, <Rm}>\)

**Decode for this encoding**

```plaintext
1 if !HaveMainExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); setflags = FALSE;
3 if d IN (13,15) || n IN (13,15) || m IN (13,15) then UNPREDICTABLE;
```

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rdm>` Is the second general-purpose source register holding the multiplier and the destination register, encoded in the "Rdm" field.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the first general-purpose source register holding the multiplicand, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register holding the multiplier, encoded in the "Rm" field.
  If omitted, `<Rd>` is used.
if ConditionPassed() then
   EncodingSpecificOperations();
operand1 = SInt(R[n]); // operand1 = UInt(R[n]) produces the same final results
operand2 = SInt(R[m]); // operand2 = UInt(R[m]) produces the same final results
result = operand1 * operand2;
R[d] = result[31:0];
if setflags then
   APSR.N = result[31];
   APSR.Z = IsZeroBit(result[31:0]);
   // APSR.C unchanged
   // APSR.V unchanged
C2.4.99 MVN (immediate)

Bitwise NOT (immediate). Bitwise NOT (immediate) writes the bitwise inverse of an immediate value to the destination register. It can optionally update the condition flags based on the value.

T1

Armv8-M Main Extension only

|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| 15| 14| 13| 12| 11| 10|  9|  8|  7|  6|  5|  4|  3|  2|  1|  0| 15| 14| 13| 12| 11| 10|  9|  8|  7|  6|  5|  4|  3|  2|  1|  0|
| 1 | 1 | 1 | 1 | 0 | i | 0 | 0 | 0 | 1 | 1 | S | 1 | 1 | 1 | 1 | 0 | imm3| Rd | imm8 |

MVN variant

Applies when \( S = 0 \).

MVN{<c>}{<q>} <Rd>, #<const>

MVNS variant

Applies when \( S = 1 \).

MVNS{<c>}{<q>} <Rd>, #<const>

Decode for this encoding

1 if !HaveMainExt() then UNDEFINED;
2 d = UInt(Rd); setflags = (S == '1');
3 (imm32, carry) = T32ExpandImm_C(i:imm3:imm8, APSR.C);
4 if d \( \in \{13,15\} \) then UNPREDICTABLE;

Assembler symbols for all encodings

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<Rd>\) Is the general-purpose destination register, encoded in the "Rd" field.
\(<const>\) Is an immediate value derived from the 12-bit immediate that is encoded in the "i:imm3:imm8" field. See C1.5 Modified immediate constants on page 323 for the range of values.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 result = NOT(imm32);
4 Rd = result;
5 if setflags then
6 APSR.N = result[31];
7 APSR.Z = IsZeroBit(result);
8 APSR.C = carry;
9 // APSR.V unchanged
C2.4.100 MVN (register)

Bitwise NOT (register). Bitwise NOT (register) writes the bitwise inverse of a register value to the destination register. It can optionally update the condition flags based on the result.

**T1**

Armv8-M

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
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<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
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<td>0</td>
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<td>1</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

T1 variant

MVN<>{<q>} <Rd>, <Rm>

// Inside IT block

MVNS{<q>} <Rd>, <Rm>

// Outside IT block

Decode for this encoding

1. \(d = \text{UInt}(\text{Rd}); \ m = \text{UInt}(\text{Rm}); \ \text{setflags} = !\text{InITBlock}();\)
2. \((\text{shift}_t, \ \text{shift}_n) = (\text{SRType}_\text{LSL}, 0);\)

**T2**

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
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</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
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<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>S</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

\(\text{imm3} \ \text{Rd} \ \text{imm2} \ \text{Rm}\)

\(\text{sr}_\text{type}\)

MVN, rotate right with extend variant

Applies when \(S == 0 \ \text{&&} \ \text{imm3} == 000 \ \text{&&} \ \text{imm2} == 00 \ \text{&&} \ sr\text{type} == 11.\)

MVN{<c>}{<q>} <Rd>, <Rm>

MVN, shift or rotate by value variant

Applies when \(S == 0 \ \text{&&} \!(\text{imm3} == 000 \text{&&} \text{imm2} == 00 \text{&&} \text{sr_type} == 11).\)

MVN{<c>}.W <Rd>, <Rm>

// Inside IT block, and <Rd>, <Rm> can be represented in T1

MVNS, rotate right with extend variant

Applies when \(S == 1 \ \text{&&} \ \text{imm3} == 000 \ \text{&&} \ \text{imm2} == 00 \ \text{&&} \ \text{sr_type} == 11.\)

MVNS{<c>}{<q>} <Rd>, <Rm>, RRX

MVNS, shift or rotate by value variant

Applies when \(S == 1 \ \text{&&} \!(\text{imm3} == 000 \text{&&} \text{imm2} == 00 \text{&&} \text{sr_type} == 11).\)

MVNS.W <Rd>, <Rm>

// Outside IT block, and <Rd>, <Rm> can be represented in T1

MVNS{<c>}{<q>} <Rd>, <Rm> {, <shift> #<amount>}
Decode for this encoding

1 \textbf{if} !\textbf{HaveMainExt}() \textbf{then} UNDEFINED;
2 \textbf{d} = \textbf{UInt} (Rd); \textbf{m} = \textbf{UInt} (Rm); \textbf{setflags} = (S == '1');
3 (shift\_t, shift\_n) = \textbf{DecodeImmShift} (sr\_type, imm3:imm2);
4 \textbf{if} \textbf{d} \textbf{IN} \{13,15\} || \textbf{m} \textbf{IN} \{13,15\} \textbf{then} UNPREDICTABLE;

Assembler symbols for all encodings

\textbf{<c>} See C1.2.5 Standard assembler syntax fields on page 308.
\textbf{<q>} See C1.2.5 Standard assembler syntax fields on page 308.
\textbf{<Rd>} Is the general-purpose destination register, encoded in the "Rd" field.
\textbf{<Rm>} Is the general-purpose source register, encoded in the "Rm" field.
\textbf{<shift>} Is the type of shift to be applied to the source register, encoded in the "sr\_type" field. It can have the following values:
  LSL when sr\_type = 00
  LSR when sr\_type = 01
  ASR when sr\_type = 10
  ROR when sr\_type = 11
\textbf{<amount>} Is the shift amount, in the range 1 to 31 (when <shift> = LSL or ROR) or 1 to 32 (when <shift> = LSR or ASR) encoded in the "imm3:imm2" field as <amount> modulo 32.

Operation for all encodings

1 \textbf{if} \textbf{ConditionPassed}() \textbf{then}
2 \textbf{EncodingSpecificOperations}();
3 (shifted, carry) = \textbf{Shift\_C} (R[m], shift\_t, shift\_n, APSR.C);
4 result = \textbf{NOT} (shifted);
5 R[d] = result;
6 \textbf{if} setflags \textbf{then}
7 APSR.N = result[31];
8 APSR.Z = \textbf{IsZeroBit} (result);
9 APSR.C = carry;
10 // APSR.V unchanged
C2.4.101 **NOP**

No Operation. No Operation does nothing.

The architecture makes no guarantees about any timing effects of including a NOP instruction.

This is a NOP-compatible hint.

**T1**

*Armv8-M*

```
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
```

**T1 variant**

NOP{<c>}{<q>}

**Decode for this encoding**

1  // No additional decoding required

**T2**

*Armv8-M Main Extension only*

```
0 0 0 0 0 0 0 0 0 0 0 0 0 0 0 0
```

**T2 variant**

NOP{<c>} .W

**Decode for this encoding**

1  if !HaveMainExt() then UNDEFINED;
2  // No additional decoding required

**Assembler symbols for all encodings**

<
c>  See C1.2.5 Standard assembler syntax fields on page 308.
<q>  See C1.2.5 Standard assembler syntax fields on page 308.

**Operation for all encodings**

1  if ConditionPassed() then
2    EncodingSpecificOperations();
3    // Do nothing
C2.4.102 ORN (immediate)

Logical OR NOT (immediate). Logical OR NOT (immediate) performs a bitwise (inclusive) OR of a register value and the complement of an immediate value, and writes the result to the destination register. It can optionally update the condition flags based on the result.

T1

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
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<th>11</th>
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<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>i</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>S</td>
<td>Rn != 1111</td>
<td>0</td>
<td>imm3</td>
<td>Rd</td>
<td>imm8</td>
</tr>
</tbody>
</table>

Flag setting variant

Applies when S == 1.

ORN{<c>}{<q>}{<Rd>,}{<Rn>,} #<const>

Non flag setting variant

Applies when S == 0.

ORN{<c>}{<q>}{<Rd>,}{<Rn>,} #<const>

Decode for this encoding

1. if Rn == '1111' then SEE "MVN (immediate)";
2. if !HaveMainExt() then UNDEFINED;
3. d = UInt(Rd); n = UInt(Rn); setflags = (S == '1');
4. (imm32, carry) = T32ExpandImm_C(i:imm3:imm8, APSR.C);
5. if d IN (13,15) || n == 13 then UNPREDICTABLE;

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field. If omitted, this register is the same as <Rn>.
<Rn> Is the general-purpose source register, encoded in the "Rn" field.
<const> Is an immediate value derived from the 12-bit immediate that is encoded in the 'i:imm3:imm8' field. See C1.5 Modified immediate constants on page 323 for the range of values.

Operation for all encodings

1. if ConditionPassed() then
2. EncodingSpecificOperations();
3. result = R[n] OR NOT(imm32);
4. Rd = result;
5. if setflags then
6. APSR.N = result[31];
7. APSR.Z = IsZeroBit(result);
8. APSR.C = carry;
9. // APSR.V unchanged
C2.4.103 ORN (register)

Logical OR NOT (register). Logical OR NOT (register) performs a bitwise (inclusive) OR of a register value and the complement of an optionally-shifted register value, and writes the result to the destination register. It can optionally update the condition flags based on the result.

T1

Armv8-M Main Extension only

```
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
1 1 1 0 1 0 1 0 0 1 1 S Rn != 1111 (0) imm3 Rd imm2 Rm sr_type
```

ORN, rotate right with extend variant

Applies when S == 0 && imm3 == 000 && imm2 == 00 && sr_type == 11.

ORN{<c>}{<q>} {<Rd>,} <Rn>, <Rm>, RRX

ORN, shift or rotate by value variant

Applies when S == 0 && !(imm3 == 000 && imm2 == 00 && sr_type == 11).

ORN{<c>}{<q>} {<Rd>,} <Rn>, <Rm> {, <shift> #<amount>}

ORN{<c>}{<q>} {<Rd>,} <Rn>, <Rm>, RRX

ORN{<c>}{<q>} }<Rd>,<Rn>,<Rm> {, <shift> #<amount>}

ORN, rotate right with extend variant

Applies when S == 1 && imm3 == 000 && imm2 == 00 && sr_type == 11.

ORN{<c>}{<q>} {<Rd>,} <Rn>, <Rm>, RRX

ORN{<c>}{<q>} }<Rd>,<Rn>,<Rm> {, <shift> #<amount>}

ORN{<c>}{<q>} }<Rd>,<Rn>,<Rm> {, <shift> #<amount>}

Decoding for this encoding

1 if Rn == '1111' then SEE "MVN (register)";
2 if !HaveMainExt() then UNDEFINED;
3 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); setflags = (S == '1');
4 (shift_t, shift_n) = DecodeImmShift(sr_type, imm3:imm2);
5 if d IN (13,15) || n == 13 || m IN (13,15) then UNPREDICTABLE;

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register, encoded in the "Rm" field.
- `<shift>` Is the type of shift to be applied to the second source register, encoded in the "sr_type" field. It can have the following values:

  - LSL when sr_type = 00
  - LSR when sr_type = 01
  - ASR when sr_type = 10
  - ROR when sr_type = 11
<amount> Is the shift amount, in the range 1 to 31 (when <shift> = LSL or ROR) or 1 to 32 (when <shift> = LSR or ASR) encoded in the "imm3:imm2" field as <amount> modulo 32.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 (shifted, carry) = Shift_C(R[m], shift_t, shift_n, APSR.C);
4 result = R[n] OR NOT(shifted);
5 R[d] = result;
6 if setflags then
7 APSR.N = result[31];
8 APSR.Z = IsZeroBit(result);
9 APSR.C = carry;
10 // APSR.V unchanged
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

C2.4.104 ORR (immediate)

Logical OR (immediate). Logical OR (immediate) performs a bitwise (inclusive) OR of a register value and an immediate value, and writes the result to the destination register. It can optionally update the condition flags based on the result.

T1

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
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<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
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</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>i</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>S</td>
<td>Rn != 1111</td>
<td>0</td>
<td>imm3</td>
<td>Rd</td>
<td>imm8</td>
</tr>
</tbody>
</table>

ORR variant

Applies when \( S == 0 \).

\[ \text{ORR}(<c>)|<q>\) {<Rd>,} <Rn>, #<const> \]

ORRS variant

Applies when \( S == 1 \).

\[ \text{ORRS}(<c>)|<q>\) {<Rd>,} <Rn>, #<const> \]

Decode for this encoding

1. if \( \text{Rn} == '1111' \) then SEE "MOV (immediate)'';
2. if !\text{HaveMainExt()} then UNDEFINED;
3. \( d = \text{UInt}(\text{Rd}); n = \text{UInt}(\text{Rn}); \text{setflags} = (S == '1'); \)
4. \( \text{(imm32}, \text{carry}) = \text{T32ExpandImm_C}(i:imm3:imm8, \text{APSR.C}); \)
5. if \( d \ \text{IN} \{13,15\} || n == 13 \) then UNPREDICTABLE;

Assembler symbols for all encodings

\(<c>\)

See C1.2.5 Standard assembler syntax fields on page 308.

\(<q>\)

See C1.2.5 Standard assembler syntax fields on page 308.

\(<\text{Rd}>\)

Is the general-purpose destination register, encoded in the "Rd" field. If omitted, this register is the same as \(<\text{Rn}>\).

\(<\text{Rn}>\)

Is the general-purpose source register, encoded in the "Rn" field.

\(<\text{const}>\)

Is an immediate value derived from the 12-bit immediate that is encoded in the 'i:imm3:imm8' field. See C1.5 Modified immediate constants on page 323 for the range of values.

Operation for all encodings

1. if \text{ConditionPassed()} then
2. EncodingSpecificOperations();
3. result = R[n] OR imm32;
4. R[d] = result;
5. if setflags then
6. APSR.N = result[31];
7. APSR.Z = IsZeroBit(result);
8. APSR.C = carry;
9. // APSR.V unchanged
Logical OR (register). Logical OR (register) performs a bitwise (inclusive) OR of a register value and an optionally-shifted register value, and writes the result to the destination register. It can optionally update the condition flags based on the result.

**T1**

*Armv8-M*

```
| 15 14 13 12 | 11 10 9 8 | 7 6 5 4 | 3 2 1 0 |
|-------------|--------|-------|-----|-----|-----|
| 0 1 0 0 0 0 | 1 1 0 0 | Rm   | Rdn |
```

**T1 variant**

```
ORR<c>{<q>} {<Rdn>,} <Rdn>, <Rm>
```

// Inside IT block

```
ORRS{<q>} {<Rdn>,} <Rdn>, <Rm>
```

// Outside IT block

**Decode for this encoding**

1. `d = UInt(Rdn); n = UInt(Rdn); m = UInt(Rm); setflags = !InITBlock();`
2. `(shift_t, shift_n) = (SRType_LSL, 0);`

**T2**

*Armv8-M Main Extension only*

```
| 15 14 13 12 | 11 10 9 8 | 7 6 5 4 | 3 2 1 0 |
|-------------|--------|-------|-----|-----|-----|
| 1 1 1 0 1 0 | 1 0 0 1 0 | S     | imm3 | Rd  | imm2 | Rm |

| sr_type |
```

**ORR, rotate right with extend variant**

Applies when `S == 0 && imm3 == 000 && imm2 == 00 && sr_type == 11`.

```
ORR{<c>}{<q>} {<Rd>,} <Rd>, <Rm>, RRX
```

**ORR, shift or rotate by value variant**

Applies when `S == 0 && !(imm3 == 000 && imm2 == 00 && sr_type == 11)`.

```
ORR{<c>}.W {<Rd>,} <Rd>, <Rm>
```

// Inside IT block, and <Rd>, <Rn>, <Rm> can be represented in T1

```
ORR{<c>}{<q>} {<Rd>,} <Rd>, <Rm> {, <shift> #<amount>}
```

**ORRS, rotate right with extend variant**

Applies when `S == 1 && imm3 == 000 && imm2 == 00 && sr_type == 11`.

```
ORRS{<c>}{<q>} {<Rd>,} <Rn>, <Rm>, RRX
```

**ORRS, shift or rotate by value variant**

Applies when `S == 1 && !(imm3 == 000 && imm2 == 00 && sr_type == 11)`.
ORRS.W \{<Rd>,\} <Rn>, <Rm>
// Outside IT block, and <Rd>, <Rn>, <Rm> can be represented in T1
ORRS{<c>}{<q>} {<Rd>,} <Rn>, <Rm> {, <shift> #<amount>}

Decode for this encoding

1  if \( Rn == '111' \) then SEE "MOV (register)";
2  if \(!\text{HaveMainExt}()\) then UNDEFINED;
3  \( d = \text{UInt}(Rd); n = \text{UInt}(Rn); m = \text{UInt}(Rm); \text{ setflags} = (S == '1');\)
4  \((\text{shift}_t, \text{shift}_n) = \text{DecodeImmShift}(sr\_type, \text{imm}3:\text{imm}2);\)
5  if \( d \text{ IN } \{13,15\} \text{ || } n == 13 \text{ || } m \text{ IN } \{13,15\} \) then UNPREDICTABLE;

Assembler symbols for all encodings

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<\text{Rdn}>\) Is the first general-purpose source register and the destination register, encoded in the "Rdn" field.
\(<\text{Rd}>\) Is the general-purpose destination register, encoded in the "Rd" field. If omitted, this register is the same as \(<\text{Rn}>\).
\(<\text{Rn}>\) Is the first general-purpose source register, encoded in the "Rn" field.
\(<\text{Rm}>\) Is the second general-purpose source register, encoded in the "Rm" field.
\(<\text{shift}>\) Is the type of shift to be applied to the second source register, encoded in the "sr\_type" field. It can have the following values:
- LSL when \( \text{sr\_type} = 00 \)
- LSR when \( \text{sr\_type} = 01 \)
- ASR when \( \text{sr\_type} = 10 \)
- ROR when \( \text{sr\_type} = 11 \)
\(<\text{amount}>\) Is the shift amount, in the range 1 to 31 (when \(<\text{shift}> = \text{LSL or ROR}\) or 1 to 32 (when \(<\text{shift}> = \text{LSR or ASR}\) encoded in the "imm3:imm2" field as \(<\text{amount}>\) modulo 32.

Operation for all encodings

1  if \( \text{ConditionPassed()} \) then
2     EncodingSpecificOperations();
3     \((\text{shifted}, \text{carry}) = \text{Shift}\_C(R[m], \text{shift}_t, \text{shift}_n, \text{APSR}.C);\)
4     result = \( R[n] \) OR shifted;
5     \( R[d] = \text{result};\)
6  if \( \text{setflags} \) then
7     \( \text{APSR}.N = \text{result}[31];\)
8     \( \text{APSR}.Z = \text{IsZeroBit}(\text{result});\)
9     \( \text{APSR}.C = \text{carry};\)
10     // APSR.V unchanged
C2.4.106 PKHBT, PKHTB

Pack Halfword. Pack Halfword combines one halfword of its first operand with the other halfword of its shifted second operand.

T1

Armv8-M DSP Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 0 1 0 1 1 0</td>
</tr>
<tr>
<td>Rn (0) imm3 Rd imm2 tb Rm</td>
</tr>
<tr>
<td>S = 0</td>
</tr>
<tr>
<td>T = 0</td>
</tr>
</tbody>
</table>

PKHBT variant

Applies when \( tb == 0 \).

\[ PKHBT{<c>}{<q>} {<Rd>,} <Rn>, <Rm> {, LSL #<imm>} \]
// \( tbform == FALSE \)

PKHTB variant

Applies when \( tb == 1 \).

\[ PKHTB{<c>}{<q>} {<Rd>,} <Rn>, <Rm> {, ASR #<imm>} \]
// \( tbform == TRUE \)

Decode for this encoding

1. if \( S == '1' \) || \( T == '1' \) then UNDEFINED;
2. if !HaveDSPExt() then UNDEFINED;
3. \( d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); \)
   \( \text{tbform} = (tb == '1'); \)
4. \( \text{(shift}_t, \text{shift}_n) = \text{DecodeImmShift}(tb: '0', \text{imm}_3:\text{imm}_2); \)
5. if \( d \in \{13,15\} \) || \( n \in \{13,15\} \) || \( m \in \{13,15\} \) then UNPREDICTABLE;

Assembler symbols for all encodings

\(<c>\)
See C1.2.5 Standard assembler syntax fields on page 308.

\(<q>\)
See C1.2.5 Standard assembler syntax fields on page 308.

\(<Rd>\)
Is the general-purpose destination register, encoded in the "Rd" field.

\(<Rn>\)
Is the first general-purpose source register, encoded in the "Rn" field.

\(<Rm>\)
Is the second general-purpose source register, encoded in the "Rm" field.

\(<\text{imm}>\)
The shift to apply to the value read from \(<Rm>\), encoded in \(\text{imm}_3:\text{imm}_2\). For PKHBT, it is one of:

- \(1-31\)
  - Left shift by specified number of bits, encoded as a binary number.
- \(\text{omitted}\)
  - No shift, encoded as \(0b000000\).

\(<\text{imm}>\)
The shift to apply to the value read from \(<Rm>\), encoded in \(\text{imm}_3:\text{imm}_2\). For PKHTB, it is one of:

- \(1-32\)
  - Arithmetic right shift by specified number of bits. A shift by 32 bits is encoded as \(0b000000\). Other shift amounts are encoded as binary numbers.
- \(\text{omitted}\)
  - Instruction is a pseudo-instruction and is assembled as though \( PKHBT{<c>}{<q>} <Rd>, <Rm>, <Rn> \) had been written.

For both variants an assembler can permit \(<\text{imm}> = 0\) to mean the same thing as omitting the shift, but this is not standard UAL and must not be used for disassembly.
Operation for all encodings

```plaintext
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   operand2 = Shift(R[m], shift_t, shift_n, APSR.C);  // APSR.C ignored
4   bits(32) result;
5   result[15:0] = if tbform then operand2[15:0] else R[n][15:0];
6   result[31:16] = if tbform then R[n][31:16] else operand2[31:16];
7   R[d] = result;
```
C2.4.107 PLD (literal)

Preload Data (literal). Preload Data signals the memory system that data memory accesses from a specified address are likely in the near future. The memory system can respond by taking actions that are expected to speed up the memory accesses when they do occur, such as pre-loading the cache line containing the specified address into the data cache.

T1

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>U</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

T1 variant

PLD{<c>}{<q>} <label>

// Preferred syntax
PLD{<c>}{<q>} [PC, #{+/-}<imm>]

// Alternative syntax

Decode for this encoding

1 if !HaveMainExt() then UNDEFINED;
2 imm32 = ZeroExtend(imm12, 32); add = (U == '1');

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.

<q> See C1.2.5 Standard assembler syntax fields on page 308.

<label> The label of the literal data item that is likely to be accessed in the near future. The assembler calculates the required value of the offset from the Align(PC, 4) value of the instruction to this label. The offset must be in the range -4095 to 4095. If the offset is zero or positive, imm32 is equal to the offset and add == TRUE. If the offset is negative, imm32 is equal to minus the offset and add == FALSE.

<+/-> Specifies the offset is added to or subtracted from the base register, defaulting to + if omitted and encoded in the "U" field. It can have the following values:

- when U = 0
+ when U = 1

<imm> Is a 12-bit unsigned immediate byte offset, in the range 0 to 4095, encoded in the "imm12" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 address = if add then (Align(PC, 4) + imm32) else (Align(PC, 4) - imm32);
4 Hint_PreloadData(address);
C2.4.108 PLD, PLDW (immediate)

Preload Data (immediate). Preload Data signals the memory system that data memory accesses from a specified address are likely in the near future. The memory system can respond by taking actions that are expected to speed up the memory accesses when they do occur, such as pre-loading the cache line containing the specified address into the data cache.

The PLD instruction signals that the likely memory access is a read, and the PLDW instruction signals that it is a write.

The effect of a PLD or PLDW is IMPLEMENTATION DEFINED.

T1

Armv8-M Main Extension only

| 15 14 13 12|11 10 9 8 | 7 6 5 4 | 3 2 1 0 | 15 14 13 12|11 10 9 8 | 7 6 5 4 | 3 2 1 0 |
|---|---|---|---|---|---|---|---|---|
| 1 1 1 1 | 1 0 0 0 | 1 0 W 1 | Rn != 1111 | 1 1 1 1 |

Preload read variant

Applies when W == 0.

PLD{<c>}{<q}> [<Rn> {, #{+}<imm>}]

Preload write variant

Applies when W == 1.

PLDW{<c>}{<q}> [<Rn> {, #{+}<imm}>]

Decode for this encoding

1 if Rn == '1111' then SEE "PLD (literal)"
2 if !HaveMainExt() then UNDEFINED
3 n = UInt(Rn); imm32 = ZeroExtend(imm12, 32); add = TRUE; is_pldw = (W == '1');

T2

Armv8-M Main Extension only

| 15 14 13 12|11 10 9 8 | 7 6 5 4 | 3 2 1 0 | 15 14 13 12|11 10 9 8 | 7 6 5 4 | 3 2 1 0 |
|---|---|---|---|---|---|---|---|---|
| 1 1 1 1 | 1 0 0 0 | 0 0 W 1 | Rn != 1111 | 1 1 1 1 |

Preload read variant

Applies when W == 0.

PLD{<c>}{<q}> [<Rn> {, #<imm>}]

Preload write variant

Applies when W == 1.

PLDW{<c>}{<q}> [<Rn> {, #<imm}>]

Decode for this encoding

1 if Rn == '1111' then SEE "PLD (literal)"
2 if !HaveMainExt() then UNDEFINED
3 n = UInt(Rn); imm32 = ZeroExtend(imm8, 32); add = FALSE; is_pldw = (W == '1');
Assembler symbols for all encodings

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.

\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.

\(<Rn>\) Is the general-purpose base register, encoded in the "Rn" field. If the PC is used, see C2.4.107 PLD (literal) on page 554.

\(+\) Specifies the offset is added to the base register.

\(<imm>\) For encoding T1: is an optional 12-bit unsigned immediate byte offset, in the range 0 to 4095, defaulting to 0 and encoded in the "imm12" field.

For encoding T2: is an optional 8-bit unsigned immediate byte offset, in the range 0 to 255, defaulting to 0 and encoded in the "imm8" field.

Operation for all encodings

```plaintext
if ConditionPassed() then
    EncodingSpecificOperations();
   address = if add then (R[n] + imm32) else (R[n] - imm32);
   if is_pldw then
       Hint_PreloadDataForWrite(address);
   else
       Hint_PreloadData(address);
```
C2.4.109 PLD, PLDW (register)

Preload Data (register). Preload Data is a memory hint instruction that can signal the memory system that data memory accesses from a specified address are likely in the near future. The memory system can respond by taking actions that are expected to speed up the memory accesses when they do occur, such as pre-loading the cache line containing the specified address into the data cache.

The PLD instruction signals that the likely memory access is a read, and the PLDW instruction signals that it is a write.

The effect of a PLD or PLDW is IMPLEMENTATION DEFINED.

T1

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1</td>
<td>0 0 0 0</td>
<td>W</td>
<td>1</td>
</tr>
<tr>
<td>Rn != 1111</td>
<td>1 1 1 1</td>
<td>0 0 0 0 0 0</td>
<td>shift</td>
</tr>
</tbody>
</table>

Preload read variant

Applies when W == 0.

PLD{<c>}{<q>} [<Rn>, (+)<Rm> {, LSL #<amount>}]  

Preload write variant

Applies when W == 1.

PLDW{<c>}{<q>} [<Rn>, (+)<Rm> {, LSL #<amount>}]  

Decode for this encoding

1 if Rn == '1111' then SEE "PLD (literal)";
2 if !HaveMainExt() then UNDEFINED;
3 n = UInt(Rn); m = UInt(Rm); add = TRUE; is_pldw = (W == '1');
4 (shift_t, shift_n) = (SRType_LSL, UInt(shift));
5 if m IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

| <c> | See C1.2.5 Standard assembler syntax fields on page 308. |
| <q> | See C1.2.5 Standard assembler syntax fields on page 308. |
| <Rn> | Is the general-purpose base register, encoded in the "Rn" field. |
| + | Specifies the index register that is added to the base register. |
| <Rm> | Is the general purpose index register, encoded in the "Rm" field. |
| <amount> | Is the shift amount, in the range 0-3, defaulting to 0 and encoded in the "imm2" field. |

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 offset = Shift(R[m], shift_t, shift_n, APSR.C);
4 address = if add then (R[n] + offset) else (R[n] - offset);
5 if is_pldw then
6 Hint_PreloadDataForWrite(address);
7 else
8 Hint_PreloadData(address);
C2.4.110 PLI (immediate, literal)

Preload Instruction (immediate, literal). Preload Instruction is a memory hint instruction that can signal the memory system that instruction memory accesses from a specified address are likely in the near future. The memory system can respond by taking actions that are expected to speed up the memory accesses when they do occur, such as pre-loading the cache line containing the specified address into the instruction cache.

T1

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>Rn != '1111'</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>imm12</td>
<td></td>
</tr>
</tbody>
</table>

T1 variant

PLI{<c>}{<q>} [Rn] {, #(+)<imm>}

Decode for this encoding

1 if Rn == '1111' then SEE "encoding T3";
2 if !HaveMainExt() then UNDEFINED;
3 n = UInt(Rn); imm32 = ZeroExtend(imm12, 32); add = TRUE;

T2

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>Rn != '1111'</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>imm8</td>
</tr>
</tbody>
</table>

T2 variant

PLI{<c>}{<q>} [Rn] {, #-<imm>}

Decode for this encoding

1 if Rn == '1111' then SEE "encoding T3";
2 if !HaveMainExt() then UNDEFINED;
3 n = UInt(Rn); imm32 = ZeroExtend(imm8, 32); add = FALSE;

T3

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>U</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>imm12</td>
</tr>
</tbody>
</table>

T3 variant

PLI{<c>}{<q>} <label>
// Preferred syntax
PLI{<c>}{<q>} [PC, #(+/-)<imm>]
// Alternative syntax

Decode for this encoding

1 if !HaveMainExt() then UNDEFINED;
2 n = 15; imm32 = ZeroExtend(imm12, 32); add = (U == '1');
Assembler symbols for all encodings

<
c> See C1.2.5 Standard assembler syntax fields on page 308.
<
p> See C1.2.5 Standard assembler syntax fields on page 308.
<label> The label of the instruction that is likely to be accessed in the near future. The assembler calculates the required value of the offset from the Align(PC, 4) value of the instruction to this label. The offset must be in the range -4095 to 4095. If the offset is zero or positive, imm32 is equal to the offset and add == TRUE. If the offset is negative, imm32 is equal to minus the offset and add == FALSE.
<Rn> Is the general-purpose base register, encoded in the "Rn" field.
+ Specifies the offset is added to the base register.
+/- Specifies the offset is added to or subtracted from the base register, defaulting to + if omitted and encoded in the "U" field. It can have the following values:
- when U = 0
+ when U = 1
<imm> For encoding T1: is an optional 12-bit unsigned immediate byte offset, in the range 0 to 4095, defaulting to 0 and encoded in the "imm12" field.
For encoding T2: is an optional 8-bit unsigned immediate byte offset, in the range 0 to 255, defaulting to 0 and encoded in the "imm8" field.
For encoding T3: is a 12-bit unsigned immediate byte offset, in the range 0 to 4095, encoded in the "imm12" field.

Operation for all encodings

```
1  if ConditionPassed() then
2      EncodingSpecificOperations();
3  base = if n == 15 then Align(PC, 4) else R[n];
4  address = if add then (base + imm32) else (base - imm32);
5      Hint_PreloadInstr(address);
```
C2.4.111 PLI (register)

Preload Instruction (register). Preload Instruction is a memory hint instruction that can signal the memory system that instruction memory accesses from a specified address are likely in the near future. The memory system can respond by taking actions that are expected to speed up the memory accesses when they do occur, such as pre-loading the cache line containing the specified address into the instruction cache.

**T1**

*Armv8-M Main Extension only*

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>Rn != 1111</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>imm2</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Rm</td>
<td></td>
</tr>
</tbody>
</table>

**T1 variant**

PLI{<c>}{<q>} [<Rn>, (+)<Rm> {, LSL #<amount>}]  

**Decode for this encoding**

```plaintext
1 if Rn == '1111' then SEE "PLI (immediate, literal)";
2 if !HaveMainExt() then UNDEFINED;
3 n = UInt(Rn); m = UInt(Rm); add = TRUE;
4 (shift_t, shift_n) = (SRType_LSL, UInt(imm2));
5 if m IN {13,15} then UNPREDICTABLE;
```

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rn>` Is the general-purpose base register, encoded in the "Rn" field.
- `+` Specifies the index register is added to the base register.
- `<Rm>` Is the general-purpose index register, encoded in the "Rm" field.
- `<amount>` Is the shift amount, in the range 0 to 3, defaulting to 0 and encoded in the "imm2" field.

**Operation for all encodings**

```plaintext
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   offset = Shift(R[m], shift_t, shift_n, APSR.C);
4   address = if add then (R[n] + offset) else (R[n] - offset);
5   Hint_PreloadInstr(address);
```
C2.4.112 POP (multiple registers)

Pop multiple registers from stack. Pop multiple registers from stack loads multiple general-purpose registers from the stack, loading from consecutive memory locations starting at the address in SP, and updates SP to point above the loaded data.

If the registers loaded include the PC, the word loaded for the PC is treated as a branch address or an exception return value. Bit[0] complies with the Arm architecture interworking rules for switching between the A32 and T32 instruction sets. However, Armv8-M only supports the T32 instruction set, so bit[0] must be 1. If bit[0] is 0 the PE takes an INVSTATE UsageFault exception on the instruction at the target address.

This instruction is an alias of the LDM, LDMIA, LDMFD instruction. This means that:

- The encodings in this description are named to match the encodings of LDM, LDMIA, LDMFD.
- The description of LDM, LDMIA, LDMFD gives the operational pseudocode for this instruction.

T2

Armv8-M Main Extension only

```
15  14  13 12 11 10  9  8  7  6  5  4  3  2  1  0
1  1  1  0  0  0  1  0  1  Rn = 1101  P  M[0]  register_list
```

W = 1

T2 variant

POP{<c>}{<q>} <registers>

is equivalent to

LDM{<c>}{<q>} SP!, <registers>

and is the preferred disassembly when BitCount(register_list) > 1.

T3

Armv8-M

```
15  14  13 12 11 10  9  8  7  6  5  4  3  2  1  0
1  0  1  1  1  0  P  register_list
```

T3 variant

POP{<c>}{<q>} <registers>

is equivalent to

LDM{<c>}{<q>} SP!, <registers>

and is always the preferred disassembly.

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
For encoding T2: is a list of two or more registers to be loaded, separated by commas and
surrounded by { and }. The lowest-numbered register is loaded from the lowest memory
address, through to the highest-numbered register from the highest memory address. The
registers in the list must be in the range R0-R12, encoded in the "register_list" field, and can
optionally contain one of the LR or the PC. If the LR is in the list, the "M" field is set to 1,
otherwise it defaults to 0. If the PC is in the list, the "P" field is set to 1, otherwise it defaults
to 0. The PC can be in the list. If it is, the instruction branches to the address loaded to the PC,
and: If the PC is in the list:
- The LR must not be in the list.
- The instruction must be either outside any IT block, or the last instruction in an IT block.
For encoding T3: is a list of one or more registers to be loaded, separated by commas and
surrounded by { and }. The registers in the list must be in the range R0-R7, encoded in the
"register_list" field, and can optionally include the PC. If the PC is in the list, the "P" field is
set to 1, otherwise this field defaults to 0. If the PC is in the list, the instruction must be either
outside any IT block, or the last instruction in an IT block.

**Operation for all encodings**

The description of LDM, LDMIA, LDMFD gives the operational pseudocode for this instruction.
C2.4.113 POP (single register)

Pop single register from stack. Pop single register from stack loads a single general-purpose register from the stack, loading from the address in SP, and updates SP to point above the loaded data.

This instruction is an alias of the LDR (immediate) instruction. This means that:

- The encodings in this description are named to match the encodings of LDR (immediate).
- The description of LDR (immediate) gives the operational pseudocode for this instruction.

**T4**

*Armv8-M Main Extension only*

```
<table>
<thead>
<tr>
<th>15 14 13 12 11 10  9  8  7  6  5  4  3  2  1  0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 1 1 0 0 0 0 1 0 1 1</td>
</tr>
<tr>
<td>P = 0</td>
</tr>
<tr>
<td>imm8 = 00000100</td>
</tr>
</tbody>
</table>
```

**Post-indexed variant**

```
POP{<c>}{<q>} <register>
```

is equivalent to

```
LDR{<c>}{<q>} <Rt>, [SP], #4
```

and is always the preferred disassembly.

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<register>` Is the general-purpose register `<Rt>` to be loaded surrounded by { and }.
- `<Rt>` Is the general-purpose register to be transferred, encoded in the "Rt" field. The PC can be used, provided the instruction is either outside an IT block or the last instruction of an IT block. If the PC is used, the instruction branches to the address (data) loaded to the PC.

**Operation for all encodings**

The description of LDR (immediate) gives the operational pseudocode for this instruction.
Physical Speculative Store Bypass Barrier. Physical Speculative Store Bypass Barrier is a memory barrier which prevents speculative loads from bypassing earlier stores to the same physical address.

The semantics of the Physical Speculative Store Bypass Barrier are:

- When a load to a location appears in program order after the PSSBB, then the load does not speculatively read an entry earlier in the coherence order for that location than the entry generated by the latest store satisfying all of the following conditions:
  - The store is to the same location as the load.
  - The store appears in program order before the PSSBB.
- When a load to a location appears in program order before the PSSBB, then the load does not speculatively read data from any store satisfying all of the following conditions:
  - The store is to the same location as the load.
  - The store appears in program order after the PSSBB.

T1

Armv8-M Main Extension only

T1 variant

PSSBB{<q>}

Decode for this encoding

1 if !HaveMainExt() then UNDEFINED;
2 if InITBlock() then UNPREDICTABLE;

Assembler symbols for all encodings

<q> See C1.2.5 Standard assembler syntax fields on page 308.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 SpeculativeSynchronizationBarrier();
C2.4.115  PUSH (multiple registers)

Push multiple registers to stack. Push multiple registers to stack stores multiple general-purpose registers to the stack, storing to consecutive memory locations ending below the address in SP, and updates SP to point to the start of the stored data.

This instruction is an alias of the STMDB, STMFD instruction. This means that:

- The encodings in this description are named to match the encodings of STMDB, STMFD.
- The description of STMDB, STMFD gives the operational pseudocode for this instruction.

**T1**

*Armv8-M Main Extension only*

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 0 0</td>
<td>0 0</td>
<td>0 0</td>
<td>Rn = 1101</td>
</tr>
</tbody>
</table>

\[ W = 1 \]

**T1 variant**

PUSH\{<c>\}{<q>} <registers>

is equivalent to

STMDB\{<c>\}{<q>} SP!, <registers>

and is the preferred disassembly when BitCount(register_list) > 1.

**T2**

*Armv8-M*

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 0 1 1 0 1 0</td>
<td>M</td>
<td>register_list</td>
<td></td>
</tr>
</tbody>
</table>

**T2 variant**

PUSH\{<c>\}{<q>} <registers>

is equivalent to

STMDB\{<c>\}{<q>} SP!, <registers>

and is always the preferred disassembly.

**Assembler symbols for all encodings**

\(<c>\)  See C1.2.5 Standard assembler syntax fields on page 308.

\(<q>\)  See C1.2.5 Standard assembler syntax fields on page 308.

\(<\text{registers}>\)  For encoding T1: is a list of one or more registers to be stored, separated by commas and surrounded by { and }. The lowest-numbered register is stored to the lowest memory address, through to the highest-numbered register to the highest memory address. The registers in the list must be in the range R0-R12, encoded in the "register_list" field, and can optionally contain the LR. If the LR is in the list, the "M" field is set to 1, otherwise it defaults to 0.

For encoding T2: is a list of one or more registers to be stored, separated by commas and surrounded by { and }. The registers in the list must be in the range R0-R7, encoded in the "register_list" field, and can optionally include the LR. If the LR is in the list, the "M" field is set to 1, otherwise this field defaults to 0.
Operation for all encodings

The description of STMDB, STMFD gives the operational pseudocode for this instruction.
C2.4.116  PUSH (single register)

Push single register to stack. Push single register to stack stores a single general-purpose register to the stack, storing to the 32-bit word below the address in SP, and updates SP to point to the start of the stored data.

This instruction is an alias of the STR (immediate) instruction. This means that:

- The encodings in this description are named to match the encodings of STR (immediate).
- The description of STR (immediate) gives the operational pseudocode for this instruction.

T4

<table>
<thead>
<tr>
<th>Armv8-M Main Extension only</th>
</tr>
</thead>
<tbody>
<tr>
<td>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</td>
</tr>
<tr>
<td>1 1 1 1 0 0 0 0 1 0 0</td>
</tr>
<tr>
<td>imm8 = 00000100</td>
</tr>
</tbody>
</table>

Pre-indexed variant

PUSH{<c>}{<q>} <register>

// Standard syntax

is equivalent to

STR{<c>}{<q>} <Rt>, [SP, #-4]!

and is always the preferred disassembly.

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<register>` Is the general-purpose register `<Rt>` to be stored surrounded by { and }.
- `<Rt>` Is the general-purpose register to be transferred, encoded in the "Rt" field.

Operation for all encodings

The description of STR (immediate) gives the operational pseudocode for this instruction.
C2.4.117 QADD

Saturating Add. Saturating Add adds two register values, saturates the result to the 32-bit signed integer range \(-2^{31}\) to \(2^{31}-1\), and writes the result to the destination register. If saturation occurs, it sets the Q flag in the APSR.

T1

Armv8-M DSP Extension only

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1</td>
<td>0 1 0</td>
<td>1 0 0 0</td>
<td>Rn 1 1 1 1</td>
</tr>
<tr>
<td>Rd</td>
<td>1 0 0 0</td>
<td>Rm</td>
<td></td>
</tr>
</tbody>
</table>

T1 variant

QADD{<c>}{<q}> {<Rd>,} <Rm>, <Rn>

Decode for this encoding

1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

<
c> See C1.2.5 Standard assembler syntax fields on page 308.
<
q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<Rm> Is the first general-purpose source register, encoded in the "Rm" field.
<Rn> Is the second general-purpose source register, encoded in the "Rn" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 (R[d], sat) = SignedSatQ(SInt(R[m]) + SInt(R[n]), 32);
4 if sat then
5 APSR.Q = '1';
C2.4.118 QADD16

Saturating Add 16. Saturating Add 16 performs two 16-bit integer additions, saturates the results to the 16-bit signed integer range \(-2^{15}\) to \(2^{15}-1\), and writes the results to the destination register.

T1

**Armv8-M DSP Extension only**

```
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
1 1 1 1 1 0 1 0 1 0 0 1 Rn 1 1 1 1 Rd 0 0 0 1 Rm
```

**T1 variant**

```
QADD16{<c>}{<q>} {<Rd>,} <Rn>, <Rm>
```

**Decode for this encoding**

```
1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
```

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register, encoded in the "Rm" field.

**Operation for all encodings**

```
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   sum1 = SInt(R[n][15:0]) + SInt(R[m][15:0]);
4   sum2 = SInt(R[n][31:16]) + SInt(R[m][31:16]);
5   bits(32) result;
6   result[15:0] = SignedSat(sum1, 16);
7   result[31:16] = SignedSat(sum2, 16);
8   R[d] = result;
```
C2.4.119 QADD8

Saturating Add 8. Saturating Add 8 performs four 8-bit integer additions, saturates the results to the 8-bit signed integer range $-2^7$ to $2^7 - 1$, and writes the results to the destination register.

T1

*Armv8-M DSP Extension only*

<table>
<thead>
<tr>
<th></th>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rn</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Rd</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Rm</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

T1 variant

QADD8{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

Decode for this encoding

1. if !HaveDSPExt() then UNDEFINED;
2. $d = \text{UInt}(Rd)$; $n = \text{UInt}(Rn)$; $m = \text{UInt}(Rm)$;
3. if $d \text{ IN} \{13,15\} \| n \text{ IN} \{13,15\} \| m \text{ IN} \{13,15\}$ then UNPREDICTABLE;

Assembler symbols for all encodings

- `<c>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<q>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register, encoded in the "Rm" field.

Operation for all encodings

1. if ConditionPassed() then
2. EncodingSpecificOperations();
3. sum1 = $\text{SInt}(R[n][7:0]) + \text{SInt}(R[m][7:0])$;
4. sum2 = $\text{SInt}(R[n][15:8]) + \text{SInt}(R[m][15:8])$;
5. sum3 = $\text{SInt}(R[n][23:16]) + \text{SInt}(R[m][23:16])$;
6. sum4 = $\text{SInt}(R[n][31:24]) + \text{SInt}(R[m][31:24])$;
7. bits(32) result;
8. result[7:0] = SignedSat(sum1, 8);
9. result[15:8] = SignedSat(sum2, 8);
10. result[23:16] = SignedSat(sum3, 8);
11. result[31:24] = SignedSat(sum4, 8);
12. $R[d] = \text{result}$;
C2.4.120  QASX

Saturating Add and Subtract with Exchange. Saturating Add and Subtract with Exchange exchanges the two halfwords of the second operand, performs one 16-bit integer addition and one 16-bit subtraction, saturates the results to the 16-bit signed integer range $-2^{15}$ to $2^{15} - 1$, and writes the results to the destination register.

T1

*Armv8-M DSP Extension only*

```
<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Rn  | 1 1 1 1 |
Rd  | 0 0 0 1 |
Rm  |
```

T1 variant

QASX{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

**Decode for this encoding**

```java
1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
```

**Assembler symbols for all encodings**

- `<c>`: See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<q>`: See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<Rd>`: Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>`: Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>`: Is the second general-purpose source register, encoded in the "Rm" field.

**Operation for all encodings**

```java
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   diff = SInt(R[n][15:0]) - SInt(R[m][31:16]);
4   sum = SInt(R[n][31:16]) + SInt(R[m][15:0]);
5   bits(32) result;
6   result[15:0] = SignedSat(diff, 16);
7   result[31:16] = SignedSat(sum, 16);
8   R[d] = result;
```
C2.4.121  QDADD

Saturating Double and Add. Saturating Double and Add adds a doubled register value to another register value, and writes the result to the destination register. Both the doubling and the addition have their results saturated to the 32-bit signed integer range $-2^{31}$ to $2^{31} - 1$. If saturation occurs in either operation, it sets the Q flag in the APSR.

T1

*Armv8-M DSP Extension only*

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 1 0 1 0 0 0 Rn 1 1 1 1</td>
</tr>
<tr>
<td>Rd 1 0 0 1</td>
</tr>
<tr>
<td>Rm</td>
</tr>
</tbody>
</table>

**T1 variant**

QDADD{<c>{<q>{<Rd>,} <Rm>,} <Rn>}

**Decode for this encoding**

```plaintext
1  if !HaveDSPExt() then UNDEFINED;
2  d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3  if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
```

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<q>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rm>` Is the first general-purpose source register, encoded in the "Rm" field.
- `<Rn>` Is the second general-purpose source register, encoded in the "Rn" field.

**Operation for all encodings**

```plaintext
1  if ConditionPassed() then
2    EncodingSpecificOperations();
3    (doubled, sat1) = SignedSatQ(2 * SInt(R[n]), 32);
4    (R[d], sat2) = SignedSatQ(SInt(R[m]) + SInt(doubled), 32);
5  if sat1 || sat2 then
6    APSR.Q = '1';
```
C2.4.122 QDSUB

Saturating Double and Subtract. Saturating Double and Subtract subtracts a doubled register value from another register value, and writes the result to the destination register. Both the doubling and the subtraction have their results saturated to the 32-bit signed integer range $-2^{31}$ to $2^{31}-1$. If saturation occurs in either operation, it sets the Q flag in the APSR.

T1

Armv8-M DSP Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 1 0 1 0 0 0 Rn 1 1 1 1 Rd 1 0 1 1 Rm</td>
</tr>
</tbody>
</table>

T1 variant

QDSUB{<c>}{<q>} {<Rd>,} <Rm>, <Rn>

Decode for this encoding

1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

<
See C1.2.5 Standard assembler syntax fields on page 308.

<
See C1.2.5 Standard assembler syntax fields on page 308.

<Rd> Is the general-purpose destination register, encoded in the "Rd" field.

<Rm> Is the first general-purpose source register, encoded in the "Rm" field.

<Rn> Is the second general-purpose source register, encoded in the "Rn" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingspecificOperations();
3 {doubled, sat1} = SignedSatQ(2 * SInt(R[n]), 32);
4 {R[d], sat2} = SignedSatQ(SInt(R[m]) - SInt(doubled), 32);
5 if sat1 || sat2 then
6 APSR.Q = '1';
C2.4.123 QSAX

Saturating Subtract and Add with Exchange. Saturating Subtract and Add with Exchange exchanges the two halfwords of the second operand, performs one 16-bit integer subtraction and one 16-bit addition, saturates the results to the 16-bit signed integer range $-2^{15}$ to $2^{15}$-1, and writes the results to the destination register.

T1

*Armv8-M DSP Extension only*

```
15 14 13 12| 11 10 9 8 | 7 6 5 4 | 3 2 1 0
  1 1 1 1 0 1 0 1 1 1 0 | Rn 1 1 1 1
  1 1 1 0 | Rd 0 0 0 1
```

T1 variant

QSAX{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

**Decode for this encoding**

```plaintext
if !HaveDSPExt() then UNDEFINED;
d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
```

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register, encoded in the "Rm" field.

**Operation for all encodings**

```plaintext
if ConditionPassed() then
    EncodingSpecificOperations();
    sum = SInt(R[n][15:0]) + SInt(R[m][31:16]);
    diff = SInt(R[n][31:16]) - SInt(R[m][15:0]);
    bits(32) result;
    result[15:0] = SignedSat(sum, 16);
    result[31:16] = SignedSat(diff, 16);
    R[d] = result;
```
C2.4.124 QSUB

Saturating Subtract. Saturating Subtract subtracts one register value from another register value, saturates the result to the 32-bit signed integer range \(-2^{31}\) to \(2^{31}-1\), and writes the result to the destination register. If saturation occurs, it sets the Q flag in the APSR.

**T1**

*Armv8-M DSP Extension only*

```
| 15 14 13 | 12 11 10 9 8 7 6 5 4 3 2 1 0 |
| 0 1 1 1 1 | 0 1 0 0 0 | Rn |
| 1 1 1 1 1 | Rd |
| 1 0 1 0 0 0 | Rm |
```

**T1 variant**

QSUB{<c>}{<q>} {<Rd>,} <Rm>, <Rn>

**Decode for this encoding**

```python
if not HaveDSPExt():
    UNDEFINED;

d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
if d IN {13,15} || n IN {13,15} || m IN {13,15}:
    UNPREDICTABLE;
```

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<q>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rm>` Is the first general-purpose source register, encoded in the "Rm" field.
- `<Rn>` Is the second general-purpose source register, encoded in the "Rn" field.

**Operation for all encodings**

```python
if ConditionPassed():
    EncodingSpecificOperations();
    (R[d], sat) = SignedSatQ(SInt(R[m]) - SInt(R[n]), 32);
    if sat:
        APSR.Q = '1';
```
C2.4.125 QSUB16

Saturating Subtract 16. Saturating Subtract 16 performs two 16-bit integer subtractions, saturates the results to the 16-bit signed integer range $-2^{15}$ to $2^{15}$-1, and writes the results to the destination register.

**T1**

*Armv8-M DSP Extension only*

```
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
| 1 1 1 1 1 0 1 0 1 1 0 1 | Rn | 1 1 1 1 | Rd | 0 0 0 1 | Rm
```

**T1 variant**

QSUB16{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

**Decode for this encoding**

```
1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
```

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register, encoded in the "Rm" field.

**Operation for all encodings**

```
1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 diff1 = SInt(R[n][15:0]) - SInt(R[m][15:0]);
4 diff2 = SInt(R[n][31:16]) - SInt(R[m][31:16]);
5 bits(32) result;
6 result[15:0] = SignedSat(diff1, 16);
7 result[31:16] = SignedSat(diff2, 16);
8 R[d] = result;
```
C2.4.126 QSUB8

Saturating Subtract 8. Saturating Subtract 8 performs four 8-bit integer subtractions, saturates the results to the 8-bit signed integer range \(-2^7\) to \(2^7-1\), and writes the results to the destination register.

**T1**

*Armv8-M DSP Extension only*

```
| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|------------------------|------------------------|------------------------|
| 1 1 1 1 1 0 1 0 1 1 0 0 | Rd                      |
| Rn                      | 0 0 0 1                 |
| Rm                      |
```

**T1 variant**

QSUB8\{<c}\{<q>} {<Rd>,} <Rn>, <Rm>

**Decode for this encoding**

1. \(\text{if } \neg \text{HaveDSPExt}() \text{ then UNDEFINED;}
2. \(d = \text{UInt}(Rd); n = \text{UInt}(Rn); m = \text{UInt}(Rm);
3. \(\text{if } d \text{ IN } \{13, 15\} \text{ || } n \text{ IN } \{13, 15\} \text{ || } m \text{ IN } \{13, 15\} \text{ then UNPREDICTABLE;}

**Assembler symbols for all encodings**

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<Rd>\) Is the general-purpose destination register, encoded in the "Rd" field.
\(<Rn>\) Is the first general-purpose source register, encoded in the "Rn" field.
\(<Rm>\) Is the second general-purpose source register, encoded in the "Rm" field.

**Operation for all encodings**

1. \(\text{if } \text{ConditionPassed}() \text{ then}
2. \(\text{EncodingSpecificOperations();}
3. \(\text{diff1} = \text{SInt}(\text{R}[n][7:0]) - \text{SInt}(\text{R}[m][7:0]);
4. \(\text{diff2} = \text{SInt}(\text{R}[n][15:8]) - \text{SInt}(\text{R}[m][15:8]);
5. \(\text{diff3} = \text{SInt}(\text{R}[n][23:16]) - \text{SInt}(\text{R}[m][23:16]);
6. \(\text{diff4} = \text{SInt}(\text{R}[n][31:24]) - \text{SInt}(\text{R}[m][31:24]);
7. \(\text{R}[d][7:0] = \text{SignedSat}(\text{diff1}, 8);
8. \(\text{R}[d][15:8] = \text{SignedSat}(\text{diff2}, 8);
9. \(\text{R}[d][23:16] = \text{SignedSat}(\text{diff3}, 8);
10. \(\text{R}[d][31:24] = \text{SignedSat}(\text{diff4}, 8);
C2.4.127 RBIT

Reverse Bits. Reverse Bits reverses the bit order in a 32-bit register.

T1

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 1 0 1 0 0 1 Rm 1 1 1 1 Rd 1 0 1 0 Rm2</td>
</tr>
</tbody>
</table>

T1 variant

RBIT{<c>}{<q>} <Rd>, <Rm>

Decode for this encoding

1 if !HaveMainExt() then UNDEFINED;
2 if Rm != Rm2 then UNPREDICTABLE;
3 d = UInt(Rd); m = UInt(Rm);
4 if d IN {13,15} || m IN {13,15} then UNPREDICTABLE;

CONSTRAINED UNPREDICTABLE behavior

If Rm != Rm2, then one of the following behaviors must occur:

• The instruction is UNDEFINED.

• The instruction executes as NOP.

• The instruction executes as described, with no change to its behavior and no additional side effects.

• The value in the destination register is UNKNOWN.

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<Rm> Is the general-purpose source register, encoded in the "Rm" field. Its number must be encoded twice.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 bits(32) result;
4 for i = 0 to 31
5 result[31-i] = R[m][i];
6 R[d] = result;
C2.4.128 REV


T1

Armv8-M

```
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
1 0 1 1 1 0 1 0 0 0  Rm   Rd
```

T1 variant

REV(<c>{<q>} <Rd>, <Rm>

Decode for this encoding

```
d = UInt(Rd); m = UInt(Rm);
```

T2

Armv8-M Main Extension only

```
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
1 1 1 1 0 1 0 1 0 0 1  Rm   1 1 1 1  Rd  1 0 0 0  Rm2
```

T2 variant

REV(<c>).W <Rd>, <Rm>

// <Rd>, <Rm> can be represented in T1

REV(<c>{<q>} <Rd>, <Rm>

Decode for this encoding

```
1 if !HaveMainExt() then UNDEFINED;
2 if Rd != Rm2 then UNPREDICTABLE;
3 d = UInt(Rd); m = UInt(Rm);
4 if d IN {13,15} || m IN {13,15} then UNPREDICTABLE;
```

CONstrained UNPREDICTABLE behavior

If Rm != Rm2, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction executes as described, with no change to its behavior and no additional side effects.
- The value in the destination register is UNKNOWN.

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rm>` For encoding T1: is the general-purpose source register, encoded in the "Rm" field. For encoding T2: is the general-purpose source register, encoded in the "Rm" field. Its number must be encoded twice.
Operation for all encodings

```plaintext
if ConditionPassed() then
    EncodingSpecificOperations();
    bits(32) result;
    result[31:24] = R[m][7:0];
    result[23:16] = R[m][15:8];
    result[15:8] = R[m][23:16];
    result[7:0] = R[m][31:24];
    R[d] = result;
```
C2.4.129 REV16

Byte-Reverse Packed Halfword. Byte-Reverse Packed Halfword reverses the byte order in each 16-bit halfword of a 32-bit register.

T1

Armv8-M

\[
\begin{array}{cccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
1 & 0 & 1 & 0 & 1 & 0 & 0 & 1 & Rm & Rd
\end{array}
\]

T1 variant

REV16\{<c>{<q}>\} <Rd>, <Rm>

Decode for this encoding

1. \(d = \text{UInt}(Rd); m = \text{UInt}(Rm)\);

T2

Armv8-M Main Extension only

\[
\begin{array}{cccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
1 & 1 & 1 & 1 & 1 & 0 & 0 & 1 & Rm & 1 & 1 & 1 & 1 & 1 & 0 & 1 & 0 & 1 & 0 & 0 & 1 & Rm2 & Rd
\end{array}
\]

T2 variant

REV16\{<c>.W\} <Rd>, <Rm>

// <Rd>, <Rm> can be represented in T1
REV16\{<c>{<q}>\} <Rd>, <Rm>

Decode for this encoding

1. if !HaveMainExt() then UNDEFINED;
2. if \(Rm \neq Rm2\) then UNPREDICTABLE;
3. \(d = \text{UInt}(Rd); m = \text{UInt}(Rm)\);
4. if \(d \text{ IN } \{13,15\}\) \(|| m \text{ IN } \{13,15\}\) then UNPREDICTABLE;

CONSTRAINED UNPREDICTABLE behavior

If \(Rm \neq Rm2\), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction executes as described, with no change to its behavior and no additional side effects.
- The value in the destination register is UNKNOWN.

Assembler symbols for all encodings

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<Rd>\) Is the general-purpose destination register, encoded in the "Rd" field.
\(<Rm>\) For encoding T1: is the general-purpose source register, encoded in the "Rm" field. For encoding T2: is the general-purpose source register, encoded in the "Rm" field. Its number must be encoded twice.
Operation for all encodings

if ConditionPassed() then
    EncodingSpecificOperations();

    bits(32) result;
    result[31:24] = R[m][23:16];
    result[23:16] = R[m][31:24];
    result[15:8] = R[m][7:0];
    result[7:0] = R[m][15:8];
    R[d] = result;
C2.4.130 REVSH

Byte-Reverse Signed Halfword. Byte-Reverse Signed Halfword reverses the byte order in the lower 16-bit halfword of a 32-bit register, and sign extends the result to 32 bits.

T1

Armv8-M

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|-----------------------------|---|
| 1 0 1 1 1 0 1 0 1 1           | Rm |
|                               | Rd |

T1 variant

REVSH{<c>}{<q>} <Rd>, <Rm>

Decode for this encoding

```java
1 d = UInt(Rd); m = UInt(Rm);
```

T2

Armv8-M Main Extension only

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|-----------------------------|---|
| 1 1 1 1 1 0 1 0 1 0 0 1       | Rm |
|                               | Rd |
|                               | Rm2 |

T2 variant

REVSH{<c>}.W <Rd>, <Rm>

// <Rd>, <Rm> can be represented in T1
REVSH{<c>}{<q>} <Rd>, <Rm>

Decode for this encoding

```java
1 if !HaveMainExt() then UNDEFINED;
2 if Rm != Rm2 then UNPREDICTABLE;
3 d = UInt(Rd); m = UInt(Rm);
4 if d IN (13,15) || m IN (13,15) then UNPREDICTABLE;
```

CONstrained UNPREDICTABLE behavior

If Rm != Rm2, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction executes as described, with no change to its behavior and no additional side effects.
- The value in the destination register is UNKNOWN.

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rm>` For encoding T1: is the general-purpose source register, encoded in the "Rm" field.
  For encoding T2: is the general-purpose source register, encoded in the "Rm" field. Its number must be encoded twice.
Operation for all encodings

```plaintext
if ConditionPassed() then
    EncodingSpecificOperations();
    bits(32) result;
    result[31:8] = SignExtend(R[m][7:0], 24);
    result[7:0] = R[m][15:8];
    R[d] = result;
```
C2.4.131 ROR (immediate)

Rotate Right (immediate). Rotate Right (immediate) rotates a register value by a constant number of bits, inserting the bits that are rotated off the right end into the vacated bit positions on the left, and writes the result to the destination register.

This instruction is an alias of the MOV (register) instruction. This means that:

- The encodings in this description are named to match the encodings of MOV (register).
- The description of MOV (register) gives the operational pseudocode for this instruction.

T3

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>(0)</td>
<td>imm3</td>
</tr>
<tr>
<td></td>
<td></td>
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<td>Rd</td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td>imm2</td>
</tr>
<tr>
<td></td>
<td></td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>Rm</td>
</tr>
</tbody>
</table>

S = 0

MOV, shift or rotate by value variant

Applies when !(imm3 == 000 && imm2 == 00).

ROR{<c>}{<q>} {<Rd>,} <Rm>, #<imm>

is equivalent to

MOV{<c>}{<q>} <Rd>, <Rm>, ROR #<imm>

and is always the preferred disassembly.

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<Rm> Is the general-purpose source register, encoded in the "Rm" field.
<imm> Is the shift amount, in the range 1 to 31, encoded in the "imm3:imm2" field.

Operation for all encodings

The description of MOV (register) gives the operational pseudocode for this instruction.
C2.4.132 ROR (register)

Rotate Right (register). Rotate Right (register) rotates a register value by a variable number of bits, inserting the bits that are rotated off the right end into the vacated bit positions on the left, and writes the result to the destination register. The variable number of bits is read from the bottom byte of a register.

This instruction is an alias of the MOV, MOVS (register-shifted register) instruction. This means that:

- The encodings in this description are named to match the encodings of MOV, MOVS (register-shifted register).
- The description of MOV, MOVS (register-shifted register) gives the operational pseudocode for this instruction.

**T1**

*Armv8-M Main Extension only*

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 0 0 0 0 op = 0111 Rs Rdm</td>
</tr>
</tbody>
</table>

Rotate right variant

ROR\(<c>\{<q>\} \{<Rdm>,\} <Rdm>, <Rs>

// Inside IT block

is equivalent to

MOV\(<c>\{<q>\} <Rdm>, <Rdm>, ROR <Rs>

and is the preferred disassembly when \texttt{InITBlock()}.**

**T2**

*Armv8-M Main Extension only*

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 1 0 0 Rm 1 1 1 1 Rd 0 0 0 0 Rs</td>
</tr>
</tbody>
</table>

Non flag setting variant

ROR\(<c>.W \{<Rd>,\} <Rm>, <Rs>

// Inside IT block, and <Rd>, <Rm>, <sr_type>, <Rs> can be represented in T1

is equivalent to

MOV\(<c>{<q>} <Rd>, <Rm>, ROR <Rs>

and is always the preferred disassembly.

Non flag setting variant

ROR\(<c>\{<q>\} \{<Rd>,\} <Rm>, <Rs>

is equivalent to

MOV\(<c>\{<q>} <Rd>, <Rm>, ROR <Rs>

and is always the preferred disassembly.
Assembler symbols for all encodings

<\textgreater> See C1.2.5 Standard assembler syntax fields on page 308.
<\textless> See C1.2.5 Standard assembler syntax fields on page 308.
<Rdm> Is the first general-purpose source register and the destination register, encoded in the "Rdm" field.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<Rm> Is the first general-purpose source register, encoded in the "Rm" field.
<Rs> Is the second general-purpose source register holding a rotate amount in its bottom 8 bits, encoded in the "Rs" field.

Operation for all encodings

The description of MOV, MOVS (register-shifted register) gives the operational pseudocode for this instruction.
C2.4.133  RORS (immediate)

Rotate Right, Setting flags (immediate). Rotate Right, Setting flags (immediate) rotates a register value by a constant number of bits, inserting the bits that are rotated off the right end into the vacated bit positions on the left, writes the result to the destination register, and updates the condition flags based on the result.

This instruction is an alias of the MOV (register) instruction. This means that:

- The encodings in this description are named to match the encodings of MOV (register).
- The description of MOV (register) gives the operational pseudocode for this instruction.

**T3**

_Armv8-M Main Extension only_

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
<th>1 1 1 0 1 0 1 0 0 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>S = 1</td>
</tr>
<tr>
<td></td>
<td>sr_type = 11</td>
</tr>
</tbody>
</table>

MOV, shift or rotate by value variant

Applies when !(imm3 == 000 && imm2 == 00).

RORS{<c>}{<q>}{<Rd>,} {<Rm>,} #<imm>

is equivalent to

MOVS{<c>}{<q>}{<Rd>,} <Rm>, ROR #<imm>

and is always the preferred disassembly.

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rm>` Is the general-purpose source register, encoded in the "Rm" field.
- `<imm>` Is the shift amount, in the range 1 to 31, encoded in the "imm3:imm2" field.

**Operation for all encodings**

The description of MOV (register) gives the operational pseudocode for this instruction.
C2.4.134 RORS (register)

Rotate Right, Setting flags (register). Rotate Right, Setting flags (register) rotates a register value by a variable number of bits, inserting the bits that are rotated off the right end into the vacated bit positions on the left, writes the result to the destination register, and updates the condition flags based on the result. The variable number of bits is read from the bottom byte of a register.

This instruction is an alias of the MOV, MOVS (register-shifted register) instruction. This means that:

- The encodings in this description are named to match the encodings of MOV, MOVS (register-shifted register).
- The description of MOV, MOVS (register-shifted register) gives the operational pseudocode for this instruction.

T1

Armv8-M

```
| 15 14 13 12| 11 10 9 8 | 7 6 5 4 | 3 2 1 0 |
0 1 0 0 0 0 | op = 0111 | Rs | Rdm |
```

Rotate right variant

RORS{<q>} {<Rdm>}, <Rdm>, <Rs>

// Outside IT block

is equivalent to

MOVS{<q>} <Rdm>, <Rdm>, ROR <Rs>

and is the preferred disassembly when !InITBlock().

T2

Armv8-M Main Extension only

```
| 15 14 13 12| 11 10 9 8 | 7 6 5 4 | 3 2 1 0 |
1 1 1 1 1 | 0 1 0 0 | Rm | 1 1 1 1 | Rd | 0 0 0 0 | Rs |
```

Flag setting variant

RORS.W {<Rd>,} <Rm>, <Rs>

// Outside IT block, and <Rd>, <Rm>, <sr_type>, <Rs> can be represented in T1

is equivalent to

MOVS{<c>}{<q>} <Rd>, <Rm>, ROR <Rs>

and is always the preferred disassembly.

Flag setting variant

RORS{<c>}{<q>} {<Rd>}, <Rm>, <Rs>

is equivalent to

MOVS{<c>}{<q>} <Rd>, <Rm>, ROR <Rs>

and is always the preferred disassembly.
Assembler symbols for all encodings

<
> See C1.2.5 Standard assembler syntax fields on page 308.
<
> See C1.2.5 Standard assembler syntax fields on page 308.
<Rdm>
Is the first general-purpose source register and the destination register, encoded in the "Rdm" field.
<Rd>
Is the general-purpose destination register, encoded in the "Rd" field.
<Rm>
Is the first general-purpose source register, encoded in the "Rm" field.
<Rs>
Is the second general-purpose source register holding a rotate amount in its bottom 8 bits, encoded in the "Rs" field.

Operation for all encodings

The description of MOV, MOVS (register-shifted register) gives the operational pseudocode for this instruction.
C2.4.135 RRX

Rotate Right with Extend. Rotate Right with Extend shifts a register value right by one bit, shifting the Carry flag into bit[31], and writes the result to the destination register.

This instruction is an alias of the MOV (register) instruction. This means that:

- The encodings in this description are named to match the encodings of MOV (register).
- The description of MOV (register) gives the operational pseudocode for this instruction.

T3
Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
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<th>12</th>
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<th>5</th>
<th>4</th>
<th>3</th>
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<th>1</th>
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<td></td>
<td></td>
<td></td>
<td></td>
<td>imm3 = 000</td>
<td></td>
</tr>
<tr>
<td>S = 0</td>
<td>imm2 = 00</td>
<td>sr_type = 11</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

MOV, rotate right with extend variant

RRX{<c>}{<q>} {<Rd>,} <Rm>

is equivalent to

MOV{<c>}{<q>} <Rd>, <Rm>, RRX

and is always the preferred disassembly.

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rm>` Is the general-purpose source register, encoded in the "Rm" field.

Operation for all encodings

The description of MOV (register) gives the operational pseudocode for this instruction.
C2.4.136 RRXS

Rotate Right with Extend, Setting flags. Rotate Right with Extend, Setting flags shifts a register value right by one bit, shifting the Carry flag into bit[31] and bit[0] into the Carry flag, writes the result to the destination register and updates the condition flags (other than Carry) based on the result.

This instruction is an alias of the MOV (register) instruction. This means that:

- The encodings in this description are named to match the encodings of MOV (register).
- The description of MOV (register) gives the operational pseudocode for this instruction.

T3

Armv8-M Main Extension only

```
S = 1
imm3 = 000
Rd
imm2 = 00
sr_type = 11
Rm
```

MOVS, rotate right with extend variant

RRXS{<c>}{<q>} {<Rd>,} <Rm>

is equivalent to

MOVS{<c>}{<q>} <Rd>, <Rm>, RRX

and is always the preferred disassembly.

Assemble symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rm>` Is the general-purpose source register, encoded in the "Rm" field.

Operation for all encodings

The description of MOV (register) gives the operational pseudocode for this instruction.
C2.4.137 RSB (immediate)

Reverse Subtract (immediate). Reverse Subtract (immediate) subtracts a register value from an immediate value, and writes the result to the destination register. It can optionally update the condition flags based on the result.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 0 0 0</td>
<td>1 0 0 1</td>
<td>Rn</td>
<td>Rd</td>
</tr>
</tbody>
</table>

T1 variant

RSB<q> {<Rd>, Rn}, #0
   // Inside IT block
RSBS{<q>} {<Rd>, Rn}, #0
   // Outside IT block

Decode for this encoding

1 d = UInt(Rd); n = UInt(Rn); setflags = !InITBlock(); imm32 = Zeros(32); // immediate = #0

T2

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0 1</td>
<td>0 1 1 1 0</td>
<td>S</td>
<td>Rn</td>
</tr>
</tbody>
</table>

RSB variant

Applies when S == 0.
RSB<q>.W {<Rd>, Rn}, #0
   // Inside IT block
RSBS{<q>} {<Rd>, Rn}, #0
   // Outside IT block

RSBS variant

Applies when S == 1.
RSBS.W {<Rd>, Rn}, #0
   // Outside IT block
RSBS{<q>} {<Rd>, Rn}, #<const>

Decode for this encoding

1 if !HaveMainExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); setflags = (S == '1'); imm32 = T32ExpandImm(i:imm3:imm8);
3 if d IN (13,15) || n IN (13,15) then UNPREDICTABLE;

Assembler symbols for all encodings

<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field. If omitted, this register is the same as <Rn>.
<Rn> Is the general-purpose source register, encoded in the "Rn" field.
<const> Is an immediate value derived from the 12-bit immediate that is encoded in the 'i:imm3:imm8' field. See C1.5 Modified immediate constants on page 323 for the range of values.

Operation for all encodings

```plaintext
1  if ConditionPassed() then
2     EncodingSpecificOperations();
3     (result, carry, overflow) = AddWithCarry(NOT(R[n]), imm32, '1');
4     R[d] = result;
5     if setflags then
6       APSR.N = result[31];
7       APSR.Z = IsZeroBit(result);
8       APSR.C = carry;
9       APSR.V = overflow;
```
RSB (register)

Reverse Subtract (register). Reverse Subtract (register) subtracts a register value from an optionally-shifted register value, and writes the result to the destination register. It can optionally update the condition flags based on the result.

**T1**

*Armv8-M Main Extension only*

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
<th>S</th>
<th>Rn (0)</th>
<th>imm3</th>
<th>Rd</th>
<th>imm2</th>
<th>Rm</th>
</tr>
</thead>
</table>

**RSB, rotate right with extend variant**

Applies when $S == 0$ && $imm3 == 000$ && $imm2 == 00$ && $sr_type == 11$.

```c
RSB{<c>}{<q>} {<Rd>,} <Rn>, <Rm>, RRX
```

**RSB, shift or rotate by value variant**

Applies when $S == 0$ && !(imm3 == 000 && imm2 == 00 && sr_type == 11).

```c
RSB{<c>}{<q>} {<Rd>,} <Rn>, <Rm> {, <shift> #<amount>}
```

**RSBS, rotate right with extend variant**

Applies when $S == 1$ && $imm3 == 000$ && $imm2 == 00$ && $sr_type == 11$.

```c
RSBS{<c>}{<q>} {<Rd>,} <Rn>, <Rm>, RRX
```

**RSBS, shift or rotate by value variant**

Applies when $S == 1$ && !(imm3 == 000 && imm2 == 00 && sr_type == 11).

```c
RSBS{<c>}{<q>} {<Rd>,} <Rn>, <Rm> {, <shift> #<amount>}
```

**Decode for this encoding**

```c
1 if !HaveMainExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); setflags = (S == '1');
3 (shift_t, shift_n) = DecodeImmShift(sr_type, imm3:imm2);
4 if d IN (13,15) || n IN (13,15) || m IN (13,15) then UNPREDICTABLE;
```

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<q>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field. If omitted, this register is the same as `<Rn>`.
- `<Rn>` Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register, encoded in the "Rm" field.
- `<shift>` Is the type of shift to be applied to the second source register, encoded in the "sr_type" field. It can have the following values:
  - LSL when sr_type = 00
  - LSR when sr_type = 01
  - ASR when sr_type = 10
  - ROR when sr_type = 11
<amount> Is the shift amount, in the range 1 to 31 (when <shift> = LSL or ROR) or 1 to 32 (when <shift> = LSR or ASR) encoded in the “imm3:imm2” field as <amount> modulo 32.

Operation for all encodings

```
if ConditionPassed() then
    EncodingSpecificOperations();
    shifted = Shift(R[m], shift_t, shift_n, APSR.C);
    (result, carry, overflow) = AddWithCarry(NOT(R[n]), shifted, '1');
    R[d] = result;
    if setflags then
        APSR.Z = IsZeroBit(result);
        APSR.N = result[31];
        APSR.C = carry;
        APSR.V = overflow;
```
C2.4.139 SADD16

Signed Add 16. Signed Add 16 performs two 16-bit signed integer additions, and writes the results to the destination register. It sets the APSR.GE bits according to the results of the additions.

T1

Armv8-M DSP Extension only

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10  9  8</th>
<th>7  6  5  4</th>
<th>3  2  1  0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 1 1 0 1 0 1 0 0 1</td>
<td>Rn</td>
<td>1 1 1 1</td>
<td>Rd</td>
</tr>
</tbody>
</table>

T1 variant

SADD16{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

Decode for this encoding

1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

<‘c’> See C1.2.5 Standard assembler syntax fields on page 308.
<‘q’> See C1.2.5 Standard assembler syntax fields on page 308.
<‘Rd’> Is the general-purpose destination register, encoded in the "Rd" field.
<‘Rn’> Is the first general-purpose source register, encoded in the "Rn" field.
<‘Rm’> Is the second general-purpose source register, encoded in the "Rm" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 sum1 = SInt(R[n][15:0]) + SInt(R[m][15:0]);
4 sum2 = SInt(R[n][31:16]) + SInt(R[m][31:16]);
5 R[d] = sum2[15:0] : sum1[15:0];
6 APSR.GE[1:0] = if sum1 >= 0 then '11' else '00';
7 APSR.GE[3:2] = if sum2 >= 0 then '11' else '00';
SADD8

Signed Add 8. Signed Add 8 performs four 8-bit signed integer additions, and writes the results to the destination register. It sets the APSR.GE bits according to the results of the additions.

T1

Armv8-M DSP Extension only

```
| 15 14 13 12 11 10 9 8 | 7 6 5 4 | 3 2 1 0 |
|------------------------|
| 1 1 1 1 | 0 1 0 1 | 0 0 0 |
```

T1 variant

SADD8{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

Decode for this encoding

```
1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
```

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register, encoded in the "Rm" field.

Operation for all encodings

```
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   sum1 = SInt(R[n][7:0]) + SInt(R[m][7:0]);
4   sum2 = SInt(R[n][15:8]) + SInt(R[m][15:8]);
5   sum3 = SInt(R[n][23:16]) + SInt(R[m][23:16]);
6   sum4 = SInt(R[n][31:24]) + SInt(R[m][31:24]);
8   APSR.GE[0] = if sum1 >= 0 then '1' else '0';
9   APSR.GE[1] = if sum2 >= 0 then '1' else '0';
10  APSR.GE[2] = if sum3 >= 0 then '1' else '0';
11  APSR.GE[3] = if sum4 >= 0 then '1' else '0';
```
C2.4.141  SASX

Signed Add and Subtract with Exchange. Signed Add and Subtract with Exchange exchanges the two halfwords of the second operand, performs one 16-bit integer addition and one 16-bit subtraction, and writes the results to the destination register. It sets the APSR.GE bits according to the results.

T1

Armv8-M DSP Extension only

|   15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|      1  1  1  1  0  1  0  1  0         |
|      Rn | Rm |

T1 variant

SASX{<c>}{<q>}{<Rd>,}<Rn>,<Rm>

Decode for this encoding

if !HaveDSPExt() then UNDEFINED;

d = Uint(Rd); n = Uint(Rn); m = Uint(Rm);

if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

<
See C1.2.5 Standard assembler syntax fields on page 308.

<q>
See C1.2.5 Standard assembler syntax fields on page 308.

<Rd>
Is the general-purpose destination register, encoded in the "Rd" field.

<Rn>
Is the first general-purpose source register, encoded in the "Rn" field.

<Rm>
Is the second general-purpose source register, encoded in the "Rm" field.

Operation for all encodings

if ConditionPassed() then

EncodingSpecificOperations();

diff = SInt(R[n][15:0]) - SInt(R[m][31:16]);

sum = SInt(R[n][31:16]) + SInt(R[m][15:0]);

R[d] = sum[15:0]; diff[15:0];

APSR.GE[1:0] = if diff >= 0 then '11' else '00';

APSR.GE[3:2] = if sum >= 0 then '11' else '00';
C2.4.142  SBC (immediate)

Subtract with Carry (immediate). Subtract with Carry (immediate) subtracts an immediate value and the value of NOT(Carry flag) from a register value, and writes the result to the destination register. It can optionally update the condition flags based on the result.

T1

Armv8-M Main Extension only

\[
\begin{array}{cccccccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
1 & 1 & 1 & 1 & 0 & i & 0 & 1 & 0 & 1 & 1 & S & Rn & 0 & imm3 & Rd & imm8 \\
\end{array}
\]

SBC variant

Applies when \( S = 0 \).

\[
\text{SBC}\{<c>\}{<q>} \{<Rd>,\} <Rn>, \#<\text{const}>
\]

SBCS variant

Applies when \( S = 1 \).

\[
\text{SBCS}\{<c>\}{<q>} \{<Rd>,\} <Rn>, \#<\text{const}>
\]

Decode for this encoding

1. \( \text{if} \ \text{!HaveMainExt()} \ \text{then} \ \text{UNDEFINED}; \)
2. \( d = \text{UInt}(\text{Rd}); \ n = \text{UInt}(\text{Rn}); \ \text{setflags} = (S == '1'); \ \text{imm32} = T32ExpandImm(i:imm3:imm8); \)
3. \( \text{if} \ d \ \text{IN} \ {13,15} \ \text{||} \ n \ \text{IN} \ {13,15} \ \text{then} \ \text{UNPREDICTABLE}; \)

Assembler symbols for all encodings

\(<c>\)  See C1.2.5 Standard assembler syntax fields on page 308.
\(<q>\)  See C1.2.5 Standard assembler syntax fields on page 308.
\(<\text{Rd}>\)  Is the general-purpose destination register, encoded in the "Rd" field. If omitted, this register is the same as \(<\text{Rn}>\).
\(<\text{Rn}>\)  Is the general-purpose source register, encoded in the "Rn" field.
\(<\text{const}>\)  Is an immediate value derived from the 12-bit immediate that is encoded in the 'i:imm3:imm8' field. See C1.5 Modified immediate constants on page 323 for the range of values.

Operation for all encodings

1. \( \text{if} \ \text{ConditionPassed()} \ \text{then} \)
2. \( \ \text{EncodingSpecificOperations();} \)
3. \( \ \{\text{result}, \ \text{carry}, \ \text{overflow}\} = \text{AddWithCarry}(R[n], \ \text{NOT(imm32)}, \ \text{APSR.C}); \)
4. \( R[d] = \text{result}; \)
5. \( \ \text{if} \ \text{setflags} \ \text{then} \)
6. \( \ \text{APSR.N} = \text{result}[31]; \)
7. \( \ \text{APSR.Z} = \text{IsZeroBit}(\text{result}); \)
8. \( \ \text{APSR.C} = \text{carry}; \)
9. \( \ \text{APSR.V} = \text{overflow}; \)
C2.4.143 SBC (register)

Subtract with Carry (register). Subtract with Carry (register) subtracts an optionally-shifted register value and the value of NOT(Carry flag) from a register value, and writes the result to the destination register. It can optionally update the condition flags based on the result.

**T1**

*Armv8-M*

```
| 15 14 13 12 11 10  9  8  7  6  5  4  3  2  1  0 |
|-----------------|-----------------|
|        0 1 0 0 0 0 | 0 1 1 0 | Rm | Rdn |
```

**T1 variant**

SBC{<c>}{<q>} {<Rdn>,} <Rdn>, <Rm>
// Inside IT block
SBCS{<q>} {<Rdn>,} <Rdn>, <Rm>
// Outside IT block

**Decode for this encoding**

```c
1  d = UInt(Rdn); n = UInt(Rdn); m = UInt(Rm); setflags = !InITBlock();
2  (shift_t, shift_n) = (SRType_LSL, 0);
```

**T2**

*Armv8-M Main Extension only*

```
| 15 14 13 12 11 10  9  8  7  6  5  4  3  2  1  0 |
|-----------------|-----------------|
|      1 1 1 0 1 0 | 1 0 1 1 | S | Rn | [0] | imm3 | Rd | imm2 | Rm |

| sr_type |
```

SBC, rotate right with extend variant

Applies when `S == 0 && imm3 == 000 && imm2 == 00 && sr_type == 11`.

SBC{<c>}{<q>} {<Rd>,} <Rn>, <Rm>, RRX

SBC, shift or rotate by value variant

Applies when `S == 0 && !(imm3 == 000 && imm2 == 00 && sr_type == 11)`.

SBC{<c>}.W {<Rd>,} <Rn>, <Rm>
// Inside IT block, and <Rd>, <Rn>, <Rm> can be represented in T1
SBC{<c>}{<q>} {<Rd>,} <Rn>, <Rm> {<shift> #<amount>}

SBCS, rotate right with extend variant

Applies when `S == 1 && imm3 == 000 && imm2 == 00 && sr_type == 11`.

SBCS{<c>}{<q>} {<Rd>,} <Rn>, <Rm>, RRX

SBCS, shift or rotate by value variant

Applies when `S == 1 && !(imm3 == 000 && imm2 == 00 && sr_type == 11)`.
C2.4. Alphabetical list of instructions

SBCS.W \( \{ \langle Rd \rangle, \} \langle Rn \rangle, \langle Rm \rangle \)
// Outside IT block, and \( \langle Rd \rangle, \langle Rn \rangle, \langle Rm \rangle \) can be represented in T1
SBCS{\( \langle c \rangle \)}{\( \langle q \rangle \)}{\( \{ \langle Rd \rangle, \} \langle Rn \rangle, \langle Rm \rangle \), \( \langle \text{shift} \rangle \# \langle \text{amount} \rangle \)}

Decode for this encoding

if !HaveMainExt() then UNDEFINED;
d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); setflags = (S == '1');
(shift_t, shift_n) = DecodeImmShift(sr_type, imm3:imm2);

if d \text{ IN } \{13,15\} || n \text{ IN } \{13,15\} || m \text{ IN } \{13,15\} then UNPREDICTABLE;

Assembler symbols for all encodings

\( \langle c \rangle \) See C1.2.5 Standard assembler syntax fields on page 308.
\( \langle q \rangle \) See C1.2.5 Standard assembler syntax fields on page 308.
\( \langle Rdn \rangle \) Is the first general-purpose source register and the destination register, encoded in the "Rdn" field.
\( \langle Rd \rangle \) Is the general-purpose destination register, encoded in the "Rd" field. If omitted, this register is the same as \( \langle Rn \rangle \).
\( \langle Rn \rangle \) Is the first general-purpose source register, encoded in the "Rn" field.
\( \langle Rm \rangle \) Is the second general-purpose source register, encoded in the "Rm" field.
\( \langle \text{shift} \rangle \) Is the type of shift to be applied to the second source register, encoded in the "sr_type" field. It can have the following values:
- LSL when \( \text{sr_type} = 00 \)
- LSR when \( \text{sr_type} = 01 \)
- ASR when \( \text{sr_type} = 10 \)
- ROR when \( \text{sr_type} = 11 \)
\( \langle \text{amount} \rangle \) Is the shift amount, in the range 1 to 31 (when \( \langle \text{shift} \rangle \) = LSL or ROR) or 1 to 32 (when \( \langle \text{shift} \rangle \) = LSR or ASR) encoded in the "imm3:imm2" field as \( \langle \text{amount} \rangle \) modulo 32.

Operation for all encodings

if ConditionPassed() then
EncodingSpecificOperations();
shifted = Shift(R[m], shift_t, shift_n, APSR.C);
(result, carry, overflow) = AddWithCarry(R[n], NOT(shifted), APSR.C);
R[d] = result;
if setflags then
APSR.N = result[31];
APSR.Z = IsZeroBit(result);
APSR.C = carry;
APSR.V = overflow;
Signed Bit Field Extract. Signed Bit Field Extract extracts any number of adjacent bits at any position from one register, sign extends them to 32 bits, and writes the result to the destination register.

**T1**

*Armv8-M Main Extension only*

\[
\begin{array}{cccccccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 & 15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
\hline
1 & 1 & 1 & 1 & 0 & (0) & 1 & 1 & 0 & 1 & 0 & 0 & Rn & 0 & imm3 & Rd & imm2 & (0) & widthm1 \\
\end{array}
\]

**T1 variant**

\[
\text{SBFX}\{<c>\}{<q>} <Rd>, <Rn>, \#<lsb>, \#<width>
\]

**Decode for this encoding**

1. \(\text{if } \text{!HaveMainExt}() \text{ then UNDEFINED;}
2. \(\text{d} = \text{UInt}(Rd); \ n = \text{UInt}(Rn);
3. \(\text{lsbit} = \text{UInt}(\text{imm3}:\text{imm2}); \ \text{widthminus1} = \text{UInt}(\text{widthm1});
4. \(\text{msbit} = \text{lsbit} + \text{widthminus1};
5. \(\text{if } \text{msbit} > 31 \text{ then UNPREDICTABLE;}
6. \(\text{if } \text{d} \ \text{IN} \ (13,15) \ | \ | \ \text{n} \ \text{IN} \ (13,15) \text{ then UNPREDICTABLE;}

**CONSTRAINED UNPREDICTABLE behavior**

If \(\text{msbit} > 31\), then one of the following behaviors must occur:

- The instruction is **UNDEFINED**.
- The instruction executes as **NOP**.
- The value in the destination register is **UNKNOWN**.

**Assembler symbols for all encodings**

\[
<\text{c}> \quad \text{See } \text{C1.2.5 Standard assembler syntax fields } \text{ on page 308.}
\]

\[
<\text{q}> \quad \text{See } \text{C1.2.5 Standard assembler syntax fields } \text{ on page 308.}
\]

\[
<\text{Rd}> \quad \text{Is the general-purpose destination register, encoded in the "Rd" field.}
\]

\[
<\text{Rn}> \quad \text{Is the general-purpose source register, encoded in the "Rn" field.}
\]

\[
<\text{lsb}> \quad \text{Is the bit number of the least significant bit in the field, in the range 0 to 31, encoded in the "imm3:imm2" field.}
\]

\[
<\text{width}> \quad \text{Is the width of the field, in the range 1 to 32-<lsb>, encoded in the "widthm1" field as <width>-1.}
\]

**Operation for all encodings**

1. \(\text{if ConditionPassed()} \text{ then}
2. \quad \text{EncodingSpecificOperations();}
3. \quad \text{if msbit} <= 31 \text{ then}
4. \quad \quad \text{R[d]} = \text{SignExtend}(<Rn>[msbit:lsbit], 32);
5. \quad \quad \text{else}
6. \quad \quad \quad \text{R[d]} = \text{bits}(32) \text{ UNKNOWN;}

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ID29032019    Non-confidential
C2.4.145 SDIV

Signed Divide. Signed Divide divides a 32-bit signed integer register value by a 32-bit signed integer register value and writes the result to the destination register. The condition code flags are not affected.

If R[n] == 0x80000000 (-2^31) and R[m] == 0xFFFFFFFF (-1), the result of the division is 0x80000000.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1</td>
<td>1 0 1 1 0 0</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

Rn (1) (1) (1) (1)

Rd 1 1 1 1

Rm

T1 variant

SDIV{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

Decode for this encoding

1. d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
2. if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.

<q> See C1.2.5 Standard assembler syntax fields on page 308.

<Rd> Is the general-purpose destination register, encoded in the "Rd" field.

<Rn> Is the first general-purpose source register holding the dividend, encoded in the "Rn" field.

<Rm> Is the second general-purpose source register holding the divisor, encoded in the "Rm" field.

Operation for all encodings

1. if ConditionPassed() then
2. EncodingSpecificOperations();
3. if SInt(R[m]) == 0 then
4. if IntegerZeroDivideTrappingEnabled() then
5. GenerateIntegerZeroDivide();
6. else
7. result = 0;
8. else
9. result = RoundTowardsZero(Real(SInt(R[n])) / Real(SInt(R[m])));
10. R[d] = result[31:0];
C2.4.146 SEL

Select Bytes. Select Bytes selects each byte of its result from either its first operand or its second operand, according to the values of the GE flags.

T1

*Armv8-M DSP Extension only*

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1</td>
<td>0 0 1 0</td>
<td>1 0 1 0</td>
<td>Rn 1 1 1</td>
</tr>
<tr>
<td>Rd</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1 0 0 0</td>
<td>Rm</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

T1 variant

SEL{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

Decode for this encoding

1. if !HaveDSPExt() then UNDEFINED;
2. d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3. if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register, encoded in the "Rm" field.

Operation for all encodings

1. if ConditionPassed() then
2. EncodingSpecificOperations();
3. bits(32) result;
4. result[7:0] = if APSR.GE[0] == '1' then R[n][7:0] else R[m][7:0];
5. result[15:8] = if APSR.GE[1] == '1' then R[n][15:8] else R[m][15:8];
8. R[d] = result;
C2.4.147 SEV

Send Event. Send Event is a hint instruction. It causes an event to be signaled to all PEs within the multiprocessor system.

This is a NOP-compatible hint.

T1

Armv8-M

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
| 1 0 1 1 1 1 1 0 1 0 0 0 0 0 0 |

T1 variant

SEV{<c>}{<q>}

Decode for this encoding

1 // No additional decoding required

T2

Armv8-M Main Extension only

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
| 1 1 1 1 0 0 1 1 1 0 1 0 0 0 1 0 |

T2 variant

SEV{<c>}.W

Decode for this encoding

1 if !HaveMainExt() then UNDEFINED;
2 // No additional decoding required

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 SendEvent();
C2.4.148   SG

Secure Gateway. Secure Gateway marks a valid branch target for branches from Non-secure code that call Secure code.

This instruction sets the Security state to Secure if its address is in Secure memory. If the address of this instruction is in Non-secure memory, the instruction behaves as a NOP.

If the PE was previously in Non-secure state:

• This instruction sets bit[0] of LR to 0, to indicate that the return address will cause a transition from Secure to Non-secure state.

• If the Floating-point Extension is implemented, this instruction marks Secure floating-point state as inactive, by setting CONTROL_S.SFPA to 0. This indicates that the floating-point registers do not contain active state that belongs to the Secure state.

If the Security Extension is not implemented, this instruction behaves as a NOP.

SG is an unconditional instruction and executes as such both inside and outside an IT instruction block. Arm recommends that software does not place SG inside an IT instruction block.

T1

Armv8-M

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 1 1 0 0 1 0 1 1 1 1 1 1 1 1 1 |

T1 variant

SG{<q>}

Decode for this encoding

// No encoding specific operations

Assembler symbols for all encodings

<q> See C1.2.5 Standard assembler syntax fields on page 308.

Operation for all encodings

1 EncodingSpecificOperations();
2 3 if HaveSecurityExt() then
4     sAttributes = SecurityCheck(ThisInstrAddr(), TRUE, IsSecure());
5 if !sAttributes.ns then
6     if !IsSecure() then
7         LR[0] = '0';
8         if HaveFPExt() then
9             CONTROL_S.SFPA = '0';
10         end
11         CurrentState = SecurityState_Secure;
12 // IT/ICI bits cleared to prevent Non-secure code interfering with
13 // Secure execution
14 if HaveMainExt() then
15     ITSTATE = Zeros(8);
Signed Halving Add 16. Signed Halving Add 16 performs two signed 16-bit integer additions, halves the results, and writes the results to the destination register.

**T1**

*Armv8-M DSP Extension only*

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1</td>
<td>0 1 0 1</td>
<td>0 0 1 1</td>
<td>Rn</td>
</tr>
<tr>
<td>1 1 1 1</td>
<td></td>
<td></td>
<td>Rd</td>
</tr>
<tr>
<td>0 0 1 0</td>
<td></td>
<td></td>
<td>Rm</td>
</tr>
</tbody>
</table>

**T1 variant**

`SHADD16\{<c>\}{<q>} {<Rd>,} <Rn>, <Rm>`

**Decode for this encoding**

1. `if !HaveDSPExt() then UNDEFINED;`
2. `d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);`
3. `if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;`

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<q>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register, encoded in the "Rm" field.

**Operation for all encodings**

1. `if ConditionPassed() then`
2. `EncodingSpecificOperations();`
3. `sum1 = SInt(R[n][15:0]) + SInt(R[m][15:0]);`
4. `sum2 = SInt(R[n][31:16]) + SInt(R[m][31:16]);`
5. `R[d] = sum2[16:1] ; sum1[16:1];`
C2.4.150 SHADD8

Signed Halving Add 8. Signed Halving Add 8 performs four signed 8-bit integer additions, halves the results, and writes the results to the destination register.

T1

Armv8-M DSP Extension only

```
<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1</td>
<td>0 1 0</td>
<td>0 0 0</td>
<td></td>
</tr>
</tbody>
</table>
```

T1 variant

SHADD8{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

Decode for this encoding

1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register, encoded in the "Rm" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 sum1 = SInt(R[n][7:0]) + SInt(R[m][7:0]);
4 sum2 = SInt(R[n][15:8]) + SInt(R[m][15:8]);
5 sum3 = SInt(R[n][23:16]) + SInt(R[m][23:16]);
6 sum4 = SInt(R[n][31:24]) + SInt(R[m][31:24]);
Signed Halving Add and Subtract with Exchange. Signed Halving Add and Subtract with Exchange exchanges the
two halfwords of the second operand, performs one signed 16-bit integer addition and one signed 16-bit subtraction,
halves the results, and writes the results to the destination register.

T1

*Armv8-M DSP Extension only*

\[
\begin{array}{cccccccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
1 & 1 & 1 & 1 & 1 & 0 & 1 & 0 & 1 & 0 & 1 & 0 & Rn & 1 & 1 & 1 & 1 & Rd & 0 & 0 & 1 & 0 & Rm
\end{array}
\]

T1 variant

\[
\text{SHASX}\{<c>\}{<q>} \{<Rd>,} \ <Rn>, \ <Rm>
\]

**Decode for this encoding**

1. if !HaveDSPExt() then UNDEFINED;
2. \(d = \text{UInt}(\text{Rd});\) \(n = \text{UInt}(\text{Rn});\) \(m = \text{UInt}(\text{Rm});\)
3. if \(d \text{ IN } \{13,15\} || n \text{ IN } \{13,15\} || m \text{ IN } \{13,15\}\) then UNPREDICTABLE;

**Assembler symbols for all encodings**

- \(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.
- \(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.
- \(<Rd>\) Is the general-purpose destination register, encoded in the "Rd" field.
- \(<Rn>\) Is the first general-purpose source register, encoded in the "Rn" field.
- \(<Rm>\) Is the second general-purpose source register, encoded in the "Rm" field.

**Operation for all encodings**

1. if ConditionPassed() then
2. EncodingSpecificOperations();
3. \(\text{diff} = \text{SInt}(\text{R}[n][15:0]) - \text{SInt}(\text{R}[m][31:16]);\)
4. \(\text{sum} = \text{SInt}(\text{R}[n][31:16]) + \text{SInt}(\text{R}[m][15:0]);\)
5. \(\text{R}[d] = \text{sum}[16:1] : \text{diff}[16:1];\)
C2.4.152 SHSAX

Signed Halving Subtract and Add with Exchange. Signed Halving Subtract and Add with Exchange exchanges the two halfwords of the second operand, performs one signed 16-bit integer subtraction and one signed 16-bit addition, halves the results, and writes the results to the destination register.

**T1**

*Armv8-M DSP Extension only*

```
<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 1 0 1 1 1 0</td>
</tr>
<tr>
<td>Rn 1 1 1 1</td>
</tr>
<tr>
<td>Rd 0 0 1 0</td>
</tr>
<tr>
<td>Rm</td>
</tr>
</tbody>
</table>
```

**T1 variant**

```
SHSAX{<c>}{<q>} {<Rd>,} <Rn>, <Rm>
```

**Decode for this encoding**

```plaintext
1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
```

**Assembler symbols for all encodings**

- `<c>` See [C1.2.5 Standard assembler syntax fields](#) on page 308.
- `<q>` See [C1.2.5 Standard assembler syntax fields](#) on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register, encoded in the "Rm" field.

**Operation for all encodings**

```plaintext
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   sum = SInt(R[n][15:0]) + SInt(R[m][31:16]);
4   diff = SInt(R[n][31:16]) - SInt(R[m][15:0]);
5   R[d] = diff[16:1] + sum[16:1];
```
Signed Halving Subtract 16. Signed Halving Subtract 16 performs two signed 16-bit integer subtractions, halves the results, and writes the results to the destination register.

**T1**

*Armv8-M DSP Extension only*

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

**T1 variant**

`SHSUB16{<c>}{<q}> {<Rd>,} <Rn>, <Rm>`

**Decode for this encoding**

1. if !HaveDSPExt() then UNDEFINED;
2. \( d = \text{UInt}(Rd); \quad n = \text{UInt}(Rn); \quad m = \text{UInt}(Rm); \)
3. if \( d \in \{13,15\} \| n \in \{13,15\} \| m \in \{13,15\} \) then UNPREDICTABLE;

**Assembler symbols for all encodings**

- **<c>** See C1.2.5 Standard assembler syntax fields on page 308.
- **<q>** See C1.2.5 Standard assembler syntax fields on page 308.
- **<Rd>** Is the general-purpose destination register, encoded in the "Rd" field.
- **<Rn>** Is the first general-purpose source register, encoded in the "Rn" field.
- **<Rm>** Is the second general-purpose source register, encoded in the "Rm" field.

**Operation for all encodings**

1. if ConditionPassed() then
2.   EncodingSpecificOperations();
3.   diff1 = SInt(R[n][15:0]) - SInt(R[m][15:0]);
4.   diff2 = SInt(R[n][31:16]) - SInt(R[m][31:16]);
5.   Rd = diff2[16:1] : diff1[16:1];
C2.4.154 **SHSUB8**

Signed Halving Subtract 8. Signed Halving Subtract 8 performs four signed 8-bit integer subtractions, halves the results, and writes the results to the destination register.

**T1**

*Armv8-M DSP Extension only*

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

**T1 variant**

`SHSUB8{<c>}{<q>} {<Rd>,} <Rn>, <Rm>`

**Decode for this encoding**

1. `if !HaveDSPExt() then UNDEFINED;`
2. `d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);`
3. `if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;`

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<q>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register, encoded in the "Rm" field.

**Operation for all encodings**

1. `if ConditionPassed() then`
2. `EncodingSpecificOperations();`
3. `diff1 = SInt(R[n][7:0]) - SInt(R[m][7:0]);`
4. `diff2 = SInt(R[n][15:8]) - SInt(R[m][15:8]);`
5. `diff3 = SInt(R[n][23:16]) - SInt(R[m][23:16]);`
6. `diff4 = SInt(R[n][31:24]) - SInt(R[m][31:24]);`
C2.4.155  SMLABB, SMLABT, SMLATB, SMLATT

Signed Multiply Accumulate (halfwords). Signed Multiply Accumulate (halfwords) performs a signed multiply accumulate operation. The multiply acts on two signed 16-bit quantities, taken from either the bottom or the top half of their respective source registers. The other halves of these source registers are ignored. The 32-bit product is added to a 32-bit accumulate value and the result is written to the destination register.

If overflow occurs during the addition of the accumulate value, the instruction sets the Q flag in the APSR. It is not possible for overflow to occur during the multiplication.

T1

*Armv8-M DSP Extension only*

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 | 1 1 1 1 1 0 1 1 0 0 0 1 | Rd | Ra != 1111 | Rd | 0 0 | N M | Rm |

SMLABB variant

Applies when \( N = 0 \) \&\& \( M = 0 \).

\[
\text{SMLABB}\{<c>\}\{<q>\} \langle Rd \rangle, \langle Rn \rangle, \langle Rm \rangle, \langle Ra \rangle
\]

SMLABT variant

Applies when \( N = 0 \) \&\& \( M = 1 \).

\[
\text{SMLABT}\{<c>\}\{<q>\} \langle Rd \rangle, \langle Rn \rangle, \langle Rm \rangle, \langle Ra \rangle
\]

SMLATB variant

Applies when \( N = 1 \) \&\& \( M = 0 \).

\[
\text{SMLATB}\{<c>\}\{<q>\} \langle Rd \rangle, \langle Rn \rangle, \langle Rm \rangle, \langle Ra \rangle
\]

SMLATT variant

Applies when \( N = 1 \) \&\& \( M = 1 \).

\[
\text{SMLATT}\{<c>\}\{<q>\} \langle Rd \rangle, \langle Rn \rangle, \langle Rm \rangle, \langle Ra \rangle
\]

Decode for this encoding

1 if Ra == '1111' then SEE "SMULBB, SMULBT, SMULTB, SMULTT";

2 if !HaveDSPExt() then UNDEFINED;

3 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); a = UInt(Ra);

4 n_high = (N == '1'); m_high = (M == '1');

5 if d IN (13,15) || n IN (13,15) || m IN (13,15) || a == 13 then UNPREDICTABLE;

Assembler symbols for all encodings

\(<c>\)

See C1.2.5 \textit{Standard assembler syntax fields} on page 308.

\(<q>\)

See C1.2.5 \textit{Standard assembler syntax fields} on page 308.

\(<Rd>\)

Is the general-purpose destination register, encoded in the "Rd" field.

\(<Rn>\)

Is the first general-purpose source register holding the multiplicand in the bottom or top half (selected by \(<x>\), encoded in the "Rn" field.

\(<Rm>\)

Is the second general-purpose source register holding the multiplier in the bottom or top half (selected by \(<y>\), encoded in the "Rm" field.

\(<Ra>\)

Is the third general-purpose source register holding the addend, encoded in the "Ra" field.
Operation for all encodings

if ConditionPassed() then
    EncodingSpecificOperations();
    operand1 = if n_high then R[n][31:16] else R[n][15:0];
    operand2 = if m_high then R[m][31:16] else R[m][15:0];
    result = SInt(operand1) + SInt(operand2) + SInt(R[a]);
    R[d] = result[31:0];
    if result != SInt(result[31:0]) then // Signed overflow
        APSR.Q = '1';
SMLAD, SMLADX

Signed Multiply Accumulate Dual. Signed Multiply Accumulate Dual performs two signed 16-bit by 16-bit multiplications. It adds the products to a 32-bit accumulate operand.

Optionally, the instruction can exchange the halfwords of the second operand before performing the arithmetic. This instruction sets the Q flag if the accumulate operation overflows. Overflow cannot occur during the multiplications.

T1

Armv8-M DSP Extension only

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|-----------------|-----------------|----------------|-----------------|
| 1 1 1 1 1 0 1 1 0 0 1 0              | Rn                | Ra != 1111      |
| Rd 0 0 0 M              | Rm                |

SMLAD variant
Applies when M == 0.
SMLAD{<c>}{<q>} <Rd>, <Rn>, <Rm>, <Ra>

SMLADX variant
Applies when M == 1.
SMLADX{<c>}{<q>} <Rd>, <Rn>, <Rm>, <Ra>

Decode for this encoding
1 if Ra == '1111' then SEE SMUAD;
2 if !HaveDSPExt() then UNDEFINED;
3 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); a = UInt(Ra);
4 m_swap = (M == '1');
5 if d IN {13,15} || n IN {13,15} || m IN {13,15} || a == 13 then UNPREDICTABLE;

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<Rn> Is the first general-purpose source register, encoded in the "Rn" field.
<Rm> Is the second general-purpose source register, encoded in the "Rm" field.
<Ra> Is the third general-purpose source register holding the addend, encoded in the "Ra" field.

Operation for all encodings
1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 operand2 = if m_swap then ROR(R[m],16) else R[m];
4 product1 = SInt(R[n][15:0]) * SInt(operand2[15:0]);
5 product2 = SInt(R[n][31:16]) * SInt(operand2[31:16]);
6 result = product1 + product2 + SInt(R[a]);
7 R[d] = result[31:0];
8 if result != SInt(result[31:0]) then // Signed overflow
9 APSR.Q = '1';
C2.4.157 SMLAL

Signed Multiply Accumulate Long. Signed Multiply Accumulate Long multiplies two signed 32-bit values to produce a 64-bit value, and accumulates this with a 64-bit value.

T1

Armv8-M Main Extension only

\[
\begin{array}{cccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
1 & 1 & 1 & 1 & 1 & 1 & 1 & 0 & 1 & 1 & 1 & 1 & 0 & 0 & 0 & 0 \\
\end{array}
\]

T1 variant

\[\text{SMLAL}\{<c>\}{<q>} \text{ <RdLo>, <RdHi>, <Rn>, <Rm>}\]

Decode for this encoding

if !HaveMainExt() then UNDEFINED;
dLo = UInt(RdLo); dHi = UInt(RdHi); n = UInt(Rn); m = UInt(Rm); setflags = FALSE;
if dLo IN {13,15} || dHi IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
if dHi == dLo then UNPREDICTABLE;

CONSTRANDED UNPREDICTABLE behavior

If dHi == dLo, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The value in the destination register is UNKNOWN.

Assembler symbols for all encodings

\[<c>] \text{ See C1.2.5 Standard assembler syntax fields on page 308.}\]
\[<q>] \text{ See C1.2.5 Standard assembler syntax fields on page 308.}\]
\[<\text{RdLo}> \text{ Is the general-purpose source register holding the lower 32 bits of the addend, and the destination register for the lower 32 bits of the result, encoded in the "RdLo" field.}\]
\[<\text{RdHi}> \text{ Is the general-purpose source register holding the upper 32 bits of the addend, and the destination register for the upper 32 bits of the result, encoded in the "RdHi" field.}\]
\[<\text{Rn}> \text{ Is the first general-purpose source register holding the multiplicand, encoded in the "Rn" field.}\]
\[<\text{Rm}> \text{ Is the second general-purpose source register holding the multiplier, encoded in the "Rm" field.}\]

Operation for all encodings

if ConditionPassed() then
    EncodingSpecificOperations();
    result = SInt(R[n]) * SInt(R[m]) + SInt(R[dHi]:R[dLo]);
    R[dHi] = result[63:32];
    R[dLo] = result[31:0];
C2.4.158 SMLALBB, SMLALBT, SMLALTB, SMLALTT

Signed Multiply Accumulate Long (halfwords). Signed Multiply Accumulate Long (halfwords) multiplies two signed 16-bit values to produce a 32-bit value, and accumulates this with a 64-bit value. The multiply acts on two signed 16-bit quantities, taken from either the bottom or the top half of their respective source registers. The other halves of these source registers are ignored. The 32-bit product is sign-extended and accumulated with a 64-bit accumulate value.

Overflow is possible during this instruction, but only as a result of the 64-bit addition. This overflow is not detected if it occurs. Instead, the result wraps around modulo $2^{64}$.

T1

Armv8-M DSP Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 1 1 1 1 0 0 Rn RdLo RdHi 1 0 N M Rm</td>
</tr>
</tbody>
</table>

SMLALBB variant

Applies when $N == 0 \&\& M == 0$.

SMLALBB{<c>}{<q>} <RdLo>, <RdHi>, <Rn>, <Rm>

SMLALBT variant

Applies when $N == 0 \&\& M == 1$.

SMLALBT{<c>}{<q>} <RdLo>, <RdHi>, <Rn>, <Rm>

SMLALTB variant

Applies when $N == 1 \&\& M == 0$.

SMLALTB{<c>}{<q>} <RdLo>, <RdHi>, <Rn>, <Rm>

SMLALTT variant

Applies when $N == 1 \&\& M == 1$.

SMLALTT{<c>}{<q>} <RdLo>, <RdHi>, <Rn>, <Rm>

Decode for this encoding

```plaintext
if !HaveDSPExt() then UNDEFINED;
dLo = UInt(RdLo); dHi = UInt(RdHi); n = UInt(Rn); m = UInt(Rm);
n_high = (N == '1'); m_high = (M == '1');
if dLo IN (13,15) || dhi IN (13,15) || n IN (13,15) || m IN (13,15) then UNPREDICTABLE;
if dHi == dLo then UNPREDICTABLE;
```

CONSTRAINED UNPREDICTABLE behavior

If $dHi == dLo$, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The value in the destination register is UNKNOWN.
Assembler symbols for all encodings

<\texttt{c}> See C1.2.5 Standard assembler syntax fields on page 308.

<\texttt{q}> See C1.2.5 Standard assembler syntax fields on page 308.

<\texttt{RdLo}> Is the general-purpose source register holding the lower 32 bits of the addend, and the destination register for the lower 32 bits of the result, encoded in the "RdLo" field.

<\texttt{RdHi}> Is the general-purpose source register holding the upper 32 bits of the addend, and the destination register for the upper 32 bits of the result, encoded in the "RdHi" field.

<\texttt{Rn}> Is the first general-purpose source register holding the multiplicand in the bottom or top half (selected by <\texttt{x}>), encoded in the "Rn" field.

<\texttt{Rm}> Is the second general-purpose source register holding the multiplier in the bottom or top half (selected by <\texttt{x}>), encoded in the "Rm" field.

Operation for all encodings

\begin{verbatim}
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3 operand1 = if n_high then R[n][31:16] else R[n][15:0];
4 operand2 = if m_high then R[m][31:16] else R[m][15:0];
5 result = SInt(operand1) * SInt(operand2) + SInt(R[dHi]:R[dLo]);
6 R[dHi] = result[63:32];
7 R[dLo] = result[31:0];
\end{verbatim}
C2.4.159 SMLALD, SMLALDX

Signed Multiply Accumulate Long Dual. Signed Multiply Accumulate Long Dual performs two signed 16-bit by 16-bit multiplications. It adds the products to a 64-bit accumulate operand.

Optionally, the instruction can exchange the halfwords of the second operand before performing the arithmetic. Overflow is possible during this instruction, but only as a result of the 64-bit addition. This overflow is not detected if it occurs. Instead, the result wraps around modulo $2^{64}$.

T1

Armv8-M DSP Extension only

\[
\begin{array}{llllllllllllllllllllllllllllll}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
1 & 1 & 1 & 1 & 1 & 0 & 1 & 1 & 1 & 1 & 1 & 0 & 1 & 1 & 1 & 0 & 0 & Rn & RdLo & RdHi & 1 & 1 & 0 & M & Rm
\end{array}
\]

SMLALD variant

Applies when \( M == 0 \).

\( \text{SMLALD}\{<c>}\{<q>\} \ <RdLo>, \ <RdHi>, \ <Rn>, \ <Rm}\)

SMLALDX variant

Applies when \( M == 1 \).

\( \text{SMLALDX}\{<c>}\{<q>\} \ <RdLo>, \ <RdHi>, \ <Rn>, \ <Rm}\)

Decode for this encoding

1. if \( \text{HaveDSPExt()} \) then UNDEFINED;
2. \( d_{\text{Lo}} = \text{UInt}(\text{RdLo}); \ d_{\text{Hi}} = \text{UInt}(\text{RdHi}); \ n = \text{UInt}(\text{Rn}); \ m = \text{UInt}(\text{Rm}); \ m_{\text{swap}} = (M == '1'); \)
3. if \( d_{\text{Lo}} \ \text{IN} \ (13,15) || \ d_{\text{Hi}} \ \text{IN} \ (13,15) || \ n \ \text{IN} \ (13,15) || \ m \ \text{IN} \ (13,15) \) then UNPREDICTABLE;
4. if \( d_{\text{Hi}} == d_{\text{Lo}} \) then UNPREDICTABLE;

CONSTRANGED UNPREDICTABLE behavior

If \( d_{\text{Hi}} == d_{\text{Lo}} \), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The value in the destination register is UNKNOWN.

Assembler symbols for all encodings

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<RdLo>\) Is the general-purpose source register holding the lower 32 bits of the addend, and the destination register for the lower 32 bits of the result, encoded in the "RdLo" field.
\(<RdHi>\) Is the general-purpose source register holding the upper 32 bits of the addend, and the destination register for the upper 32 bits of the result, encoded in the "RdHi" field.
\(<Rn>\) Is the first general-purpose source register, encoded in the "Rn" field.
\(<Rm>\) Is the second general-purpose source register, encoded in the "Rm" field.

Operation for all encodings
if ConditionPassed() then
    EncodingSpecificOperations();
operand2 = if m_swap then ROR(R[m],16) else R[m];
product1 = SInt(R[n][15:0]) * SInt(operand2[15:0]);
product2 = SInt(R[n][31:16]) * SInt(operand2[31:16]);
result = product1 + product2 + SInt(R[dHi]:R[dLo]);
R[dHi] = result[63:32];
R[dLo] = result[31:0];
C2.4.160 SMLAWB, SMLAWT

Signed Multiply Accumulate (word by halfword). Signed Multiply Accumulate (word by halfword) performs a signed multiply accumulate operation. The multiply acts on a signed 32-bit quantity and a signed 16-bit quantity. The signed 16-bit quantity is taken from either the bottom or the top half of its source register. The other half of the second source register is ignored. The top 32 bits of the 48-bit product are added to a 32-bit accumulate value and the result is written to the destination register. The bottom 16 bits of the 48-bit product are ignored.

If overflow occurs during the addition of the accumulate value, the instruction sets the Q flag in the APSR. No overflow can occur during the multiplication.

T1

Armv8-M DSP Extension only

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 | 1 1 1 1 1 | 0 1 1 0 | 0 1 1 | Ra != 1111 | Rd 0 0 0 M | Rm |

SMLAWB variant

Applies when M == 0.

SMLAWB{<c>}{<q>} <Rd>, <Rn>, <Rm>, <Ra>

SMLAWT variant

Applies when M == 1.

SMLAWT{<c>}{<q>} <Rd>, <Rn>, <Rm>, <Ra>

Decode for this encoding

1 if Ra == '1111' then SEE "SMULWB, SMULWT";
2 if !HaveDSPExt() then UNDEFINED;
3 d = Uint(Rd); n = Uint(Rn); m = Uint(Rm); a = Uint(Ra); m_high = (M == '1');
4 if d IN (13,15) || n IN (13,15) || m IN (13,15) || a == 33 then UNPREDICTABLE;

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.

<q> See C1.2.5 Standard assembler syntax fields on page 308.

<Rd> Is the general-purpose destination register, encoded in the "Rd" field.

<Rn> Is the first general-purpose source register holding the multiplicand, encoded in the "Rn" field.

<Rm> Is the second general-purpose source register holding the multiplier in the bottom or top half (selected by <y>), encoded in the "Rm" field.

<Ra> Is the third general-purpose source register holding the addend, encoded in the "Ra" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 operand2 = if m_high then R[m][31:16] else R[m][15:0];
4 result = SInt(R[n]) * SInt(operand2) + (SInt(R[a]) << 16);
5 R[d] = result[47:16];
6 if (result >> 16) != SInt(R[d]) then // Signed overflow
7 APSR.Q = '1';
C2.4.161 SMLSD, SMLSDX

Signed Multiply Subtract Dual. Signed Multiply Subtract Dual performs two signed 16-bit by 16-bit multiplications. It adds the difference of the products to a 32-bit accumulate operand.

Optionally, the instruction can exchange the halfwords of the second operand before performing the arithmetic.

This instruction sets the Q flag if the accumulate operation overflows. Overflow cannot occur during the multiplications or subtraction.

T1

Armv8-M DSP Extension only

SMLSD variant
Applies when M == 0.
SMLSD{<c>}{<q>} <Rd>, <Rn>, <Rm>, <Ra>

SMLSDX variant
Applies when M == 1.
SMLSDX{<c>}{<q>} <Rd>, <Rn>, <Rm>, <Ra>

Decode for this encoding

1 if Ra == '1111' then SEE SMUSD;
2 if !HaveDSPExt() then UNDEFINED;
3 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); a = UInt(Ra); m_swap = (M == '1');
4 if d IN {13,15} || n IN {13,15} || m IN {13,15} || a == 13 then UNPREDICTABLE;

Assembler symbols for all encodings

<<c>> See C1.2.5 Standard assembler syntax fields on page 308.
<<q>> See C1.2.5 Standard assembler syntax fields on page 308.
<<Rd>> Is the general-purpose destination register, encoded in the "Rd" field.
<<Rn>> Is the first general-purpose source register, encoded in the "Rn" field.
<<Rm>> Is the second general-purpose source register, encoded in the "Rm" field.
<<Ra>> Is the third general-purpose source register holding the addend, encoded in the "Ra" field.

Operation for all encodings

1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   operand2 = if m_swap then RO(R[m],16) else R[m];
4   product1 = SInt(R[n][15:0]) * SInt(operand2[15:0]);
5   product2 = SInt(R[n][31:16]) * SInt(operand2[31:16]);
6   result = product1 - product2 + SInt(R[a]);
7   R[d] = result[31:0];
8   if result != SInt(result[31:0]) then // Signed overflow
9     APSR.Q = '1';
SMLSLD, SMLSLDX

Signed Multiply Subtract Long Dual. Signed Multiply Subtract Long Dual performs two signed 16-bit by 16-bit multiplications. It adds the difference of the products to a 64-bit accumulate operand.

Optionally, the instruction can exchange the halfwords of the second operand before performing the arithmetic.

Overflow is possible during this instruction, but only as a result of the 64-bit addition. This overflow is not detected if it occurs. Instead, the result wraps around modulo $2^{64}$.

T1

Armv8-M DSP Extension only

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
| 1 1 1 1 1 0 1 1 1 1 0 1 |

Rn | RdLo | RdHi | 1 1 0 M | Rm |

SMLSLD variant

Applies when $M == 0$.

SMLSLD{$<c>$}{$<q>$} <RdLo>, <RdHi>, <Rn>, <Rm>

SMLSLDX variant

Applies when $M == 1$.

SMLSLDX{$<c>$}{$<q>$} <RdLo>, <RdHi>, <Rn>, <Rm>

Decode for this encoding

1 if !HaveDSPExt() then UNDEFINED;
2 dLo = UInt(RdLo); dHi = UInt(RdHi); n = UInt(Rn); m = UInt(Rm); m_swap = (M == '1');
3 if dLo IN (13,15) || dhi IN (13,15) || n IN (13,15) || m IN (13,15) then UNPREDICTABLE;
4 if dHi == dLo then UNPREDICTABLE;

CONSTRAINED UNPREDICTABLE behavior

If dHi == dLo, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The value in the destination register is UNKNOWN.

Assembler symbols for all encodings

|<c> | See C1.2.5 Standard assembler syntax fields on page 308. |
|<q>| See C1.2.5 Standard assembler syntax fields on page 308. |
|<RdLo>| Is the general-purpose source register holding the lower 32 bits of the addend, and the destination register for the lower 32 bits of the result, encoded in the "RdLo" field. |
|<RdHi>| Is the general-purpose source register holding the upper 32 bits of the addend, and the destination register for the upper 32 bits of the result, encoded in the "RdHi" field. |
|<Rn>| Is the first general-purpose source register, encoded in the "Rn" field. |
|<Rm>| Is the second general-purpose source register, encoded in the "Rm" field. |

Operation for all encodings
if ConditionPassed() then

EncodingSpecificOperations();

operand2 = if m_swap then ROR(R[m], 16) else R[m];

product1 = SInt(R[n][15:0]) * SInt(operand2[15:0]);

product2 = SInt(R[n][31:16]) * SInt(operand2[31:16]);

result = product1 - product2 + SInt(R[dHi]:R[dLo]);

R[dHi] = result[63:32];

R[dLo] = result[31:0];
C2.4.163 SMMLA, SMMLAR

Signed Most Significant Word Multiply Accumulate. Signed Most Significant Word Multiply Accumulate multiplies two signed 32-bit values, extracts the most significant 32 bits of the result, and adds an accumulate value.

Optionally, the instruction can specify that the result is rounded instead of being truncated. In this case, the constant 0x80000000 is added to the product before the high word is extracted.

T1

Armv8-M DSP Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 1 1 0 1 0 1 Rn Ra != 1111 Rd 0 0 0 R Rm</td>
</tr>
</tbody>
</table>

SMMLA variant

Applies when \( R = 0 \).

\[
\text{SMMLA}\{<c>\}{<q>} <Rd>, <Rn>, <Rm>, <Ra>
\]

SMMLAR variant

Applies when \( R = 1 \).

\[
\text{SMMLAR}\{<c>\}{<q>} <Rd>, <Rn>, <Rm>, <Ra>
\]

Decode for this encoding

1. if \( Ra == '1111' \) then SEE SMMUL;
2. if \( \text{HaveDSPExt}() \) then UNDEFINED;
3. \( d = \text{UInt}(Rd); n = \text{UInt}(Rn); m = \text{UInt}(Rm); a = \text{UInt}(Ra); \) round = (\( R == '1' \));
4. if \( d \in \{13,15\} \mid n \in \{13,15\} \mid m \in \{13,15\} \mid a == 13 \) then UNPREDICTABLE;

Assembler symbols for all encodings

\(<c>\)See C1.2.5 Standard assembler syntax fields on page 308.
\(<q>\)See C1.2.5 Standard assembler syntax fields on page 308.
\(<Rd>\)Is the general-purpose destination register, encoded in the "Rd" field.
\(<Rn>\)Is the first general-purpose source register holding the multiplicand, encoded in the "Rn" field.
\(<Rm>\)Is the second general-purpose source register holding the multiplier, encoded in the "Rm" field.
\(<Ra>\)Is the third general-purpose source register holding the addend, encoded in the "Ra" field.

Operation for all encodings

1. if \( \text{ConditionPassed}() \) then
2. EncodingSpecificOperations();
3. \( \text{result} = \text{SInt}(R[a]) \ll 32 + \text{SInt}(R[n]) + \text{SInt}(R[m]); \)
4. if \( \text{round} \) then \( \text{result} = \text{result} + 0x80000000; \)
5. \( R[d] = \text{result}[63:32]; \)
C2.4.164 SMMLS, SMMLSR

Signed Most Significant Word Multiply Subtract. Signed Most Significant Word Multiply Subtract multiplies two signed 32-bit values, subtracts the result from a 32-bit accumulate value that is shifted left by 32 bits, and extracts the most significant 32 bits of the result of that subtraction.

Optionally, the instruction can specify that the result of the instruction is rounded instead of being truncated. In this case, the constant 0x80000000 is added to the result of the subtraction before the high word is extracted.

T1
Armv8-M DSP Extension only

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
</table>
1   | 1  | 1  | 1  | 1  | 0  | 1  | 1  | 0  | 1  | 1  | 0  | Rn | Rd | 0 | 0 | Rm |

SMMLS variant
Applies when R == 0.

SMMLS{<c>}{<q>} <Rd>, <Rn>, <Rm>, <Ra>

SMMLSR variant
Applies when R == 1.

SMMLSR{<c>}{<q>} <Rd>, <Rn>, <Rm>, <Ra>

Decode for this encoding

1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); a = UInt(Ra); round = (R == '1');
3 if d IN (13,15) || n IN (13,15) || m IN (13,15) || a IN (13,15) then UNPREDICTABLE;

Assembler symbols for all encodings

<\textit{c}> See C1.2.5 Standard assembler syntax fields on page 308.
<\textit{q}> See C1.2.5 Standard assembler syntax fields on page 308.
<\textit{Rd}> Is the general-purpose destination register, encoded in the "Rd" field.
<\textit{Rn}> Is the first general-purpose source register holding the multiplicand, encoded in the "Rn" field.
<\textit{Rm}> Is the second general-purpose source register holding the multiplier, encoded in the "Rm" field.
<\textit{Ra}> Is the third general-purpose source register holding the addend, encoded in the "Ra" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 result = (SInt(R[a]) << 32) - SInt(R[n]) * SInt(R[m]);
4 if round then result = result + 0x80000000;
5 R[d] = result[63:32];
C2.4.165 SMMUL, SMMULR

Signed Most Significant Word Multiply. Signed Most Significant Word Multiply multiplies two signed 32-bit values, extracts the most significant 32 bits of the result, and writes those bits to the destination register.

Optionally, the instruction can specify that the result is rounded instead of being truncated. In this case, the constant 0x80000000 is added to the product before the high word is extracted.

T1
Armv8-M DSP Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 1 1 0 1 0 1</td>
</tr>
<tr>
<td>Rn 1 1 1 1</td>
</tr>
<tr>
<td>Rd 0 0 0</td>
</tr>
</tbody>
</table>

SMMUL variant
Applies when R == 0.

SMMUL{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

SMMULR variant
Applies when R == 1.

SMMULR{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

Decode for this encoding

1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); round = (R == '1');
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

<
c> See C1.2.5 Standard assembler syntax fields on page 308.
<
q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<Rn> Is the first general-purpose source register, encoded in the "Rn" field.
<Rm> Is the second general-purpose source register, encoded in the "Rm" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 result = SInt(R[n]) * SInt(R[m]);
4 if round then result = result + 0x80000000;
5 R[d] = result[63:32];
C2.4.166 SMUAD, SMUADX

Signed Dual Multiply Add. Signed Dual Multiply Add performs two signed 16-bit by 16-bit multiplications. It adds the products together, and writes the result to the destination register.

Optionally, the instruction can exchange the halfwords of the second operand before performing the arithmetic. This instruction sets the Q flag if the addition overflows. The multiplications cannot overflow.

T1

Armv8-M DSP Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 1 1 0</td>
</tr>
</tbody>
</table>

SMUAD variant

Applies when \( M == 0 \).

\[ \text{SMUAD}\{<c>\}{<q>\} \{<Rd>, \} <Rn>, <Rm> \]

SMUADX variant

Applies when \( M == 1 \).

\[ \text{SMUADX}\{<c>\}{<q>\} \{<Rd>, \} <Rn>, <Rm> \]

Decode for this encoding

1. if \(!\text{HaveDSPExt}()\) then UNDEFINED;
2. \( d = \text{UInt}(\text{Rd}); n = \text{UInt}(\text{Rn}); m = \text{UInt}(\text{Rm}); m\_\text{swap} = (M == '1');\)
3. if \(d \in \{13,15\} \text{ and } n \in \{13,15\} \text{ and } m \in \{13,15\}\) then UNPREDICTABLE;

Assembler symbols for all encodings

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.

\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.

\(<\text{Rd}>\) Is the general-purpose destination register, encoded in the "Rd" field.

\(<\text{Rn}>\) Is the first general-purpose source register, encoded in the "Rn" field.

\(<\text{Rm}>\) Is the second general-purpose source register, encoded in the "Rm" field.

Operation for all encodings

1. if \(\text{ConditionPassed}()\) then
2. EncodingSpecificOperations();
3. operand2 = if \(m\_\text{swap}\) then \(\text{ROR}(R[m],16)\) else \(R[m]\);
4. product1 = \(\text{SInt}(R[n][15:0]) \times \text{SInt}(\text{operand2}[15:0])\);
5. product2 = \(\text{SInt}(R[n][31:16]) \times \text{SInt}(\text{operand2}[31:16])\);
6. result = product1 + product2;
7. \(R[\text{d}] = \text{result}[31:0]\);
8. if \(\text{result} != \text{SInt}([\text{result}[31:0]])\) then // Signed overflow
9. \(\text{APSR.Q} = '1';\)
C2.4.167 SMULBB, SMULBT, SMULTB, SMULTT

Signed Multiply (halfwords). Signed Multiply (halfwords) multiplies two signed 16-bit quantities, taken from either the bottom or the top half of their respective source registers. The other halves of these source registers are ignored. The 32-bit product is written to the destination register. No overflow is possible during this instruction.

T1

Armv8-M DSP Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 1 1 0 0 0 1</td>
</tr>
</tbody>
</table>

SMULBB variant

Applies when \( N == 0 && M == 0 \).

\[ \text{SMULBB}\{<c>\}{<q>} {<Rd>}, \text{<Rn>}, \text{<Rm>} \]

SMULBT variant

Applies when \( N == 0 && M == 1 \).

\[ \text{SMULBT}\{<c>\}{<q>} {<Rd>}, \text{<Rn>}, \text{<Rm>} \]

SMULTB variant

Applies when \( N == 1 && M == 0 \).

\[ \text{SMULTB}\{<c>\}{<q>} {<Rd>}, \text{<Rn>}, \text{<Rm>} \]

SMULTT variant

Applies when \( N == 1 && M == 1 \).

\[ \text{SMULTT}\{<c>\}{<q>} {<Rd>}, \text{<Rn>}, \text{<Rm>} \]

Decode for this encoding

1 if !HaveDSPExt() then UNDEFINED;
2 \( d = \text{UInt}(Rd); \ n = \text{UInt}(Rn); \ m = \text{UInt}(Rm); \)
3 \( n_{\text{high}} = (N == '1'); \ m_{\text{high}} = (M == '1'); \)
4 if \( d \ \text{IN} \ (13,15) \ || \ n \ \text{IN} \ (13,15) \ || \ m \ \text{IN} \ (13,15) \) then UNPREDICTABLE;

Assembler symbols for all encodings

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.

\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.

\(<Rd>\) Is the general-purpose destination register, encoded in the "Rd" field.

\(<Rn>\) Is the first general-purpose source register holding the multiplicand in the bottom or top half (selected by \(<x>\)), encoded in the "Rn" field.

\(<Rm>\) Is the second general-purpose source register holding the multiplier in the bottom or top half (selected by \(<y>\)), encoded in the "Rm" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

operand1 = if n_high then R[n][31:16] else R[n][15:0];
operand2 = if m_high then R[m][31:16] else R[m][15:0];
result = SInt(operand1) * SInt(operand2);
R[d] = result[31:0];
// Signed overflow cannot occur
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

C2.4.168 SMULL

Signed Multiply Long. Signed Multiply Long multiplies two 32-bit signed values to produce a 64-bit result.

T1

Armv8-M Main Extension only

```
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
 1 1 1 1 1 0 1 1 1 0 0 0 Rn RdLo RdHi 0 0 0 0 Rm
```

T1 variant

\[
\text{SMULL}\{<c>\}{<q>} \text{<RdLo>}, \text{<RdHi>}, \text{<Rn>}, \text{<Rm>}
\]

Decode for this encoding

```
1 if !HaveMainExt() then UNDEFINED;
2 dLo = UInt(RdLo); dHi = UInt(RdHi); n = UInt(Rn); m = UInt(Rm); setflags = FALSE;
3 if dLo IN \{13,15\} || dHi IN \{13,15\} || n IN \{13,15\} || m IN \{13,15\} then UNPREDICTABLE;
4 if dHi == dLo then UNPREDICTABLE;
```

CONstrained UNPREDICTABLE behavior

If \(dHi == dLo\), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The value in the destination register is UNKNOWN.

Assembler symbols for all encodings

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<\text{RdLo}>\) Is the general-purpose destination register for the lower 32 bits of the result, encoded in the "RdLo" field.
\(<\text{RdHi}>\) Is the general-purpose destination register for the upper 32 bits of the result, encoded in the "RdHi" field.
\(<\text{Rn}>\) Is the first general-purpose source register holding the multiplicand, encoded in the "Rn" field.
\(<\text{Rm}>\) Is the second general-purpose source register holding the multiplier, encoded in the "Rm" field.

Operation for all encodings

```
1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 result = SInt(R[n]) * SInt(R[m]);
4 R[dHi] = result[63:32];
5 R[dLo] = result[31:0];
```
C2.4.169 SMULWB, SMULWT

Signed Multiply (word by halfword). Signed Multiply (word by halfword) multiplies a signed 32-bit quantity and a signed 16-bit quantity. The signed 16-bit quantity is taken from either the bottom or the top half of its source register. The other half of the second source register is ignored. The top 32 bits of the 48-bit product are written to the destination register. The bottom 16 bits of the 48-bit product are ignored. No overflow is possible during this instruction.

T1

Armv8-M DSP Extension only

```
<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 1 1 0 0 1 1 0 0 0 1</td>
</tr>
<tr>
<td>Rn</td>
</tr>
<tr>
<td>1 1 1 1 1 1 1 1 0 0 0 0 0 0 1 1</td>
</tr>
<tr>
<td>Rd</td>
</tr>
<tr>
<td>1 1 1 1 1 1 1 1 1 0 0 0 0 0 0 0 1</td>
</tr>
<tr>
<td>M</td>
</tr>
<tr>
<td>Rm</td>
</tr>
</tbody>
</table>
```

SMULWB variant

Applies when \( M = 0 \).

```asm
SMULWB{<c>}{<q>} {<Rd>,} <Rn>, <Rm>
```

SMULWT variant

Applies when \( M = 1 \).

```asm
SMULWT{<c>}{<q>} {<Rd>,} <Rn>, <Rm>
```

Decode for this encoding

```
1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); m_high = (M == '1');
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
```

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the first general-purpose source register holding the multiplicand, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register holding the multiplier in the bottom or top half (selected by `<y>`), encoded in the "Rm" field.

Operation for all encodings

```
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   operand2 = if m_high then R[m][31:16] else R[m][15:0];
4   product = SInt(R[n]) * SInt(operand2);
5   R[d] = product[47:16];
6   // Signed overflow cannot occur
```
C2.4.170 SMUSD, SMUSDX

Signed Dual Multiply Subtract. Signed Dual Multiply Subtract performs two signed 16-bit by 16-bit multiplications. It subtracts one of the products from the other, and writes the result to the destination register.

Optionally, the instruction can exchange the halfwords of the second operand before performing the arithmetic. Overflow cannot occur.

T1
Armv8-M DSP Extension only

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 | 1 1 1 1 1 | 1 1 1 1 | 0 0 0 0 | M | Rm |

SMUSD variant
Applies when M == 0.

SMUSD{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

SMUSDX variant
Applies when M == 1.

SMUSDX{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

Decode for this encoding

if !HaveDSPExt() then UNDEFINED;

d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); m_swap = (M == '1');

if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

See C1.2.5 Standard assembler syntax fields on page 308.

Operation for all encodings

if ConditionPassed() then

EncodingSpecificOperations();

operand2 = if m_swap then ROR(R[m],16) else R[m];

product1 = SInt(R[n][15:0]) * SInt(operand2[15:0]);

product2 = SInt(R[n][31:16]) * SInt(operand2[31:16]);

result = product1 - product2;

R[d] = result[31:0];

// Signed overflow cannot occur
C2.4.171 SSAT

Signed Saturate. Signed Saturate saturates an optionally-shifted signed value to a selectable signed range. The APSR.Q flag is set to 1 if the operation saturates.

T1

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0</td>
<td>(0)</td>
<td>1 0</td>
<td>sh</td>
</tr>
<tr>
<td>Rn</td>
<td>imm3</td>
<td>Rd</td>
<td>imm2</td>
</tr>
</tbody>
</table>

Arithmetic shift right variant

Applies when `sh == 1 && !(imm3 == 000 && imm2 == 00)`.  
`SSAT{<c>}{<q>} <Rd>, #<imm>, <Rn>, ASR #<amount>`

Logical shift left variant

Applies when `sh == 0`.  
`SSAT{<c>}{<q>} <Rd>, #<imm>, <Rn> {, LSL #<amount>}`

Decode for this encoding

```ruby
1 if sh == '1' && (imm3:imm2) == '00000' then
  2 if HaveDSPExt() then
    3 SEE SSAT16;
  4 else
    5 UNDEFINED;
  6 if !HaveMainExt() then UNDEFINED;
  7 d = UInt(Rd); n = UInt(Rn); saturate_to = UInt(sat_imm)+1;
  8 (shift_t, shift_n) = DecodeImmShift(sh:'0', imm3:imm2);
  9 if d IN {13,15} || n IN {13,15} then UNPREDICTABLE;
```

Assembler symbols for all encodings

`<c>` See C1.2.5 Standard assembler syntax fields on page 308.  
`<q>` See C1.2.5 Standard assembler syntax fields on page 308.  
`<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.  
`<imm>` Is the bit position for saturation, in the range 1 to 32, encoded in the "sat_imm" field as `<imm>-1`.  
`<Rn>` Is the general-purpose source register, encoded in the "Rn" field.  
`<amount>` For the arithmetic shift right variant: is the shift amount, in the range 1 to 31 encoded in the "imm3:imm2" field as `<amount>`.  
For the logical shift left variant: is the optional shift amount, in the range 0 to 31, defaulting to 0 and encoded in the "imm3:imm2" field.

Operation for all encodings

```ruby
1 if ConditionPassed() then
  2 EncodingSpecificOperations();
  3 operand = Shift(R[n], shift_t, shift_n, APSR.C); // APSR.C ignored
  4 (result, sat) = SignedSatQ(SInt(operand), saturate_to);
  5 Rd = SignExtend(result, 32);
  6 if sat then
    7 APSR.Q = '1';
```
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

C2.4.172 SSAT16

Signed Saturate 16. Signed Saturate 16 saturates two signed 16-bit values to a selected signed range.
The APSR.Q flag is set to 1 if the operation saturates.

T1

Armv8-M DSP Extension only

```
<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0</td>
</tr>
</tbody>
</table>
```

T1 variant

SSAT16{<c>}{<q>} <Rd>, #<imm>, <Rn>

Decode for this encoding

```python
1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); saturate_to = UInt(sat_imm)+1;
3 if d IN {13,15} || n IN {13,15} then UNPREDICTABLE;
```

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<imm>` Is the bit position for saturation, in the range 1 to 16, encoded in the "sat_imm" field as `<imm>-1`.
- `<Rn>` Is the general-purpose source register, encoded in the "Rn" field.

Operation for all encodings

```python
1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 (result1, sat1) = SignedSatQ(SInt(R[n][15:0]), saturate_to);
4 (result2, sat2) = SignedSatQ(SInt(R[n][31:16]), saturate_to);
5 bits(32) result;
6 result[15:0] = SignExtend(result1, 16);
7 result[31:16] = SignExtend(result2, 16);
8 R[d] = result;
9 if sat1 || sat2 then
  APSR.Q = '1';
```
C2.4.173 SSAX

Signed Subtract and Add with Exchange. Signed Subtract and Add with Exchange exchanges the two halfwords of the second operand, performs one 16-bit integer subtraction and one 16-bit addition, and writes the results to the destination register. It sets the APSR.GE bits according to the results.

T1

Armv8-M DSP Extension only

T1 variant

SSAX{<c>}{<q>} {<Rd>}, <Rn>, <Rm>

Decode for this encoding

1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

See C1.2.5 Standard assembler syntax fields on page 308.

<q> See C1.2.5 Standard assembler syntax fields on page 308.

<Rd> Is the general-purpose destination register, encoded in the "Rd" field.

<Rn> Is the first general-purpose source register, encoded in the "Rn" field.

<Rm> Is the second general-purpose source register, encoded in the "Rm" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 sum = SInt(R[n][15:0]) + SInt(R[m][31:16]);
4 diff = SInt(R[n][31:16]) - SInt(R[m][15:0]);
5 R[d] = diff[15:0] : sum[15:0];
6 APSR.GE[1:0] = if sum >= 0 then '11' else '00';
7 APSR.GE[3:2] = if diff >= 0 then '11' else '00';
C2.4.174  SSBB

Speculative Store Bypass Barrier. Speculative Store Bypass Barrier is a memory barrier which prevents speculative
loads from bypassing earlier stores to the same address under certain conditions.

The semantics of the Speculative Store Bypass Barrier are:

- When a load to a location appears in program order after the SSBB, then the load does not speculatively read
  an entry earlier in the coherence order for that location than the entry generated by the latest store satisfying
  all of the following conditions:
    - The store is to the same location as the load.
    - The store appears in program order before the SSBB.
- When a load to a location appears in program order before the SSBB, then the load does not speculatively
  read data from any store satisfying all of the following conditions:
    - The store is to the same location as the load.
    - The store appears in program order after the SSBB.

**T1**

*Armv8-M Main Extension only*

```
<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10  9  8</th>
<th>7  6  5  4</th>
<th>3  2  1  0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1</td>
<td>0 0 1</td>
<td>1 1 0</td>
<td>1 1</td>
</tr>
</tbody>
</table>
```

**T1 variant**

SSBB{<q>}

**Decode for this encoding**

```text
1 if !HaveMainExt() then UNDEFINED;
2 if InITBlock() then UNPREDICTABLE;
```

**Assembler symbols for all encodings**

<q>    See C1.2.5 *Standard assembler syntax fields* on page 308.

**Operation for all encodings**

```text
1 if ConditionPassed() then
2    EncodingSpecificOperations();
3    SpeculativeSynchronizationBarrier();
```
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

C2.4.175 SSUB16

Signed Subtract 16. Signed Subtract 16 performs two 16-bit signed integer subtractions, and writes the results to the destination register. It sets the APSR.GE bits according to the results of the subtractions.

T1

Armv8-M DSP Extension only

```
<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 1 1 0 1 0 1 1 0 1 0 1</td>
</tr>
</tbody>
</table>

Rn | Rd | Rm
---|----|----
1 1 1 1 | 0 | 0 0 0 | 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
```

T1 variant

SSUB16{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

Decode for this encoding

```java
1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
```

Assembler symbols for all encodings

- `<c>`: See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>`: See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>`: Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>`: Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>`: Is the second general-purpose source register, encoded in the "Rm" field.

Operation for all encodings

```java
1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 diff1 = SInt(R[n][15:0]) - SInt(R[m][15:0]);
4 diff2 = SInt(R[n][31:16]) - SInt(R[m][31:16]);
5 Rd = diff2[15:0] : diff1[15:0];
6 APSR.GE[1:0] = if diff1 >= 0 then '11' else '00';
7 APSR.GE[3:2] = if diff2 >= 0 then '11' else '00';
```
C2.4.176  SSUB8

Signed Subtract 8. Signed Subtract 8 performs four 8-bit signed integer subtractions, and writes the results to the destination register. It sets the APSR.GE bits according to the results of the subtractions.

T1

Armv8-M DSP Extension only

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1</td>
<td>0 1 0 1</td>
<td>1 1 0 0</td>
<td>Rd 0 0 0 0</td>
</tr>
<tr>
<td>15 14 13 12</td>
<td>11 10 9 8</td>
<td>7 6 5 4</td>
<td>3 2 1 0</td>
</tr>
<tr>
<td>1 1 1 1</td>
<td>0 1 0 1</td>
<td>1 0 0 0</td>
<td></td>
</tr>
</tbody>
</table>

T1 variant

SSUB8{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

Decode for this encoding

```plaintext
1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
```

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register, encoded in the "Rm" field.

Operation for all encodings

```plaintext
1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 diff1 = SInt(R[n][7:0]) - SInt(R[m][7:0]);
4 diff2 = SInt(R[n][15:8]) - SInt(R[m][15:8]);
5 diff3 = SInt(R[n][23:16]) - SInt(R[m][23:16]);
6 diff4 = SInt(R[n][31:24]) - SInt(R[m][31:24]);
8 APSR.GE[0] = if diff1 >= 0 then '1' else '0';
9 APSR.GE[1] = if diff2 >= 0 then '1' else '0';
10 APSR.GE[2] = if diff3 >= 0 then '1' else '0';
11 APSR.GE[3] = if diff4 >= 0 then '1' else '0';
```
C2.4.177 STC, STC2

Store Coprocessor. Store Coprocessor stores data from a coprocessor to a sequence of consecutive memory addresses.

If no coprocessor can execute the instruction, a UsageFault exception is generated.

T1
Armv8-M Main Extension only

```
| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|----------|----------|----------|----------|
|    1    |    1    |    0    |    1    |
|     P   |     U   |     D   |     W   |
|     Rn  |   CRd   |     imm8|
```
copc != 101x

Offset variant
Applies when \( P == 1 \) \&\& \( W == 0 \).

\[
\text{STC(L}\{\langle c\rangle\}\{\langle q\rangle\} \, \text{<coproc>}, \, \text{<CRd>}, \, [\langle Rn\rangle, \, \#(\pm)\langle \text{imm}\rangle}]\]

Post-indexed variant
Applies when \( P == 0 \) \&\& \( W == 1 \).

\[
\text{STC(L}\{\langle c\rangle\}\{\langle q\rangle\} \, \text{<coproc>}, \, \text{<CRd>}, \, [\langle Rn\rangle], \, \#(\pm)\langle \text{imm}\rangle}
```

Pre-indexed variant
Applies when \( P == 1 \) \&\& \( W == 1 \).

\[
\text{STC(L}\{\langle c\rangle\}\{\langle q\rangle\} \, \text{<coproc>}, \, \text{<CRd>}, \, [\langle Rn\rangle], \, \#(\pm)\langle \text{imm}\rangle]!
```

Unindexed variant
Applies when \( P == 0 \) \&\& \( U == 1 \) \&\& \( W == 0 \).

\[
\text{STC(L}\{\langle c\rangle\}\{\langle q\rangle\} \, \text{<coproc>}, \, \text{<CRd>}, \, [\langle Rn\rangle], \, \text{<option>}
```

Decode for this encoding

1 if \( P == '0' \) \&\& \( U == '0' \) \&\& \( D == '1' \) \&\& \( W == '0' \) then SEE "MCRR, MCRR2";
2 if \( \text{coproc} IN '101x' \) then SEE "Floating-point";
3 if \( P == '0' \) \&\& \( U == '0' \) \&\& \( D == '0' \) \&\& \( W == '0' \) then UNDEFINED;
4 if !HaveMainExt() then UNDEFINED;
5 \( n = \text{UInt}(\text{Rn}); \ cp = \text{UInt}(\text{coproc}); \ \text{imm32} = \text{ZeroExtend}((\text{imm8}:'00', 32));\)
6 \( \text{index} = (P == '1'); \ \text{add} = (U == '1'); \ \text{whack} = (W == '1');\)
7 if \( n == 15 \) then UNPREDICTABLE;

T2
Armv8-M Main Extension only

```
| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|----------|----------|----------|----------|
|    1    |    1    |    0    |    1    |
|     P   |     U   |     D   |     W   |
|     Rn  |   CRd   |     imm8|
```
copc != 101x

Offset variant
Applies when \( P == 1 \) \&\& \( W == 0 \).

STC2{L}{<c>}{<q>} <coproc>, <CRd>, [<Rn>{, #{+/-}<imm>}]}

Post-indexed variant
Applies when \( P == 0 \&\& W == 1 \).
STC2{L}{<c>}{<q>} <coproc>, <CRd>, [<Rn>], #{+/-}<imm>

Pre-indexed variant
Applies when \( P == 1 \&\& W == 1 \).
STC2{L}{<c>}{<q>} <coproc>, <CRd>, [<Rn>], #{+/-}<imm}!

Unindexed variant
Applies when \( P == 0 \&\& U == 1 \&\& W == 0 \).
STC2{L}{<c>}{<q>} <coproc>, <CRd>, [<Rn>], <option>

Decode for this encoding
1 if \( P == '0' \&\& U == '0' \&\& D == '1' \&\& W == '0' \) then \( \text{SEE } "\text{MCRR, MCRR2}" \);
2 if \( P == '0' \&\& U == '0' \&\& D == '0' \&\& W == '0' \) then \( \text{UNDEFINED} \);
3 if \( \text{coproc IN '101x'} \) then \( \text{UNDEFINED} \);
4 if \( \text{!HaveMainExt()} \) then \( \text{UNDEFINED} \);
5 \( n = \text{UInt}(Rn); \) \( cp = \text{UInt}(\text{coproc}); \) \( \text{imm32} = \text{ZeroExtend}(\text{imm8};'00', 32); \)
6 \( \text{index} = (P == '1'); \) \( \text{add} = (U == '1'); \) \( \text{wback} = (W == '1'); \)
7 if \( n == 15 \) then \( \text{UNPREDICTABLE} \);

Assembler symbols for all encodings

- \( L \) If specified, selects the \( D == 1 \) form of the encoding. If omitted, selects the \( D == 0 \) form.
- \( <c> \) See C1.2.5 Standard assembler syntax fields on page 308.
- \( <q> \) See C1.2.5 Standard assembler syntax fields on page 308.
- \( <\text{coproc}> \) Is the name of the coprocessor, encoded in the "coproc" field. The valid coprocessor names are p10, p11, p14, and p15.
- \( <\text{CRd}> \) Is the coprocessor register to be transferred, encoded in the "CRd" field.
- \( <\text{Rn}> \) Is the general-purpose base register, encoded in the "Rn" field.
- \( <\text{option}> \) Is a coprocessor option, in the range 0 to 255 enclosed in { }, encoded in the "imm8" field.
- \( +/- \) Specifies the offset is added to or subtracted from the base register, defaulting to + if omitted and encoded in the "U" field. It can have the following values:
  - when \( U == 0 \)
  - when \( U == 1 \)
- \( <\text{imm}> \) Is the immediate offset used for forming the address, a multiple of 4 in the range 0-1020, defaulting to 0 and encoded in the "imm8" field, as \(<\text{imm}>/4\).

Operation for all encodings
1 if \( \text{ConditionPassed()} \) then
2 EncodingSpecificOperations();
3 ExecuteCPCheck(cp);
4 if \( \text{!Coprocp_Accepted(cp, ThisInstr())} \) then
5 GenerateCoprocessorException();
6 else
7 offset_addr = if \( \text{add then (R[n] + imm32) else (R[n] - imm32)} \)
8 address = if \( \text{index then offset_addr else R[n]} \);
9
10 // Determine if the stack pointer limit check should be performed
if wback \&\& n == 13 then
  (limit, applylimit) = LookUpSPLim(LookUpSP());
else
  applylimit = FALSE;

// Memory operation only performed if limit not violated
if !applylimit || (UInt(offset_addr) >= UInt(limit)) then
  repeat
    MemA[address,4] = Coproc_GetWordToStore(cp, ThisInstr());
    address = address + 4;
  until Coproc.DoneStoring(cp, ThisInstr());

// If the stack pointer is being updated a fault will be raised
// if the limit is violated
if wback then RSPCheck[n] = offset_addr;
C2.4.178 STL

Store-Release Word. Store Release Word stores a word from a register to memory. The instruction also has memory ordering semantics.

T1

Armv8-M

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 1 1 0 1 0 0 0 1 1 0 0 Rn | Rt | (1) (1) (1) (1) 1 0 1 0 (1) (1) (1) |

T1 variant

STL(<c>){<q>} <Rt>, [<Rn>]

Decode for this encoding

1 t = UInt(Rt); n = UInt(Rn);
2 if t IN {13,15} || n == 15 then UNPREDICTABLE;

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rt> Is the general-purpose register to be transferred, encoded in the "Rt" field.
<Rn> Is the general-purpose base register, encoded in the "Rn" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 address = R[n];
4 MemO[address, 4] = R[t];
C2.4.179 STLB

Store-Release Byte. Store Release Byte stores a byte from a register to memory. The instruction also has memory ordering semantics.

T1

*Armv8-M*

\[
\begin{array}{ccccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
1 & 1 & 1 & 0 & 1 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & Rn & Rt & (1) & (1) & (1) & (1) & (1) & (1) & (1)
\end{array}
\]

**T1 variant**

\[
\text{STLB} \{<c>\}<q> \text{<Rt>}, [<Rn>] 
\]

**Decode for this encoding**

1. \( t = \text{UInt}(Rt); n = \text{UInt}(Rn); \)
2. \( \text{if } t \in \{13, 15\} \text{ or } n == 15 \text{ then } \text{UNPREDICTABLE}; \)

**Assembler symbols for all encodings**

- **<c>** See C1.2.5 Standard assembler syntax fields on page 308.
- **<q>** See C1.2.5 Standard assembler syntax fields on page 308.
- **<Rt>** Is the general-purpose register to be transferred, encoded in the "Rt" field.
- **<Rn>** Is the general-purpose base register, encoded in the "Rn" field.

**Operation for all encodings**

1. \( \text{if ConditionPassed() then} \)
2. \( \text{EncodingSpecificOperations();} \)
3. \( \text{address} = R[n]; \)
4. \( \text{MemO}[\text{address, 1}] = R[t][7:0]; \)
C2.4.180  STLEX

Store-Release Exclusive Word. Store Release Exclusive Word stores a word from a register to memory if the executing PE has exclusive access to the memory addressed. The instruction also has memory ordering semantics.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>Rn</td>
<td>Rd</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

T1 variant

STLEX{<c>}{<q>} <Rd>, <Rt>, [<Rn>]

Decode for this encoding

1 d = UInt(Rd); t = UInt(Rt); n = UInt(Rn);
2 if d IN (13,15) || t IN (13,15) || n == 15 then UNPREDICTABLE;
3 if d == n || d == t then UNPREDICTABLE;

CONstrained UNPREDICTABLE behavior

If d == t, then one of the following behaviors must occur:

• The instruction is UNDEFINED.
• The instruction executes as NOP.
• The store instruction executes but the value stored is UNKNOWN.

CONstrained UNPREDICTABLE behavior

If d == n, then one of the following behaviors must occur:

• The instruction is UNDEFINED.
• The instruction executes as NOP.
• The instruction performs the store to an UNKNOWN address.

Assembler symbols for all encodings

<e>  See C1.2.5 Standard assembler syntax fields on page 308.
<q>  See C1.2.5 Standard assembler syntax fields on page 308.
<Rd> Is the destination general-purpose register into which the status result of the store exclusive is written, encoded in the "Rd" field. The value returned is:

  1 If the operation fails to update memory.
  0 If the operation updates memory.

<Rt> Is the general-purpose register to be transferred, encoded in the "Rt" field.

<Rn> Is the general-purpose base register, encoded in the "Rn" field.

Operation for all encodings

1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   address = R[n];
4   if ExclusiveMonitorsPass(address,4) then
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

5 \text{Mem0[address, 4] = R[t];}
6 \quad \text{R[d] = ZeroExtend('0');}
7 \quad \text\textbf{else}
8 \quad \text{R[d] = ZeroExtend('1');}
C2.4.181  STLEXB

Store-Release Exclusive Byte. Store Release Exclusive Byte stores a byte from a register to memory if the executing PE has exclusive access to the memory addressed. The instruction also has memory ordering semantics.

T1

Armv8-M

\[
\begin{array}{cccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
1 & 1 & 1 & 0 & 1 & 0 & 0 & 0 & 1 & 1 & 0 & 0 & Rn & Rt & (1) & (1) & (1) & (1) & 1 & 1 & 0 & 0 & Rd
\end{array}
\]

T1 variant

STLEXB\{<c>|{<q>}} <Rd>, <Rt>, [Rn]\

Decode for this encoding

1. \(d = \text{UInt}(Rd);\) \(t = \text{UInt}(Rt);\) \(n = \text{UInt}(Rn);\)
2. \(\text{if } d \text{ IN } \{13,15\} || t \text{ IN } \{13,15\} || n == 15 \text{ then UNPREDICTABLE;}\)
3. \(\text{if } d == n || d == t \text{ then UNPREDICTABLE;}\)

CONSTRAINED UNPREDICTABLE behavior

If \(d == t\), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The store instruction executes but the value stored is UNKNOWN.

CONSTRAINED UNPREDICTABLE behavior

If \(d == n\), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction performs the store to an UNKNOWN address.

Assembler symbols for all encodings

\(<c>|\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<q>|\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<Rd>|\) Is the destination general-purpose register into which the status result of the store exclusive is written, encoded in the "Rd" field. The value returned is:

1. If the operation fails to update memory.
2. If the operation updates memory.

\(<Rt>|\) Is the general-purpose register to be transferred, encoded in the "Rt" field.
\(<Rn>|\) Is the general-purpose base register, encoded in the "Rn" field.

Operation for all encodings

1. \(\text{if ConditionPassed()} \text{ then}\
2. \(\text{EncodingSpecificOperations();}\
3. \(\text{address} = R[n];\)\
4. \(\text{if ExclusiveMonitorsPass(address,1) then}\

```c
5      Mem0[address, 1] = R[t][7:0];
6      R[d] = ZeroExtend('0');
7              else
8      R[d] = ZeroExtend('1');
```
C2.4.182 STLEXH

Store-Release Exclusive Halfword. Store Release Exclusive Halfword stores a halfword from a register to memory if the executing PE has exclusive access to the memory addressed. The instruction also has memory ordering semantics.

T1

Armv8-M

T1 variant

\[ \text{STLEXH}\{<c>\}{<q>}, <Rd>, <Rt>, [<Rn>] \]

Decode for this encoding

1 \( d = \text{UInt}(\text{Rd}); t = \text{UInt}(\text{Rt}); n = \text{UInt}(\text{Rn}); \)
2 \( \text{if } d \in \{13, 15\} \land t \in \{13, 15\} \land n = 15 \ \text{then UNPREDICTABLE;} \)
3 \( \text{if } d == n \land d == t \ \text{then UNPREDICTABLE;} \)

CONSTRAINED UNPREDICTABLE behavior

If \( d == t \), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The store instruction executes but the value stored is UNKNOWN.

CONSTRAINED UNPREDICTABLE behavior

If \( d == n \), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction performs the store to an UNKNOWN address.

Assembler symbols for all encodings

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<\text{Rd}>\) Is the destination general-purpose register into which the status result of the store exclusive is written, encoded in the "\(\text{Rd}\)" field. The value returned is:

1 \( \text{If the operation fails to update memory.} \)
0 \( \text{If the operation updates memory.} \)

\(<\text{Rt}>\) Is the general-purpose register to be transferred, encoded in the "\(\text{Rt}\)" field.
\(<\text{Rn}>\) Is the general-purpose base register, encoded in the "\(\text{Rn}\)" field.

Operation for all encodings

1 \( \text{if ConditionPassed() then} \)
2 \( \text{EncodingSpecificOperations();} \)
3 \( \text{address} = R[n]; \)
if ExclusiveMonitorsPass(address, 2) then
    MemO[address, 2] = R[t][15:0];
    R[d] = ZeroExtend('0');
else
    R[d] = ZeroExtend('1');
C2.4.183 STLH

Store-Release Halfword. Store Release Halfword stores a halfword from a register to memory. The instruction also has memory ordering semantics.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
</tr>
</tbody>
</table>

T1 variant

STLH{<c>}{<q>} <Rt>, [<Rn>]

Decode for this encoding

1 \( t = \text{UInt}(Rt); n = \text{UInt}(Rn); \)
2 \( \text{if } t \text{ IN } \{13,15\} \text{ || } n == 15 \text{ then UNPREDICTABLE}; \)

Assembler symbols for all encodings

〈c〉 See C1.2.5 Standard assembler syntax fields on page 308.
〈q〉 See C1.2.5 Standard assembler syntax fields on page 308.
〈Rt〉 Is the general-purpose register to be transferred, encoded in the "Rt" field.
〈Rn〉 Is the general-purpose base register, encoded in the "Rn" field.

Operation for all encodings

1 \( \text{if ConditionPassed() then} \)
2 \( \quad \text{EncodingSpecificOperations();} \)
3 \( \quad \text{address} = R[n]; \)
4 \( \quad \text{MemO}[\text{address, 2}] = R[t][15:0]; \)
C2.4.184 STM, STMIA, STMEA

Store Multiple. Store Multiple stores multiple registers to consecutive memory locations using an address from a base register. The consecutive memory locations start at this address, and the address just above the last of those locations can optionally be written back to the base register.

**T1**

*Armv8-M*

```
<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 0 0 0 Rn register_list</td>
</tr>
</tbody>
</table>
```

**T1 variant**

STM{IA}{<c>}{<q>} <Rn>!, <registers>
// Preferred syntax
STMEA{<c>}{<q>} <Rn>!, <registers>
// Alternate syntax, Empty Ascending stack

**Decode for this encoding**

1. `n = UInt(Rn); registers = '00000000':register_list; wback = TRUE;`
2. `if BitCount(registers) < 1 then UNPREDICTABLE;`

**CONSTRAINED UNPREDICTABLE behavior**

If BitCount(registers) < 1, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction operates as an STM with the same addressing mode but targeting an unspecified set of registers. These registers might include R15. If the instruction specifies writeback, the modification to the base address on writeback might differ from the number of registers stored.

**T2**

*Armv8-M Main Extension only*

```
<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 0 0 1 0 W 0 Rn (0) M (0) register_list</td>
</tr>
</tbody>
</table>
```

**T2 variant**

STM{IA}{<c>}.W <Rn>{!}, <registers>
// Preferred syntax
// if <Rn>, '!' and <registers> can be represented in T1
STMEA{<c>}.W <Rn>{!}, <registers>
// Alternate syntax
// Empty Ascending stack
// if <Rn>, '!' and <registers> can be represented in T1
STM{IA}{<c>}{<q>} <Rn>{!}, <registers>
// Preferred syntax
STMEA{<c>}{<q>} <Rn>{!}, <registers>
// Alternate syntax, Empty Ascending stack
 Decode for this encoding

1 if !HaveMainExt() then UNDEFINED;
2 n = UInt(Rn); registers = '0':M:'0':register_list; wback = (W == '1');
3 if n == 15 || BitCount(registers) < 2 then UNPREDICTABLE;
4 if wback && registers[n] == '1' then UNPREDICTABLE;

CONSTRAINED UNPREDICTABLE behavior

If BitCount(registers) < 1, then one of the following behaviors must occur:

• The instruction is UNDEFINED.
• The instruction executes as NOP.
• The instruction operates as an STM with the same addressing mode but targeting an unspecified set of registers.
  These registers might include R15. If the instruction specifies writeback, the modification to the base address on writeback might differ from the number of registers stored.

CONSTRAINED UNPREDICTABLE behavior

If BitCount(registers) == 1, then one of the following behaviors must occur:

• The instruction is UNDEFINED.
• The instruction executes as NOP.
• The instruction executes as described, with no change to its behavior and no additional side effects.
• The instruction operates as an STM with the same addressing mode but targeting an unspecified set of registers.
  These registers might include R15.

CONSTRAINED UNPREDICTABLE behavior

If wback && registers[n] == ‘1’, then one of the following behaviors must occur:

• The instruction is UNDEFINED.
• The instruction executes as NOP.
• The store instruction executes but the value stored for the base register is UNKNOWN.

Assembler symbols for all encodings

IA Is an optional suffix for the Increment After form.
<<c>> See C1.2.5 Standard assembler syntax fields on page 308.
<<op>> See C1.2.5 Standard assembler syntax fields on page 308.
<<Rn>> Is the general-purpose base register, encoded in the "Rn" field.
! The address adjusted by the size of the data loaded is written back to the base register. If specified, it is encoded in the "W" field as 1, otherwise this field defaults to 0.
<<registers>> For encoding T1: is a list of one or more registers to be stored, separated by commas and surrounded by [ and ]. The registers in the list must be in the range R0-R7, encoded in the "register_list" field. If the base register is not the lowest-numbered register in the list, such an instruction stores an UNKNOWN value for the base register.
For encoding T2: is a list of one or more registers to be stored, separated by commas and surrounded by [ and ]. The registers in the list must be in the range R0-R12, encoded in the "register_list" field, and can optionally contain the LR. If the LR is in the list, the "M" field is set to 1, otherwise it defaults to 0.
if ConditionPassed() then
  EncodingSpecificOperations();
  address = R[n];
  endAddress = R[n] + 4 * BitCount(registers);

  // Determine if the stack pointer limit should be checked
  if n == 13 && wback && registers[n] == '0' then
    (limit, applylimit) = LookUpSPLim(LookUpSP());
    doOperation = (!applylimit || (UInt(endAddress) >= UInt(limit)));
  else
    doOperation = TRUE;
  end

  for i = 0 to 14
    // Memory operation only performed if limit not violated
    if registers[i] == '1' && doOperation then
      if i == n && wback && i ≠ LowestSetBit(registers) then
        MemA[address, 4] = bits(32) UNKNOWN; // encoding T1 only
      else
        MemA[address, 4] = R[i];
        address = address + 4;
    end

  // If the stack pointer is being updated a fault will be raised if
  // the limit is violated
  if wback then RSPCheck[n] = endAddress;
C2.4.185  STMDB, STMFD

Store Multiple Decrement Before (Full Descending). Store Multiple Decrement Before stores multiple registers to consecutive memory locations using an address from a base register. The consecutive memory locations end just below this address, and the address of the first of those locations can optionally be written back to the base register.

This instruction is used by the alias PUSH (multiple registers).

T1

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0 1 0 0 W 0 Rn (0) M (0) register_list</td>
</tr>
</tbody>
</table>

T1 variant

STMDB{<c>}{<q>} <Rn>{!}, <registers>
// Preferred syntax
STMFD{<c>}{<q>} <Rn>{!}, <registers>
// Alternate syntax, Full Descending stack

Decode for this encoding

1 if !HaveMainExt() then UNDEFINED;
2 n = UInt(Rn); registers = '0':M:'0':register_list; wback = (W == '1');
3 if n == 15 || BitCount(registers) < 2 then UNPREDICTABLE;
4 if wback && registers[n] == '1' then UNPREDICTABLE;

CONSTRAINED UNPREDICTABLE behavior

If BitCount(registers) < 1, then one of the following behaviors must occur:

• The instruction is UNDEFINED.
• The instruction executes as NOP.
• The instruction operates as an STM with the same addressing mode but targeting an unspecified set of registers. These registers might include R15. If the instruction specifies writeback, the modification to the base address on writeback might differ from the number of registers stored.

CONSTRAINED UNPREDICTABLE behavior

If wback && registers<n> == '1', then one of the following behaviors must occur:

• The instruction is UNDEFINED.
• The instruction executes as NOP.
• The store instruction executes but the value stored for the base register is UNKNOWN.

CONSTRAINED UNPREDICTABLE behavior

If BitCount(registers) == 1, then one of the following behaviors must occur:

• The instruction is UNDEFINED.
• The instruction executes as described, with no change to its behavior and no additional side effects.
• The instruction operates as an STM with the same addressing mode but targeting an unspecified set of registers. These registers might include R15.
chapter C2. instruction specification

C2.4. alphabetical list of instructions

T2

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 0 1 1 0 1 0 M</td>
</tr>
<tr>
<td>register_list</td>
</tr>
</tbody>
</table>

T2 variant

STMDB{<c>}{<q>}{SP!}, <registers>

Decode for this encoding

1  n = 13; wback = TRUE;
2  registers = '0':M:'000000':register_list;
3  if BitCount(registers) < 1 then UNPREDICTABLE;

CONSTRAINED UNPREDICTABLE behavior

If BitCount(registers) < 1, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction operates as an STM with the same addressing mode but targeting an unspecified set of registers. These registers might include R15. If the instruction specifies writeback, the modification to the base address on writeback might differ from the number of registers stored.

Assembler symbols for all encodings

- <c> See C1.2.5 Standard assembler syntax fields on page 308.
- <q> See C1.2.5 Standard assembler syntax fields on page 308.
- <Rn> Is the general-purpose base register, encoded in the "Rn" field.
- ! The address adjusted by the size of the data loaded is written back to the base register. If specified, it is encoded in the "W" field as 1, otherwise this field defaults to 0.
- <registers> For encoding T1: is a list of one or more registers to be stored, separated by commas and surrounded by { and }. The registers in the list must be in the range R0-R12, encoded in the "register_list" field, and can optionally contain the LR. If the LR is in the list, the "M" field is set to 1, otherwise it defaults to 0.

For encoding T2: is a list of one or more registers to be stored, separated by commas and surrounded by { and }. The registers in the list must be in the range R0-R7, encoded in the "register_list" field, and can optionally include the LR. If the LR is in the list, the "M" field is set to 1, otherwise this field defaults to 0.

Operation for all encodings

1  if ConditionPassed() then
2    EncodingSpecificOperations();
3    address = R[n] - 4*BitCount(registers);
4    if n == 13 && wback then
5      (limit, applylimit) = LookUpSPLim(LookUpSP());
6    else
7      applylimit = FALSE;
8  end
9  for i = 0 to 14
10     // If R[n] is the SP, memory operation only performed if limit not violated
11     if registers[i] == '1' && (applylimit || (UInt(address) >= UInt(limit))) then
12       MemA[address,4] = R[i];
13 address = address + 4;
14 // If R[n] is the SP, stack pointer update will raise a fault if limit violated
15 if wback then RSPCheck[n] = R[n] - 4(BitCount(registers));
C2.4.186 STR (immediate)

Store Register (immediate). Store Register (immediate) calculates an address from a base register value and an immediate offset, and stores a word from a register to memory. It can use offset, post-indexed, or pre-indexed addressing.

This instruction is used by the alias PUSH (single register).

T1

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 1 0 0 imm5 Rn Rt</td>
</tr>
</tbody>
</table>

T1 variant

STR{<c>}{<q>} <Rt>, [Rn] {, #{+}<imm>}

Decode for this encoding

1. t = UInt(Rt); n = UInt(Rn); imm32 = ZeroExtend(imm5:'00', 32);
2. index = TRUE; add = TRUE; wback = FALSE;

T2

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 0 0 1 0 Rt imm8</td>
</tr>
</tbody>
</table>

T2 variant

STR{<c>}{<q>} <Rt>, [SP] {, #{+}<imm>}

Decode for this encoding

1. t = UInt(Rt); n = 13; imm32 = ZeroExtend(imm8:'00', 32);
2. index = TRUE; add = TRUE; wback = FALSE;

T3

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0 0 0 1 1 0 0 Rn!=1111 Rt imm12</td>
</tr>
</tbody>
</table>

T3 variant

STR{<c>}.W <Rt>, [Rn] {, #{+}<imm>}

// <Rt>, <Rn>, <imm> can be represented in T1 or T2

STR{<c>}{<q>} <Rt>, [Rn] {, #{+}<imm>}

Decode for this encoding

1. if Rn == '1111' then UNDEFINED;
2. if !HaveMainExt() then UNDEFINED;
3. t = UInt(Rt); n = UInt(Rn); imm32 = ZeroExtend(imm12, 32);
4. index = TRUE; add = TRUE; wback = FALSE;
5. if t == 15 then UNPREDICTABLE;
T4

Armv8-M Main Extension only

| 15 14 13 12 | 11 10 9 8 | 7 6 5 4 | 3 2 1 0 |
| 1 1 1 1 | 0 0 0 | 1 0 0 | Rn != 1111 | Rt | 1 | P | U | W | imm8 |

Offset variant
Applies when $P == 1$ && $U == 0$ && $W == 0$.

STR{<c>}{<q>} <Rt>, [<Rn> {, #-<imm>}]

Post-indexed variant
Applies when $P == 0$ && $W == 1$.

STR{<c>}{<q>} <Rt>, [<Rn>],#{+/-}<imm>

Pre-indexed variant
Applies when $P == 1$ && $W == 1$.

STR{<c>}{<q>} <Rt>, [<Rn>],#{+/-}<imm>]

Decode for this encoding

1 if $P == '1'$ && $U == '1'$ && $W == '0'$ then SEE STRT;
2 if $Rn == '1111'$ || ( $P == '0'$ && $W == '0'$ ) then UNDEFINED;
3 if !HaveMainExt() then UNDEFINED;
4 $t = $UInt(Rt); $n = $UInt(Rn); $imm32 = ZeroExtend($imm8, 32);
5 index = ($P == '1$); $add = ($U == '1$); $wback = ($W == '1$);
6 if $t == 15$ || ($wback && $n == $t$) then UNPREDICTABLE;

CONSTRAINED UNPREDICTABLE behavior
If $wback$ && $n == t$, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The store instruction executes but the value stored is UNKNOWN.

Alias conditions

<table>
<thead>
<tr>
<th>Alias preferred when</th>
</tr>
</thead>
<tbody>
<tr>
<td>PUSH (single register)</td>
</tr>
</tbody>
</table>

Assembler symbols for all encodings

- See C1.2.5 Standard assembler syntax fields on page 308.
- See C1.2.5 Standard assembler syntax fields on page 308.
- Is the general-purpose register to be transferred, encoded in the "Rt" field.
- Is the general-purpose base register, encoded in the "Rn" field.
- Specifies the offset is added to or subtracted from the base register, defaulting to + if omitted and encoded in the "U" field. It can have the following values:
  - when $U == 0$
  - when $U == 1$
- Specifies the offset is added to the base register.
<imm>

For the post-indexed or pre-indexed variant: is an 8-bit unsigned immediate byte offset, in the range 0 to 255, encoded in the "imm8" field.

For encoding T1: is the optional positive unsigned immediate byte offset, a multiple of 4 in the range 0 to 124, defaulting to 0 and encoded in the "imm5" field as <imm>/4.

For encoding T2: is the optional positive unsigned immediate byte offset, a multiple of 4, in the range 0 to 1020, defaulting to 0 and encoded in the "imm12" field as <imm>/4.

For encoding T3: is an optional 12-bit unsigned immediate byte offset, in the range 0 to 4095, defaulting to 0 and encoded in the "imm12" field.

For encoding T4: is an optional 8-bit unsigned immediate byte offset, in the range 0 to 255, defaulting to 0 and encoded in the "imm8" field.

### Operation for all encodings

```plaintext
if ConditionPassed() then
    EncodingSpecificOperations();
    offset_addr = if add then (R[n] + imm32) else (R[n] - imm32);
    address = if index then offset_addr else R[n];

    // Determine if the stack pointer limit should be checked
    if n == 13 && wback then
        (limit, applylimit) = LookUpSPLim(LookUpSP());
    else
        applylimit = FALSE;
    // Memory operation only performed if limit not violated
    if !applylimit || (UInt(offset_addr) >= UInt(limit)) then
        MemU[address,4] = R[t];

    // If the stack pointer is being updated a fault will be raised if
    // the limit is violated
    if wback then RSPCheck[n] = offset_addr;
```
C2.4.187  STR (register)

Store Register (register). Store Register (register) calculates an address from a base register value and an offset register value, stores a word from a register to memory. The offset register value can be shifted left by 0, 1, 2, or 3 bits.

**T1**

*Armv8-M*

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|------------------|------------------|------------------|
| 0 1 0 1 0 0 0    | Rm               | Rn               | Rt               |

**T1 variant**

\[
\text{STR}(<c>)\{<q>\} <Rt>, [<Rn>, {+}<Rm>] 
\]

**Decode for this encoding**

1. \( t = \text{UInt}(Rt); \ n = \text{UInt}(Rn); \ m = \text{UInt}(Rm); \)
2. \( \text{index} = \text{TRUE}; \ \text{add} = \text{TRUE}; \ \text{wback} = \text{FALSE}; \)
3. \( (\text{shift}_t, \text{shift}_n) = (\text{SRType}_\text{LSL}, 0); \)

**T2**

*Armv8-M Main Extension only*

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|------------------|------------------|------------------|------------------|
| 1 1 1 1 1 0 0 0 0 1 0 0 | Rn != 1111    | Rt               | 0 0 0 0 0 0 | imm2 | Rm |

**T2 variant**

\[
\text{STR}(<c>).W <Rt>, [<Rn>, {+}<Rm>] 
// <Rt>, <Rn>, <Rm> can be represented in T1
\]

\[
\text{STR}(<c>)\{<q>} <Rt>, [<Rn>, {+}<Rm>{, LSL #<imm}>] 
\]

**Decode for this encoding**

1. if \( Rn == '1111' \) then UNDEFINED;
2. if \( \text{HaveMainExt}() \) then UNDEFINED;
3. \( t = \text{UInt}(Rt); \ n = \text{UInt}(Rn); \ m = \text{UInt}(Rm); \)
4. \( \text{index} = \text{TRUE}; \ \text{add} = \text{TRUE}; \ \text{wback} = \text{FALSE}; \)
5. \( (\text{shift}_t, \text{shift}_n) = (\text{SRType}_\text{LSL}, \text{UInt}(\text{imm2})); \)
6. if \( t == 15 | m \in (13, 15) \) then UNPREDICTABLE;

**Assembler symbols for all encodings**

\(<c>\quad \text{See } \text{C1.2.5 Standard assembler syntax fields } \text{ on page } 308.\)

\(<q>\quad \text{See } \text{C1.2.5 Standard assembler syntax fields } \text{ on page } 308.\)

\(<\text{Rt}>\quad \text{Is the general-purpose register to be transferred, encoded in the } "\text{Rt}" \text{ field.}\)

\(<\text{Rn}>\quad \text{Is the general-purpose base register, encoded in the } "\text{Rn}" \text{ field.}\)

\(+\quad \text{specifies the index register is added to the base register.}\)

\(<\text{Rm}>\quad \text{Is the general-purpose index register, encoded in the } "\text{Rm}" \text{ field.}\)

\(<\text{imm}>\quad \text{If present, the size of the left shift to apply to the value from } <\text{Rm}>\text{, in the range 1-3. }<\text{imm}>\text{ is encoded in imm2. If absent, no shift is specified and imm2 is encoded as } 0b00.\)
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

Operation for all encodings

1 if ConditionPassed() then
2    EncodingSpecificOperations();
3    offset = Shift(R[m], shift_t, shift_n, APSR.C);
4    address = R[n] + offset;
5    MemU[address,4] = R[t];
C2.4.188  STRB (Immediate)

Store Register Byte (Immediate). Store Register Byte (Immediate) calculates an address from a base register value and an immediate offset, and stores a byte from a register to memory. It can use offset, post-indexed, or pre-indexed addressing.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0 1 1 1 0 imm5 Rn Rt</td>
</tr>
</tbody>
</table>

T1 variant

STRB{<c>}{<q>} <Rt>, [Rn] {, #{+}<imm>}

Decode for this encoding

1 \text{t} = \text{UInt}(Rt); \hspace{1em} n = \text{UInt}(Rn); \hspace{1em} \text{imm32} = \text{ZeroExtend}(\text{imm5}, 32);
2 index = TRUE; \hspace{1em} add = TRUE; \hspace{1em} wback = FALSE;

T2

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 0 0 1 0 0 0 Rn != 1111 \hspace{1em} Rt</td>
</tr>
</tbody>
</table>

T2 variant

STRB{<c>}<q> <Rt>, [Rn] {, #{+}<imm>}

// <Rt>, <Rn>, <imm> can be represented in T1
STRB{<c>}{<q>} <Rt>, [Rn] {, #{+}<imm>}

Decode for this encoding

1 if \text{Rn} == '1111' then UNDEFINED;
2 if \text{!HaveMainExt()} then UNDEFINED;
3 \text{t} = \text{UInt}(Rt); \hspace{1em} n = \text{UInt}(Rn); \hspace{1em} \text{imm32} = \text{ZeroExtend}(\text{imm12}, 32);
4 index = TRUE; \hspace{1em} add = TRUE; \hspace{1em} wback = FALSE;
5 if \text{t \text{IN} (13,15)} then UNPREDICTABLE;

T3

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 0 0 0 0 0 0 Rn != 1111 \hspace{1em} Rt \hspace{1em} 1</td>
</tr>
</tbody>
</table>

Offset variant

Applies when P == 1 \&\& U == 0 \&\& W == 0.

STRB{<c>}{<q>} <Rt>, [Rn] {, #{-}<imm>}

Post-indexed variant

Applies when P == 0 \&\& W == 1.
Chapter C2. Instruction Specification

C2.4. Alphabetical list of instructions

STRB<\{<c}\}> <Rt>, [<Rn>], #{+/}<imm>

Pre-indexed variant

Applies when \(P == 1 \&\& W == 1\).

STRB<\{<c}\}> {<q}> <Rt>, [<Rn>], #{+/}<imm>]

Decode for this encoding

1 if \(P == '1' \&\& U == '1' \&\& W == '0'\) then SEE STRBT;
2 if \(Rn == '1111' \| (P == '0' \&\& W == '0')\) then UNDEFINED;
3 if !HaveMainExt() then UNDEFINED;
4 \(t = \text{UInt}(Rt); n = \text{UInt}(Rn); \text{imm32} = \text{ZeroExtend}(\text{imm8}, 32);\)
5 index = (P == '1'); add = (U == '1'); wback = (W == '1');
6 if \(t \in \{13, 15\} \| (\text{wback} \&\& n == t)\) then UNPREDICTABLE;

CONSTRANDED UNPREDICTABLE behavior

If \(\text{wback} \&\& n == t\), then one of the following behaviors must occur:

• The instruction is UNDEFINED.
• The instruction executes as NOP.
• The store instruction executes but the value stored is UNKNOWN.

Assembler symbols for all encodings

<\{<c>\}> See C1.2.5 Standard assembler syntax fields on page 308.
<\{<q>\}> See C1.2.5 Standard assembler syntax fields on page 308.
<\{Rt\}> Is the general-purpose register to be transferred, encoded in the "Rt" field.
<\{Rn\}> Is the general-purpose base register, encoded in the "Rn" field.
+/-(\text{+/-}) Specifies the offset is added to or subtracted from the base register, defaulting to + if omitted and encoded in the "U" field. It can have the following values:
- when \(U == 0\)
+ when \(U == 1\)
+ Specifies the offset is added to the base register.
<\{imm\}> For the post-indexed or pre-indexed variant: is an 8-bit unsigned immediate byte offset, in the range 0 to 255, encoded in the "imm8" field.
For encoding T1: is an optional 5-bit unsigned immediate byte offset, in the range 0 to 31, defaulting to 0 and encoded in the "imm5" field.
For encoding T2: is an optional 12-bit unsigned immediate byte offset, in the range 0 to 4095, defaulting to 0 and encoded in the "imm12" field.
For encoding T3: is an optional 8-bit unsigned immediate byte offset, in the range 0 to 255, defaulting to 0 and encoded in the "imm8" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 offset_addr = if add then (R[n] + imm32) else (R[n] - imm32);
4 address = if index then offset_addr else R[n];
5 // Determine if the stack pointer limit should be checked
6 if n == 13 \&\& wback then
7 (limit, applylimit) = LookUpSPLim(LookUpSP());
8 else
9 applylimit = FALSE;
// Memory operation only performed if limit not violated
if !applylimit || (UInt(offset_addr) >= UInt(limit)) then
    MemU[address,1] = R[t][7:0];

// If the stack pointer is being updated a fault will be raised if
// the limit is violated
if wback then RSPCheck[n] = offset_addr;
C2.4.189 STRB (register)

Store Register Byte (register). Store Register Byte (register) calculates an address from a base register value and an offset register value, and stores a byte from a register to memory. The offset register value can be shifted left by 0, 1, 2, or 3 bits.

**T1**

*Armv8-M*

```
<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>Rm</td>
<td>Rn</td>
<td>Rt</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

**T1 variant**

\[ \text{STRB}\{<c}\}{<q}> <Rt>, \ [<Rn>, \ (+)<Rm>] \]

**Decode for this encoding**

1. \( t = \text{UInt}(Rt); \ n = \text{UInt}(Rn); \ m = \text{UInt}(Rm); \)
2. \( \text{index} = \text{TRUE}; \ \text{add} = \text{TRUE}; \ \text{wback} = \text{FALSE}; \)
3. \( (\text{shift}_t, \ \text{shift}_n) = (\text{SRType}_\text{LSL}, \ 0); \)

**T2**

*Armv8-M Main Extension only*

```
<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>imm2</td>
</tr>
</tbody>
</table>
```

**T2 variant**

\[ \text{STRB}\{<c}\}.W <Rt>, \ [<Rn>, \ (+)<Rm>] \]

// \( <Rt>, \ <Rn>, \ <Rm> \) can be represented in T1

\[ \text{STRB}\{<c}\}{<q}> <Rt>, \ [<Rn>, \ (+)<Rm>{, \ LSL \ #<imm}>] \]

**Decode for this encoding**

1. \( \text{if} \ \text{Rn} == \text{'1111'} \ \text{then} \ \text{UNDEFINED}; \)
2. \( \text{if} \ \text{!HaveMainExt()} \ \text{then} \ \text{UNDEFINED}; \)
3. \( t = \text{UInt}(Rt); \ n = \text{UInt}(Rn); \ m = \text{UInt}(Rm); \)
4. \( \text{index} = \text{TRUE}; \ \text{add} = \text{TRUE}; \ \text{wback} = \text{FALSE}; \)
5. \( (\text{shift}_t, \ \text{shift}_n) = (\text{SRType}_\text{LSL}, \ \text{UInt}(imm2)); \)
6. \( \text{if} \ t \ \text{IN} \ (13,15) | | \ m \ \text{IN} \ (13,15) \ \text{then} \ \text{UNPREDICTABLE}; \)

**Assembler symbols for all encodings**

\( <c> \)

See C1.2.5 Standard assembler syntax fields on page 308.

\( <q> \)

See C1.2.5 Standard assembler syntax fields on page 308.

\( <Rt> \)

Is the general-purpose register to be transferred, encoded in the "Rt" field.

\( <Rn> \)

Is the general-purpose base register, encoded in the "Rn" field.

\( + \)

Specifies the index register is added to the base register.

\( <Rm> \)

Is the general-purpose index register, encoded in the "Rm" field.

\( <\text{imm}> \)

If present, the size of the left shift to apply to the value from \( <Rm> \), in the range 1-3. \( <\text{imm}> \) is encoded in imm2. If absent, no shift is specified and imm2 is encoded as 0b00.
Operation for all encodings

```plaintext
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   offset = Shift(R[m], shift_t, shift_n, APSR.C);
4   address = R[n] + offset;
5   MemU[address, 1] = R[t][7:0];
```
C2.4.190 STRBT

Store Register Byte Unprivileged. Store Register Byte Unprivileged calculates an address from a base register value and an immediate offset, and stores a byte from a register to memory. When privileged software uses an STRBT instruction, the memory access is restricted as if the software was unprivileged.

T1

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 1 0 0 0 0 0 0 Rn != 1111</td>
</tr>
</tbody>
</table>

T1 variant

STRBT{<c>}{<q>} <Rt>, [<Rn> {, #{+}<imm>}]  

Decode for this encoding

1 if Rn == '1111' then UNDEFINED;
2 if !HaveMainExt() then UNDEFINED;
3 t = UInt(Rt); n = UInt(Rn); postindex = FALSE; add = TRUE;
4 register_form = FALSE; imm32 = ZeroExtend(imm8, 32);
5 if t IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rt> Is the general-purpose register to be transferred, encoded in the "Rt" field.
<Rn> Is the general-purpose base register, encoded in the "Rn" field.
+ Specifies the offset is added to the base register.
<imm> Is an optional 8-bit unsigned immediate byte offset, in the range 0 to 255, defaulting to 0 and encoded in the "imm8" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 address = R[n] + imm32;
4 Mem1_unpriv[address,1] = R[t][?;0];
C2.4.191  STRD (immediate)

Store Register Dual (immediate). Store Register Dual (immediate) calculates an address from a base register value and an immediate offset, and stores two words from two registers to memory. It can use offset, post-indexed, or pre-indexed addressing.

**T1**

*Armv8-M Main Extension only*

```
15 14 13 12|11 10 9 8 |7 6 5 4 |3 2 1 0 15 14 13 12|11 10 9 8 |7 6 5 4 |3 2 1 0
Rn != 1111 | Rt | Rt2 | imm8
```

**Offset variant**

Applies when `P == 1 && W == 0.`

```
STRD{<c>}{<q>} <Rt>, <Rt2>, [<Rn> {, #{+/-}<imm>}]
```

**Post-indexed variant**

Applies when `P == 0 && W == 1`.

```
STRD{<c>}{<q>} <Rt>, <Rt2>, [<Rn>], #{+/-}<imm>
```

**Pre-indexed variant**

Applies when `P == 1 && W == 1`.

```
STRD{<c>}{<q>} <Rt>, <Rt2>, [<Rn>, #{+/-}<imm>]!
```

**Decode for this encoding**

1 if `P == '0' && W == '0'` then SEE "Related encodings";
2 if !HaveMainExt() then UNDEFINED;
3 t = UInt(Rt); t2 = UInt(Rt2); n = UInt(Rn); imm32 = ZeroExtend(imm8:'00', 32);
4 index = (P == '1'); add = (U == '1'); wback = (W == '1');
5 if wback && (n == t || n == t2) then UNPREDICTABLE;
6 if n == 15 || t IN {13,15} || t2 IN {13,15} then UNPREDICTABLE;

**CONSTRAINED UNPREDICTABLE behavior**

If `wback && (n == t || n == t2)`, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The store instruction executes but the value stored is UNKNOWN.

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rt>` Is the first general-purpose register to be transferred, encoded in the "Rt" field.
- `<Rt2>` Is the second general-purpose register to be transferred, encoded in the "Rt2" field.
- `<Rn>` Is the general-purpose base register, encoded in the "Rn" field.
- `+/-` Specifies the offset is added to or subtracted from the base register, defaulting to + if omitted and encoded in the "U" field. It can have the following values:
  - when `U = 0`
  - when `U = 1`
For the offset variant: is the optional unsigned immediate byte offset, a multiple of 4, in the range 0 to 1020, defaulting to 0 and encoded in the "imm8" field as <imm>/4.
For the post-indexed and pre-indexed variant: is the unsigned immediate byte offset, a multiple of 4, in the range 0 to 1020, encoded in the "imm8" field as <imm>/4.

**Operation for all encodings**

```plaintext
if ConditionPassed() then
    EncodingSpecificOperations();
    offset_addr = if add then (R[n] + imm32) else (R[n] - imm32);
    address = if index then offset_addr else R[n];

    // Determine if the stack pointer limit should be checked
    if n == 13 && wback then
        (limit, applylimit) = LookUpSPLim(LookUpSP());
    else
        applylimit = FALSE;

    // Memory operation only performed if limit not violated
    if !applylimit || (UInt(offset_addr) >= UInt(limit)) then
        MemA[address,4] = R[t];
        MemA[address+4,4] = R[t2];

    // If the stack pointer is being updated a fault will be raised if
    // the limit is violated
    if wback then RSPCheck[n] = offset_addr;
```
C2.4.192 STREX

Store Register Exclusive. Store Register Exclusive calculates an address from a base register value and an immediate offset, and stores a word from a register to memory if the executing PE has exclusive access to the memory addressed.

T1

\[
\begin{array}{ccccccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0
\end{array}
\]

| 1 | 1 | 1 | 0 | 1 | 0 | 0 | 0 | 1 | 0 | 0 | Rn | Rt\(\neq\) 1111 | Rd | imm8 |

T1 variant

\[
\text{STREX}\{<c>\}{<q>} \text{ <Rd>, <Rt>, [<Rn> \{, \#<imm>\}]}
\]

Decode for this encoding

1. \(d = \text{UInt}(\text{Rd});
\)
2. \(t = \text{UInt}(\text{Rt});
\)
3. \(n = \text{UInt}(\text{Rn});
\)
4. \(\text{imm32} = \text{ZeroExtend}(\text{imm8}:'00', 32);
\)

\[
\begin{align*}
\text{if } & t == 15 \text{ then } \text{SEE "TT"; } \\
\text{if } & d \in \{13, 15\} \text{ || } t == 13 \text{ || } n == 15 \text{ then } \text{UNPREDICTABLE; } \\
\text{if } & d == n \text{ || } d == t \text{ then } \text{UNPREDICTABLE; }
\end{align*}
\]

CONSTRAINED UNPREDICTABLE behavior

If \(d == t\), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The store instruction executes but the value stored is UNKNOWN.

CONSTRAINED UNPREDICTABLE behavior

If \(d == n\), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction performs the store to an UNKNOWN address.

Assembler symbols for all encodings

\(<c>\)

See C1.2.5 Standard assembler syntax fields on page 308.

\(<q>\)

See C1.2.5 Standard assembler syntax fields on page 308.

\(<\text{Rd}>\)

Is the destination general-purpose register into which the status result of the store exclusive is written, encoded in the "Rd" field. The value returned is:

1. If the operation fails to update memory.
2. If the operation updates memory.

\(<\text{Rt}>)\)

Is the general-purpose register to be transferred, encoded in the "Rt" field.

\(<\text{Rn}>\)

Is the general-purpose base register, encoded in the "Rn" field.

\(<\text{imm}>\)

The immediate offset added to the value of \(<\text{Rn}>\) to calculate the address. \(<\text{imm}>\) can be omitted, meaning an offset of 0. Values are multiples of 4 in the range 0-1020.

Operation for all encodings
if ConditionPassed() then
    EncodingSpecificOperations();
    address = R[n] + imm32;
if ExclusiveMonitorsPass(address, 4) then
    MemA[address, 4] = R[t];
    R[d] = ZeroExtend('0');
else
    R[d] = ZeroExtend('1');
C2.4.193 STREXB

Store Register Exclusive Byte. Store Register Exclusive Byte derives an address from a base register value, and stores a byte from a register to memory if the executing PE has exclusive access to the memory addressed.

T1

Armv8-M

| 15 14 13 12 | 11 10 9 8 | 7 6 5 4 | 3 2 1 0 |
| 1 1 1 0 | 1 0 0 0 | 1 1 0 | 0 0 1 1 |

T1 variant

STREXB{<c}>{<q>} <Rd>, <Rt>, [<Rn>]

Decode for this encoding

1 \( d = \text{UInt}(Rd); t = \text{UInt}(Rt); n = \text{UInt}(Rn); \)
2 \( \text{if } d \text{ IN } (13,15) || t \text{ IN } (13,15) || n == 15 \text{ then UNPREDICTABLE; } \)
3 \( \text{if } d == n || d == t \text{ then UNPREDICTABLE; } \)

CONSTRAINED UNPREDICTABLE behavior

If \( d == t \) , then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The store instruction executes but the value stored is UNKNOWN.

CONSTRAINED UNPREDICTABLE behavior

If \( d == n \), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction performs the store to an UNKNOWN address.

Assembler symbols for all encodings

- <c> See C1.2.5 Standard assembler syntax fields on page 308.
- <q> See C1.2.5 Standard assembler syntax fields on page 308.
- <Rd> Is the destination general-purpose register into which the status result of the store exclusive is written, encoded in the "Rd" field. The value returned is:
  1 If the operation fails to update memory.
  0 If the operation updates memory.
- <Rt> Is the general-purpose register to be transferred, encoded in the "Rt" field.
- <Rn> Is the general-purpose base register, encoded in the "Rn" field.

Operation for all encodings

1 \( \text{if } \text{ConditionPassed()} \text{ then } \)
2 \( \text{EncodingSpecificOperations(); } \)
3 \( \text{address} = R[n]; \)
4 \( \text{if } \text{ExclusiveMonitorsPass(address,1) then } \)
MemA[address,1] = R[t][7:0];
R[d] = ZeroExtend('0');
else
R[d] = ZeroExtend('1');
C2.4.194 STREXH

Store Register Exclusive Halfword. Store Register Exclusive Halfword derives an address from a base register value, and stores a halfword from a register to memory if the executing PE has exclusive access to the memory addressed.

T1

_Compiled_ for this encoding

| 0 | 1 | 0 | 1 | 0 | 1 | 0 | 0 | 1 | 1 | 0 | 0 |
---|---|---|---|---|---|---|---|---|---|---|---|
 | Rd |

T1 variant

STREXH{<c>}{<q>} <Rd>, <Rt>, [<Rn>]

Decode for this encoding

\begin{verbatim}
d = UInt(Rd); t = UInt(Rt); n = UInt(Rn);
if d IN \{13,15\} || t IN \{13,15\} || n == 15 then UNPREDICTABLE;
if d == n || d == t then UNPREDICTABLE;
\end{verbatim}

CONSTRANDED UNPREDICTABLE behavior

If d == t, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The store instruction executes but the value stored is UNKNOWN.

CONSTRANDED UNPREDICTABLE behavior

If d == n, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction performs the store to an UNKNOWN address.

Assembler symbols for all encodings

\begin{itemize}
  \item <c> See C1.2.5 Standard assembler syntax fields on page 308.
  \item <q> See C1.2.5 Standard assembler syntax fields on page 308.
  \item <Rd> Is the destination general-purpose register into which the status result of the store exclusive is written, encoded in the "Rd" field. The value returned is:
    \begin{itemize}
      \item 1 If the operation fails to update memory.
      \item 0 If the operation updates memory.
    \end{itemize}
  \item <Rt> Is the general-purpose register to be transferred, encoded in the "Rt" field.
  \item <Rn> Is the general-purpose base register, encoded in the "Rn" field.
\end{itemize}

Operation for all encodings

\begin{verbatim}
if ConditionPassed() then
  EncodingSpecificOperations();
  address = R[n];
\end{verbatim}
if ExclusiveMonitorsPass(address,2) then
    MemA[address,2] = R[t][15:0];
    R[d] = ZeroExtend('0');
else
    R[d] = ZeroExtend('1');
C2.4.195 STRH (immediate)

Store Register Halfword (immediate). Store Register Halfword (immediate) calculates an address from a base register value and an immediate offset, and stores a halfword from a register to memory. It can use offset, post-indexed, or pre-indexed addressing.

T1

Armv8-M

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 0   | 0   | 0   | 0   | imm5| Rn  | Rt  |

T1 variant

STRH{<c>}{<q>} <Rt>, [<Rn> {, #{+}<imm>}]

Decode for this encoding

1 t = UInt(Rt); n = UInt(Rn); imm32 = ZeroExtend(imm5:'0', 32);
2 index = TRUE; add = TRUE; wback = FALSE;

T2

Armv8-M Main Extension only

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1   | 1   | 1   | 1   | 0   | 0   | 0   | 0   | Rn != '1111' | Rt  | imm12 |

T2 variant

STRH{<c>}.W <Rt>, [<Rn> {, #{<imm>}]} // <Rt>, <Rn>, <imm> can be represented in T1

STRH{<c>}{<q>} <Rt>, [<Rn> {, #{+}<imm>}]]

Decode for this encoding

1 if Rn == '1111' then UNDEFINED;
2 if !HaveMainExt() then UNDEFINED;
3 t = UInt(Rt); n = UInt(Rn); imm12 = ZeroExtend(imm12, 32);
4 index = TRUE; add = TRUE; wback = FALSE;
5 if t IN (13,15) then UNPREDICTABLE;

T3

Armv8-M Main Extension only

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|-----|
| 1   | 1   | 1   | 1   | 0   | 0   | 0   | 0   | 0   | Rn != '1111' | Rt  | 1  | P  | U  | W  | imm8 |

Offset variant

Applies when P == 1 && U == 0 && W == 0.

STRH{<c>}{<q>} <Rt>, [<Rn> {, #{-<imm>}]}]

Post-indexed variant

Applies when P == 0 && W == 1.
Chapter C2. Instruction Specification

C2.4. Alphabetical list of instructions

STRH{<c>}{<q>} <Rt>, [<Rn>], #{+/−}<imm>

Pre-indexed variant

Applies when P == 1 && W == 1.

STRH{<c>}{<q>} <Rt>, [<Rn>, #{+/−}<imm>]

Decode for this encoding

1 if P == '1' && U == '1' && W == '0' then SEE STRHT;
2 if Rn == '1111' || (P == '0' && W == '0') then UNDEFINED;
3 if !HaveMainExt() then UNDEFINED;
4 t = UInt(Rt); n = UInt(Rn); imm32 = ZeroExtend(imm8, 32);
5 index = (P == '1'); add = (U == '1'); wback = (W == '1');
6 if t IN {13,15} || (wback && n == t) then UNPREDICTABLE;

CONSTRAINED UNPREDICTABLE behavior

If wback && n == t, then one of the following behaviors must occur:

• The instruction is UNDEFINED.
• The instruction executes as NOP.
• The store instruction executes but the value stored is UNKNOWN.

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rt> Is the general-purpose register to be transferred, encoded in the "Rt" field.
<Rn> Is the general-purpose base register, encoded in the "Rn" field.
+/− Specifies the offset is added to or subtracted from the base register, defaulting to + if omitted and encoded in the "U" field. It can have the following values:
  − when U = 0
  + when U = 1
+ Specifies the offset is added to the base register.
<imm> For the post-indexed or pre-indexed variant: is an 8-bit unsigned immediate byte offset, in the range 0 to 255, encoded in the "imm8" field.
For encoding T1: is the optional positive unsigned immediate byte offset, a multiple of 2 in the range 0 to 62, defaulting to 0 and encoded in the "imm5" field as <imm>/2.
For encoding T2: is an optional 12-bit unsigned immediate byte offset, in the range 0 to 4095, defaulting to 0 and encoded in the "imm12" field.
For encoding T3: is an optional 8-bit unsigned immediate byte offset, in the range 0 to 255, defaulting to 0 and encoded in the "imm8" field.

Operation for all encodings

1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   offset_addr = if add then (R[n] + imm32) else (R[n] − imm32);
4   address = if index then offset_addr else R[n];
5 // Determine if the stack pointer limit should be checked
6 if n == 13 && wback then
7   (limit, applylimit) = LookUpSPLim(LookUpSP());
8 else
9   applylimit = FALSE;
// Memory operation only performed if limit not violated
if !applylimit || (UInt(offset_addr) >= UInt(limit)) then
  MemU[address,2] = R[t][15:0];

// If the stack pointer is being updated a fault will be raised if
// the limit is violated
if wback then RSPCheck[n] = offset_addr;
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

C2.4.196 STRH (register)

Store Register Halfword (register). Store Register Halfword (register) calculates an address from a base register value and an offset register value, and stores a halfword from a register to memory. The offset register value can be shifted left by 0, 1, 2, or 3 bits.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>Rm</td>
<td>Rn</td>
<td>Rt</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

T1 variant

STRH{<c>}{<q>} <Rt>, [<Rn>, {+}<Rm>]

Decode for this encoding

1. \( t = \text{UInt}(Rt); \ n = \text{UInt}(Rn); \ m = \text{UInt}(Rm); \)
2. \( \text{index} = \text{TRUE}; \ \text{add} = \text{TRUE}; \ wback = \text{FALSE}; \)
3. \( (\text{shift}_t, \ \text{shift}_n) = (\text{SRType}_\text{LSL}, 0); \)

T2

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>Rn != 1111</td>
<td>Rt</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

T2 variant

STRH{<c>}.W <Rt>, [<Rn>, {+}<Rm>]

  // <Rt>, <Rn>, <Rm> can be represented in T1
STRH{<c>}{<q>} <Rt>, [<Rn>, {+}<Rm>, LSL #<imm>]}

Decode for this encoding

1. \( \text{if Rn} == '1111' \text{ then UNDEFINED;} \)
2. \( \text{if } \text{!HaveMainExt()} \text{ then UNDEFINED;} \)
3. \( t = \text{UInt}(Rt); \ n = \text{UInt}(Rn); \ m = \text{UInt}(Rm); \)
4. \( \text{index} = \text{TRUE}; \ \text{add} = \text{TRUE}; \ wback = \text{FALSE}; \)
5. \( (\text{shift}_t, \ \text{shift}_n) = (\text{SRType}_\text{LSL}, \text{UInt}(\text{imm2})); \)
6. \( \text{if } t \ \text{IN} \{13,15\} \text{ || m IN} \{13,15\} \text{ then UNPREDICTABLE;} \)

Assembler symbols for all encodings

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<\text{Rt}>\) Is the general-purpose register to be transferred, encoded in the "Rt" field.
\(<\text{Rn}>\) Is the general-purpose base register, encoded in the "Rn" field.
\(+\) Specifies the index register is added to the base register.
\(<\text{Rm}>\) Is the general-purpose index register, encoded in the "Rm" field.
\(<\text{imm}>\) If present, the size of the left shift to apply to the value from \(<\text{Rm}>\), in the range 1-3. \(<\text{imm}>\) is encoded in imm2. If absent, no shift is specified and imm2 is encoded as 0b00.
Operation for all encodings

1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   offset = Shift(R[m], shift_l, shift_r, APSR.C);
4   address = R[n] + offset;
5   MemU[address, 2] = R[t][15:0];
C2.4.197  STRHT

Store Register Halfword Unprivileged. Store Register Halfword Unprivileged calculates an address from a base register value and an immediate offset, and stores a halfword from a register to memory.

When privileged software uses an STRHT instruction, the memory access is restricted as if the software was unprivileged.

T1
Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10  9  8  7  6  5  4  3  2  1  0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0 0 0 0 1 0 Rn != 1111</td>
</tr>
<tr>
<td>Rt 1 1 1 0</td>
</tr>
<tr>
<td>imm8</td>
</tr>
</tbody>
</table>

T1 variant

STRHT{<c>}{<q>} <Rt>, [Rn] {, #(+)<imm>}

Decode for this encoding

1 if Rn == '1111' then UNDEFINED;
2 if !HaveMainExt() then UNDEFINED;
3 t = UInt(Rt); n = UInt(Rn); postindex = FALSE; add = TRUE;
4 register_form = FALSE; imm32 = ZeroExtend(imm8, 32);
5 if t IN (13,15) then UNPREDICTABLE;

Assembler symbols for all encodings

<
See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rt> Is the general-purpose register to be transferred, encoded in the "Rt" field.
<Rn> Is the general-purpose base register, encoded in the "Rn" field.
+ Specifies the offset is added to the base register.
<imm> Is an optional 8-bit unsigned immediate byte offset, in the range 0 to 255, defaulting to 0 and encoded in the "imm8" field.

Operation for all encodings

1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   address = R[n] + imm32;
4   MemU_unpriv[address,2] = R[t][15:0];
C2.4.198  STRT

Store Register Unprivileged. Store Register Unprivileged calculates an address from a base register value and an immediate offset, and stores a word from a register to memory.

When privileged software uses an STRT instruction, the memory access is restricted as if the software was unprivileged.

T1

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>Rn != 1111</td>
<td>Rt</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>imm8</td>
</tr>
</tbody>
</table>

T1 variant

$$\text{STRT}\{<c>\}{<q>} <Rt>, [<Rn> \{, \#(+)<imm>\}]$$

Decode for this encoding

```c
1 if Rn == '1111' then UNDEFINED;
2 if !HaveMainExt() then UNDEFINED;
3 t = UInt(Rt); n = UInt(Rn); postindex = FALSE; add = TRUE;
4 register_form = FALSE; imm32 = ZeroExtend(imm8, 32);
5 if t IN {13,15} then UNPREDICTABLE;
```

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rt>` Is the general-purpose register to be transferred, encoded in the "Rt" field.
- `<Rn>` Is the general-purpose base register, encoded in the "Rn" field.
- `+` Specifies the offset is added to the base register.
- `<imm>` Is an optional 8-bit unsigned immediate byte offset, in the range 0 to 255, defaulting to 0 and encoded in the "imm8" field.

Operation for all encodings

```c
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   address = R[n] + imm32;
4   data = R[t];
5   MemU_unpriv[address,4] = data;
```
C2.4.199 SUB (SP minus immediate)

Subtract from SP (immediate). Subtract (SP minus immediate) subtracts an immediate value from the SP value, and writes the result to the destination register.

T1
Armv8-M

\[
\begin{array}{cccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
\mid & 0 & 1 & 1 & 0 & 0 & 0 & 0 & 1 & \mid & \text{imm7}
\end{array}
\]

T1 variant

SUB\{<c>\}{<q>} (SP,) SP, #<imm7>

Decode for this encoding

```plaintext
if Rd == '1111' \&\& S == '1' then SEE "CMP (immediate)";
if !HaveMainExt() then UNDEFINED;
d = Uint(Rd); setflags = (S == '1'); imm32 = T32ExpandImm(i:imm3:imm8);
if d == 15 \&\& S == '0' then UNPREDICTABLE;
```

T2
Armv8-M Main Extension only

\[
\begin{array}{cccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
\mid & 1 & 1 & 1 & 1 & 0 & i & 0 & 1 & 1 & 0 & 1 & S & 1 & 1 & 0 & 1 & 0 & \mid & \text{imm3} & \text{Rd} & \text{imm8}
\end{array}
\]

SUBS variant

Applies when S == 1 && Rd != 1111.

SUBS\{<c>\}{<q>} {<Rd>,} SP, #<const>

Decode for this encoding

```plaintext
if Rd == '1111' \&\& S == '1' then UNSUPPORTED;
if !HaveMainExt() then UNDEFINED;
d = Uint(Rd); setflags = (S == '1'); imm32 = T32ExpandImm(i:imm3:imm8);
if d == 15 \&\& S == '0' then UNPREDICTABLE;
```

T3
Armv8-M Main Extension only

\[
\begin{array}{cccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
\mid & 1 & 1 & 1 & 1 & 0 & i & 1 & 0 & 1 & 0 & 1 & 0 & 1 & 1 & 0 & 1 & 0 & \mid & \text{imm3} & \text{Rd} & \text{imm8}
\end{array}
\]

T3 variant
SUB\{<c>\}\{<q>\} \{<Rd>,\} SP, #<imm12>
// <imm12> cannot be represented in T1, T2, or T3
SUBW\{<c>\}\{<q>\} \{<Rd>,\} SP, #<imm12>
// <imm12> can be represented in T1, T2, or T3

**Decode for this encoding**

1 if !HaveMainExt() then UNDEFINED;
2 \(d = \text{UInt}(\text{Rd});\) setflags = FALSE; \(\text{imm32} = \text{ZeroExtend}(i:imm3:imm8, 32);\)
3 if \(d == 15\) then UNPREDICTABLE;

**Assembler symbols for all encodings**

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<\text{imm7}>\) Is an unsigned immediate, a multiple of 4 in the range 0 to 508, encoded in the "imm7" field as \(<\text{imm7}>/4\).
\(<\text{Rd}>\) Is the general-purpose destination register, encoded in the "Rd" field. If omitted, this register is the SP.
\(<\text{imm12}>\) Is a 12-bit unsigned immediate, in the range 0 to 4095, encoded in the "i:imm3:imm8" field.
\(<\text{const}>\) Is an immediate value derived from the 12-bit immediate that is encoded in the "i:imm3:imm8" field. See C1.5 Modified immediate constants on page 323 for the range of values.

**Operation for all encodings**

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 (result, carry, overflow) = \text{AddWithCarry}(SP, NOT(imm32), '1');
4 RSPCheck[d] = result;
5 if setflags then
6 APSR.N = result[31];
7 APSR.Z = IsZeroBit(result);
8 APSR.C = carry;
9 APSR.V = overflow;
C2.4.200  SUB (SP minus register)

Subtract from SP (register). Subtract (SP minus register) subtracts an optionally-shifted register value from the SP value, and writes the result to the destination register.

T1

*Armv8-M Main Extension only*

```
<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 0</td>
<td>1 1 1 0</td>
<td>S</td>
<td>1 1 0 1</td>
</tr>
</tbody>
</table>
```

**sr_type**

SUB, rotate right with extend variant

Applies when \( S == 0 \) \&\& \( \text{imm3} == 000 \) \&\& \( \text{imm2} == 00 \) \&\& \( \text{sr_type} == 11 \).

```
SUB{<c>}{<q>} {<Rd>,} SP, <Rm>, RRX
```

SUB, shift or rotate by value variant

Applies when \( S == 0 \) \&\& \( !(	ext{imm3} == 000 \) \&\& \( \text{imm2} == 00 \) \&\& \( \text{sr_type} == 11 \)).

```
SUB{<c>}.W {<Rd>,} SP, <Rm>
    // <Rd>, <Rm> can be represented in T1 or T2
SUB{<c>}{<q>} {<Rd>,} SP, <Rm> {, <shift> #<amount>}
```

SUBS, rotate right with extend variant

Applies when \( S == 1 \) \&\& \( \text{imm3} == 000 \) \&\& \( \text{Rd} != 1111 \) \&\& \( \text{imm2} == 00 \) \&\& \( \text{sr_type} == 11 \).

```
SUBS{<c>}{<q>} {<Rd>,} SP, <Rm>, RRX
```

SUBS, shift or rotate by value variant

Applies when \( S == 1 \) \&\& \( !(	ext{imm3} == 000 \) \&\& \( \text{imm2} == 00 \) \&\& \( \text{sr_type} == 11 \)) \&\& \( \text{Rd} != 1111 \).

```
SUBS{<c>}{<q>} {<Rd>,} SP, <Rm> {, <shift> #<amount>}
```

**Decode for this encoding**

```
if Rd == '1111' \&\& S == '1' then SEE "CMP (register)";
if !HaveMainExt() then UNDEFINED;
3 d = UInt(Rd); m = UInt(Rm); setflags = (S == '1');
4 (shift_t, shift_n) = DecodeImmShift(sr_type, imm3:imm2);
5 if d == 13 \&\& (shift_t != SRType_LSL \|\| shift_n > 3) then UNPREDICTABLE;
6 if (d == 15 \&\& S == '0') \|\| m IN {13,15} then UNPREDICTABLE;
```

**Assembler symbols for all encodings**

- `<c>`: See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<q>`: See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<Rd>`: Is the general-purpose destination register, encoded in the "Rd" field. If omitted, this register is the SP.
- `<Rm>`: Is the second general-purpose source register, encoded in the "Rm" field.
- `<shift>`: Is the type of shift to be applied to the second source register, encoded in the "sr_type" field. It can have the following values:
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Condition</th>
</tr>
</thead>
<tbody>
<tr>
<td>LSL</td>
<td>sr_type = 00</td>
</tr>
<tr>
<td>LSR</td>
<td>sr_type = 01</td>
</tr>
<tr>
<td>ASR</td>
<td>sr_type = 10</td>
</tr>
<tr>
<td>ROR</td>
<td>sr_type = 11</td>
</tr>
</tbody>
</table>

<amount> Is the shift amount, in the range 1 to 31 (when <shift> = LSL or ROR) or 1 to 32 (when <shift> = LSR or ASR) encoded in the "imm3:imm2" field as <amount> modulo 32.

Operation for all encodings

```plaintext
if ConditionPassed() then
    EncodingSpecificOperations();
    shifted = Shift(R[m], shift_t, shift_n, APSR.C);
    (result, carry, overflow) = AddWithCarry(SP, NOT(shifted), '1');
    RSPCheck[d] = result;
    if setflags then
        APSR.N = result[31];
        APSR.Z = IsZeroBit(result);
        APSR.C = carry;
        APSR.V = overflow;
```
C2.4.201 SUB (immediate)

Subtract (immediate). Subtract (immediate) subtracts an immediate value from a register value, and writes the result to the destination register. It can optionally update the condition flags based on the result.

**T1**

_Armv8-M_

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

_T1 variant_

SUB<c>{<q>} <Rd>, <Rn>, #<imm3>
// Inside IT block
SUBS{<q>} <Rd>, <Rn>, #<imm3>
// Outside IT block

**Decode for this encoding**

```c
d = UInt(Rd); n = UInt(Rn); setflags = !InITBlock(); imm32 = ZeroExtend(imm3, 32);
```

**T2**

_Armv8-M_

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

_T2 variant_

SUB<c>{<q>} <Rdn>, #<imm8>
// Inside IT block, and <Rdn>, <imm8> can be represented in T1
SUBS{<q>} <Rdn>, #<imm8>
// Inside IT block, and <Rdn>, <imm8> cannot be represented in T1
SUBS{<q>} <Rdn>, #<imm8>
// Outside IT block, and <Rdn>, <imm8> can be represented in T1
SUBS{<q>} <Rdn>, #<imm8>
// Outside IT block, and <Rdn>, <imm8> cannot be represented in T1

**Decode for this encoding**

```c
d = UInt(Rdn); n = UInt(Rdn); setflags = !InITBlock(); imm32 = ZeroExtend(imm8, 32);
```

**T3**

_Armv8-M Main Extension only_

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

SUB variant

Applies when S == 0.

SUB<c>.W {<Rd>,} <Rn>, #<const>
// Inside IT block, and <Rd>, <Rn>, #<const> can be represented in T1 or T2
SUB{<c>}{<q>} {<Rd>,} <Rn>, #<const>
SUBS variant

Applies when \( S == 1 \) \&\& \( Rd != 1111 \).

```
SUB.W {<Rd>,} <Rn>, #<const>
// Outside IT block, and <Rd>, <Rn>, <const> can be represented in T1 or T2
SUBS{<c>}{<q>} {<Rd>,} <Rn>, #<const>
```

Decode for this encoding

1  if \( Rd == '1111' \) \&\& \( S == '1' \) then SEE "CMP (immediate)";
2  if \( Rn == '1101' \) then SEE "SUB (SP minus immediate)"
3  if !HaveMainExt() then UNDEFINED;
4  d = UInt(Rd); n = UInt(Rn); setflags = (S == '1'); imm32 = T32ExpandImm(i:imm3:imm8);
5  if d == 13 || (d == 15 \&\& S == '0') || n == 15 then UNPREDICTABLE;

T4

Armv8-M Main Extension only

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 1 1 1 0 i 1 0 1 0 1 0 Rn != 11x1 0 imm3 | Rd | imm8 |

T4 variant

```
SUB{<c>}{<q>} {<Rd>,} <Rn>, #<imm12>
// <imm12> cannot be represented in T1, T2, or T3
SUBW{<c>}{<q>} {<Rd>,} <Rn>, #<imm12>
// <imm12> can be represented in T1, T2, or T3
```

Decode for this encoding

1  if \( Rn == '1111' \) then SEE ADR;
2  if \( Rn == '1101' \) then SEE "SUB (SP minus immediate)"
3  if !HaveMainExt() then UNDEFINED;
4  d = UInt(Rd); n = UInt(Rn); setflags = FALSE; imm32 = ZeroExtend(i:imm3:imm8, 32);
5  if d IN (13,15) then UNPREDICTABLE;

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rdn>` Is the general-purpose source and destination register, encoded in the "Rdn" field.
- `<imm8>` Is an 8-bit unsigned immediate, in the range 0 to 255, encoded in the "imm8" field.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field. If omitted, this register is the same as `<Rn>`.
- `<Rn>` For encoding T1: is the general-purpose source register, encoded in the "Rn" field.
  - For encoding T3: is the general-purpose source register, encoded in the "Rn" field. If the SP is used, see C2.4.199 SUB(SP minus immediate) on page 685.
  - For encoding T4: is the general-purpose source register, encoded in the "Rn" field. If the SP is used, see C2.4.199 SUB(SP minus immediate) on page 685. If the PC is used, see C2.4.8 ADR on page 382.
- `<imm3>` Is a 3-bit unsigned immediate, in the range 0 to 7, encoded in the "imm3" field.
- `<imm12>` Is a 12-bit unsigned immediate, in the range 0 to 4095, encoded in the "i:imm3:imm8" field.
- `<const>` Is an immediate value derived from the 12-bit immediate that is encoded in the 'i:imm3:imm8' field. See C1.5 Modified immediate constants on page 323 for the range of values.
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

Operation for all encodings

1  if ConditionPassed() then
2     EncodingSpecificOperations();
3     (result, carry, overflow) = AddWithCarry(R[n], NOT(imm32), '1');
4     R[d] = result;
5     if setflags then
6         APSR.N = result[31];
7         APSR.Z = IsZeroBit(result);
8         APSR.C = carry;
9         APSR.V = overflow;
C2.4.202  SUB (immediate, from PC)

Subtract from PC. Subtract from PC subtracts an immediate value from the Align(PC, 4) value to form a PC-relative address, and writes the result to the destination register. Arm recommends that, where possible, software avoids using this alias.

This instruction is an alias of the ADR instruction. This means that:

- The encodings in this description are named to match the encodings of ADR.
- The description of ADR gives the operational pseudocode for this instruction.

T2

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0 i 1 0 1 0 1 0 1 1 1 0 imm3</td>
</tr>
<tr>
<td>Rd</td>
</tr>
</tbody>
</table>

T2 variant

SUB{<c>}{<q>} <Rd>, PC, #<imm12>

is equivalent to

ADR{<c>}{<q>} <Rd>, <label>

and is the preferred disassembly when i:imm3:imm8 == ‘000000000000’.

Assembler symbols for all encodings

- **<c>**  See C1.2.5 Standard assembler syntax fields on page 308.
- **<q>**  See C1.2.5 Standard assembler syntax fields on page 308.
- **<Rd>** Is the general-purpose destination register, encoded in the "Rd" field.
- **<label>** For encoding T1: the label of an instruction or literal data item whose address is to be loaded into <Rd>. The assembler calculates the required value of the offset from the Align(PC, 4) value of the ADR instruction to this label. Permitted values of the size of the offset are multiples of 4 in the range 0 to 1020.

  For encoding T2 and T3: the label of an instruction or literal data item whose address is to be loaded into <Rd>. The assembler calculates the required value of the offset from the Align(PC, 4) value of the ADR instruction to this label. If the offset is zero or positive, encoding T3 is used, with imm32 equal to the offset. If the offset is negative, encoding T2 is used, with imm32 equal to the size of the offset. That is, the use of encoding T2 indicates that the required offset is minus the value of imm32. Permitted values of the size of the offset are 0-4095.

- **<imm12>**  Is a 12-bit unsigned immediate, in the range 0 to 4095, encoded in the "i:imm3:imm8" field.

Operation for all encodings

The description of ADR gives the operational pseudocode for this instruction.
C2.4.203  SUB (register)

Subtract (register). Subtract (register) subtracts an optionally-shifted register value from a register value, and
writes the result to the destination register. It can optionally update the condition flags based on the result.

T1

Armv8-M

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
| 0 0 0 1 1 0 1 | Rm | Rn | Rd |

T1 variant

SUB<c>{<q>} <Rd>, <Rn>, <Rm>
  // Inside IT block
SUBS{<q>} {<Rd>,} <Rn>, <Rm>
  // Outside IT block

Decode for this encoding

1  d = UInt(Rd);  n = UInt(Rn);  m = UInt(Rm);  setflags = !InITBlock();
2  (shift_t, shift_n) = (SRType_LSL, 0);

T2

Armv8-M Main Extension only

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
| 1 1 1 0 1 0 1 | 1 1 0 1 | S | Rn != 1101 | (0) | imm3 | Rd | imm2 | Rm |

SUB, rotate right with extend variant

Applies when S == 0 && imm3 == 000 && imm2 == 00 && sr_type == 11.
SUB{<c>}{<q>} {<Rd>,} <Rn>, <Rm>, RRX

SUB, shift or rotate by value variant

Applies when S == 0 && !(imm3 == 000 && imm2 == 00 && sr_type == 11).
SUB<c>.W {<Rd>,} <Rn>, <Rm>
  // Inside IT block, and <Rd>, <Rn>, <Rm> can be represented in T1
SUB{<c>}{<q>} {<Rd>,} <Rn>, <Rm> {, <shift> $#<amount>}

SUBS, rotate right with extend variant

Applies when S == 1 && imm3 == 000 && Rd != 1111 && imm2 == 00 && sr_type == 11.
SUBS{<c>}{<q>} {<Rd>,} <Rn>, <Rm>, RRX

SUBS, shift or rotate by value variant

Applies when S == 1 && !(imm3 == 000 && imm2 == 00 && sr_type == 11) && Rd != 1111.
C2.4. Alphabetical list of instructions

SUBS.W {<Rd>,} <Rn>, <Rm>
// Outside IT block, and <Rd>, <Rn>, <Rm> can be represented in T1
SUBS{<c>}{<q>} {<Rd>,} <Rn>, <Rm> {, <shift> #<amount>}

Decode for this encoding

```plaintext
1 if Rd == '1111' && S == '1' then SEE "CMP (register)"
2 if Rn == '1101' then SEE "SUB (SP minus register)"
3 if !HaveMainExt() then UNDEFINED;
4 (shift_t, shift_n) = DecodeImmShift(sr_type, imm3:imm2);
5 if d == 13 || (d == 15 && S == '0') || n == 15 || m IN {13,15} then UNPREDICTABLE;
```

Assembler symbols for all encodings

```plaintext
<
See C1.2.5 Standard assembler syntax fields on page 308.
<
See C1.2.5 Standard assembler syntax fields on page 308.
<Rd>
Is the general-purpose destination register, encoded in the "Rd" field. If omitted, this register is the same as <Rn>.
<Rn>
For encoding T1: is the first general-purpose source register, encoded in the "Rn" field.
For encoding T2: is the first general-purpose source register, encoded in the "Rn" field. If the SP is used, see C2.4.200 SUB (SP minus register) on page 687.
<Rm>
Is the second general-purpose source register, encoded in the "Rm" field.
<shift>
Is the type of shift to be applied to the second source register, encoded in the "sr_type" field. It can have the following values:
  LSL when sr_type = 00
  LSR when sr_type = 01
  ASR when sr_type = 10
  ROR when sr_type = 11
<amount>
Is the shift amount, in the range 1 to 31 (when <shift> = LSL or ROR) or 1 to 32 (when <shift> = LSR or ASR) encoded in the "imm3:imm2" field as <amount> modulo 32.
```

Operation for all encodings

```plaintext
1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 shifted = Shift(R[m], shift_t, shift_n, APSR.C);
4 (result, carry, overflow) = AddWithCarry(R[n], NOT(shifted), '1');
5 R[d] = result;
6 if setflags then
7 APSR.N = result[31];
8 APSR.Z = IsZeroBit(result);
9 APSR.C = carry;
10 APSR.V = overflow;
```
C2.4.204  SVC

Supervisor Call. The Supervisor Call instruction generates a call to a system supervisor. Use it as a call to an operating system to provide a service.

In older versions of the Arm architecture, SVC was called SWI, Software Interrupt.

T1

Armv8-M

|15 14 13 12|11 10 9 8|7 6 5 4|3 2 1 0|
|1 1 0 1 1 1 1 | imm8 |

T1 variant

SVC{<c>}{<q>} {#}<imm>

Decode for this encoding

1  imm32 = ZeroExtend(imm8, 32);
2  // imm32 is for assembly/disassembly. SVC handlers in some
3  // systems interpret imm8 in software, for example to determine the required service.

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<imm> Is an 8-bit unsigned immediate, in the range 0 to 255, encoded in the "imm8" field.

Operation for all encodings

1  if ConditionPassed() then
2    EncodingSpecificOperations();
3    CallSupervisor();
Signed Extend and Add Byte. Signed Extend and Add Byte extracts an 8-bit value from a register, sign-extends it to 32 bits, adds the result to the value in another register, and writes the final result to the destination register. The instruction can specify a rotation by 0, 8, 16, or 24 bits before extracting the 8-bit value.

**T1**

*Armv8-M DSP Extension only*

```
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
1 1 1 1 1 0 1 0 0 1 0 0 Rn != 1111 1 1 1 1 Rd 1 (0) rotate Rm
```

**T1 variant**

```
SXTAB{<c>}{<q>} {<Rd>,} <Rn>, <Rm> {, ROR #<amount>}
```

**Decode for this encoding**

```
1 if Rn == '1111' then SEE SXTB;
2 if !HaveDSPExt() then UNDEFINED;
3 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); rotation = UInt(rotate:'000');
4 if d IN (13,15) || n == 13 || m IN (13,15) then UNPREDICTABLE;
```

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register, encoded in the "Rm" field.
- `<amount>` Is the rotate amount, encoded in the "rotate" field. It can have the following values:
  
  - 0 when rotate = 00
  - 8 when rotate = 01
  - 16 when rotate = 10
  - 24 when rotate = 11
  
  ROR #<amount> can be omitted, meaning a rotate amount of 0. This is the preferred disassembly for rotate == 0b00.

**Operation for all encodings**

```
1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 rotated = ROR(R[m], rotation);
4 R[d] = R[n] + SignExtend(rotated[7:0], 32);
C2.4.206 SXTAB16

Signed Extend and Add Byte 16. Signed Extend and Add Byte 16 extracts two 8-bit values from a register, sign-extends them to 16 bits each, adds the results to two 16-bit values from another register, and writes the final results to the destination register. The instruction can specify a rotation by 0, 8, 16, or 24 bits before extracting the 8-bit values.

T1

Armv8-M DSP Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0 0 1 0 0 1 0 0 1 1 1 1</td>
</tr>
</tbody>
</table>

Rn! = 1111 | Rd | 1 (0) | Rm |
rotate

T1 variant

SXTAB16{<c>}{<q>} {<Rd>,} <Rn>, <Rm> {, ROR #<amount>}

Decode for this encoding

1 if Rn == '1111' then SEE SXTB16;
2 if !HaveDSPExt() then UNDEFINED;
3 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); rotation = UInt(rotate:'000');
4 if d IN (13,15) || n == 13 || m IN (13,15) then UNPREDICTABLE;

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<Rn> Is the first general-purpose source register, encoded in the "Rn" field.
<Rm> Is the second general-purpose source register, encoded in the "Rm" field.
<amount> Is the rotate amount, encoded in the "rotate" field. It can have the following values:
  0 when rotate = 00
  8 when rotate = 01
 16 when rotate = 10
 24 when rotate = 11
ROR #<amount> can be omitted, meaning a rotate amount of 0. This is the preferred disassembly for rotate == 0b00.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 rotated = ROR(R[m], rotation);
4 bits(32) result;
5 result[15:0] = R[n][15:0] + SignExtend(rotated[7:0], 16);
6 result[31:16] = R[n][31:16] + SignExtend(rotated[23:16], 16);
7 R[d] = result;
C2.4.207 SXTAH

Signed Extend and Add Halfword. Signed Extend and Add Halfword extracts a 16-bit value from a register, sign-extends it to 32 bits, adds the result to a value from another register, and writes the final result to the destination register. The instruction can specify a rotation by 0, 8, 16, or 24 bits before extracting the 16-bit value.

T1

*Armv8-M DSP Extension only*

```
| 15 14 13 12 11 10  9  8  7  6  5  4  3  2  1  0 |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 1 1 1 1 0 1 0 0 0 0 0 | Rn != 1111 | 1 1 1 1 | Rd | 1 | (0) |
| Rm |
```

**T1 variant**

SXTAH{<c>}{<q>} {<Rd>,} <Rn>, <Rm> {, ROR #<amount>}

**Decode for this encoding**

```plaintext
1 if Rn == '1111' then SEE SXTH;
2 if !HaveDSPExt() then UNDEFINED;
3 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); rotation = UInt(rotate:'000');
4 if d IN {13,15} || n == 13 || m IN {13,15} then UNPREDICTABLE;
```

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<q>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register, encoded in the "Rm" field.
- `<amount>` Is the rotate amount, encoded in the "rotate" field. It can have the following values:
  - 0 when rotate = 00
  - 8 when rotate = 01
  - 16 when rotate = 10
  - 24 when rotate = 11
ROR #<amount> can be omitted, meaning a rotate amount of 0. This is the preferred disassembly for rotate == 0b00.

**Operation for all encodings**

```plaintext
1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 rotated = ROR(R[m], rotation);
4 R[d] = R[n] + SignExtend(rotated[15:0], 32);
```
C2.4.208 SXTB

Signed Extend Byte. Signed Extend Byte extracts an 8-bit value from a register, sign extends it to 32 bits, and writes the result to the destination register. The instruction can specify a rotation by 0, 8, 16, or 24 bits before extracting the 8-bit value.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 0 1 1 0 0 1 0 0 1 Rm Rd</td>
</tr>
</tbody>
</table>

T1 variant

SXTB{<c>}{<q>} {<Rd>,} <Rm>

Decode for this encoding

1 \( d = \text{UInt}(\text{Rd}) \); \( m = \text{UInt}(\text{Rm}) \); \( \text{rotation} = 0; \)

T2

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 1 0 0 1 1 1 1 1 1 1 1 Rd 1 (0) rotate</td>
</tr>
</tbody>
</table>

T2 variant

SXTB{<c>}.W {<Rd>,} <Rm>

// <Rd>, <Rm> can be represented in T1
SXTB{<c>}{<q>} {<Rd>,} {<Rm> (, ROR #<amount>)}

Decode for this encoding

1 \( \text{if} \) \( \neg \text{HaveMainExt}() \) \( \text{then} \) UNDEFINED;
2 \( \text{if} \) \( d \) \( \text{IN} \) \( \{13,15\} \) \( \text{or} \) \( m \) \( \text{IN} \) \( \{13,15\} \) \( \text{then} \) UNPREDICTABLE;

Assembler symbols for all encodings

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<\text{Rd}>\) Is the general-purpose destination register, encoded in the "Rd" field.
\(<\text{Rm}>\) Is the general-purpose source register, encoded in the "Rm" field.
\(<\text{amount}>\) Is the rotate amount, encoded in the "rotate" field. It can have the following values:
0 when rotate = 00
8 when rotate = 01
16 when rotate = 10
24 when rotate = 11
ROR #<amount> can be omitted, meaning a rotate amount of 0. This is the preferred disassembly for rotate == 0b00.
Operation for all encodings

1    if ConditionPassed() then
2       EncodingSpecificOperations();
3       rotated = ROR(R[m], rotation);
4       R[d] = SignExtend(rotated[7:0], 32);
Signed Extend Byte 16. Signed Extend Byte 16 extracts two 8-bit values from a register, sign-extends them to 16 bits each, and writes the results to the destination register. The instruction can specify a rotation by 0, 8, 16, or 24 bits before extracting the 8-bit values.

**T1**

*Armv8-M DSP Extension only*

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8</th>
<th>7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 0 0</td>
<td>Rd</td>
</tr>
<tr>
<td>0 1 0 0 1 0 1 1</td>
<td>rotate</td>
</tr>
<tr>
<td>1 1 1 1 1 1 1 1</td>
<td>Rm</td>
</tr>
</tbody>
</table>

**T1 variant**

SXTB16{<c>}{<q>} {<Rd>,} <Rm> {, ROR #<amount>}

**Decode for this encoding**

```plaintext
if !HaveDSPExt() then UNDEFINED;
d = UInt(Rd); m = UInt(Rm); rotation = UInt(rotate:'000');
if d IN (13,15) || m IN (13,15) then UNPREDICTABLE;
```

**Assembler symbols for all encodings**

- **<c>** See C1.2.5 Standard assembler syntax fields on page 308.
- **<q>** See C1.2.5 Standard assembler syntax fields on page 308.
- **<Rd>** Is the general-purpose destination register, encoded in the "Rd" field.
- **<Rm>** Is the general-purpose source register, encoded in the "Rm" field.
- **<amount>** Is the rotate amount, encoded in the "rotate" field. It can have the following values:
  - 0 when rotate = 00
  - 8 when rotate = 01
  - 16 when rotate = 10
  - 24 when rotate = 11
  
  ROR #<amount> can be omitted, meaning a rotate amount of 0. This is the preferred disassembly for rotate == 0b00.

**Operation for all encodings**

```plaintext
if ConditionPassed() then
    EncodingSpecificOperations();
    rotated = ROR(R[m], rotation);
    result[32] = SignExtend(rotated[7:0], 16);
    result[31:16] = SignExtend(rotated[23:16], 16);
    R[d] = result;
```
Signed Extend Halfword. Signed Extend Halfword extracts a 16-bit value from a register, sign extends it to 32 bits, and writes the result to the destination register. The instruction can specify a rotation by 0, 8, 16, or 24 bits before extracting the 16-bit value.

**T1**

*Armv8-M*

```
<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 0 1 1 0 0 1 0 0 0 Rm</td>
</tr>
<tr>
<td>Rd</td>
</tr>
</tbody>
</table>
```

**T1 variant**

```SXTH{<c>}{<q>} {<Rd>},} <Rm>```

**Decode for this encoding**

1. `d = UInt(Rd); m = UInt(Rm); rotation = 0;`

**T2**

*Armv8-M Main Extension only*

```
<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 1 0 0 0 0 1 1 1 1</td>
</tr>
<tr>
<td>1 1 1 1 1</td>
</tr>
<tr>
<td>Rd</td>
</tr>
<tr>
<td>1 (0)</td>
</tr>
<tr>
<td>Rm</td>
</tr>
</tbody>
</table>
```

**T2 variant**

```SXTH{<c>}.W {<Rd>},} <Rm>```

// `<Rd>, <Rm>` can be represented in T1
```SXTH{<c>}{<q>} {<Rd>},} <Rm> {, ROR #<amount>}```

**Decode for this encoding**

1. `if !HaveMainExt() then UNDEFINED;`
2. `d = UInt(Rd); m = UInt(Rm); rotation = UInt(rotate:'000');`
3. `if d IN {13,15} || m IN {13,15} then UNPREDICTABLE;`

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<q>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rm>` Is the general-purpose source register, encoded in the "Rm" field.
- `<amount>` Is the rotate amount, encoded in the "rotate" field. It can have the following values:
  - `0` when rotate = 00
  - `8` when rotate = 01
  - `16` when rotate = 10
  - `24` when rotate = 11
`ROR #<amount>` can be omitted, meaning a rotate amount of 0. This is the preferred disassembly for rotate == 0b00.
Operation for all encodings

1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   rotated = ROR(R[m], rotation);
4   R[d] = SignExtend(rotated[15:0], 32);
C2.4.211  TBB, TBH

Table Branch Byte or Halfword. Table Branch Byte causes a PC-relative forward branch using a table of single byte offsets. A base register provides a pointer to the table, and a second register supplies an index into the table. The branch length is twice the value of the byte returned from the table.

Table Branch Halfword causes a PC-relative forward branch using a table of single halfword offsets. A base register provides a pointer to the table, and a second register supplies an index into the table. The branch length is twice the value of the halfword returned from the table.

T1

Armv8-M Main Extension only

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
| 1 1 1 0 1 0 0 0 1 1 0 1 |
| Rn (1) (1) (1) (0) (0) (0) (0) 0 0 0 H Rm |

Byte variant

Applies when $H = 0$.

$\text{TBB}\{<c>\}{<q>} \,[<Rn>, \, <Rm>]$

// Outside or last in IT block

Halfword variant

Applies when $H = 1$.

$\text{TBH}\{<c>\}{<q>} \,[<Rn>, \, <Rm>, \, \text{LSL #1}]

// Outside or last in IT block

Decode for this encoding

1 if !HaveMainExt() then UNDEFINED;
2 $n = \text{UInt}(\text{Rn}); \ m = \text{UInt}(\text{Rm}); \ is\_tbh = (H == '1');$
3 $\text{if} \ n == 13 || m \in \{13,15\} \text{ then UNPREDICTABLE;}$
4 $\text{if} \ \text{InITBlock()} \& \ !\text{LastInITBlock()} \text{ then UNPREDICTABLE;}

Assembler symbols for all encodings

$<c>$ See C1.2.5 Standard assembler syntax fields on page 308.

$<q>$ See C1.2.5 Standard assembler syntax fields on page 308.

$<Rn>$ Is the general-purpose base register holding the address of the table of branch lengths, encoded in the "Rn" field. The PC can be used. If it is, the table immediately follows this instruction.

$<Rm>$ For the byte variant: is the general-purpose index register, encoded in the "Rm" field. This register contains an integer pointing to a single byte in the table. The offset in the table is the value of the index.

For the halfword variant: is the general-purpose index register, encoded in the "Rm" field. This register contains an integer pointing to a halfword in the table. The offset in the table is twice the value of the index.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 if is_tbh then
4 halfwords = UInt(MemU[R[n]+LSL(R[m],1), 2]);
5 else
halfwords = UInt(MemU[R[n]+R[m], 1]);
BranchWritePC(PC + 2*halfwords);
C2.4.212 TEQ (immediate)

Test Equivalence (immediate). Test Equivalence (immediate) performs an exclusive OR operation on a register value and an immediate value. It updates the condition flags based on the result, and discards the result.

**T1**

*Armv8-M Main Extension only*

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>i</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>Rn</td>
<td>0</td>
<td>imm3</td>
<td>1</td>
</tr>
</tbody>
</table>

**T1 variant**

TEQ{<c>}{<q>} <Rn>, #<const>

**Decode for this encoding**

```plaintext
1 if !HaveMainExt() then UNDEFINED;
2 n = UInt(Rn);
3 (imm32, carry) = T32ExpandImm_C(i:imm3:imm8, APSR.C);
4 if n IN {13,15} then UNPREDICTABLE;
```

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rn>` Is the general-purpose source register, encoded in the "Rn" field.
- `<const>` Is an immediate value derived from the 12-bit immediate that is encoded in the 'i:imm3:imm8' field. See C1.5 Modified immediate constants on page 323 for the range of values.

**Operation for all encodings**

```plaintext
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   result = R[n] EOR imm32;
4   APSR.N = result[31];
5   APSR.Z = IsZeroBit(result);
6   APSR.C = carry;
7   // APSR.V unchanged
```
C2.4.213 TEQ (register)

Test Equivalence (register). Test Equivalence (register) performs an exclusive OR operation on a register value and an optionally-shifted register value. It updates the condition flags based on the result, and discards the result.

T1

*Armv8-M Main Extension only*

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0</td>
<td>1 0 1 0</td>
<td>0 1 0 0</td>
<td>1 Rn (0) imm3 1 1 1 1 imm2 Rm</td>
</tr>
</tbody>
</table>

**Rotate right with extend variant**

Applies when $imm3 == 000$ && $imm2 == 00$ && $sr_type == 11$.

TEQ{$<c>$}{$<q>$} $<Rn>$, $<Rm>$, RRX

**Shift or rotate by value variant**

Applies when !(imm3 == 000 && imm2 == 00 && sr_type == 11).

TEQ{$<c>$}{$<q>$} $<Rn>$, $<Rm>$, $<shift> #<amount>$

**Decode for this encoding**

```
1 if !HaveMainExt() then UNDEFINED;
2 n = UInt(Rn); m = UInt(Rm);
3 (shift_t, shift_n) = DecodeImmShift(sr_type, imm3:imm2);
4 if n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
```

**Assembler symbols for all encodings**

```
<<c>> See C1.2.5 Standard assembler syntax fields on page 308.
<<q>> See C1.2.5 Standard assembler syntax fields on page 308.
<<Rn>> Is the first general-purpose source register, encoded in the "Rn" field.
<<Rm>> Is the second general-purpose source register, encoded in the "Rm" field.
<shift> Is the type of shift to be applied to the second source register, encoded in the "sr_type" field. It can have the following values:
    LSL when sr_type = 00
    LSR when sr_type = 01
    ASR when sr_type = 10
    ROR when sr_type = 11
<amount> Is the shift amount, in the range 1 to 31 (when <shift> = LSL or ROR) or 1 to 32 (when <shift> = LSR or ASR) encoded in the "imm3:imm2" field as <amount> modulo 32.
```

**Operation for all encodings**

```
1 if ConditionPassed() then
2    EncodingSpecificOperations();
3    (shifted, carry) = Shift_C(R[m], shift_t, shift_n, APSR.C);
4    result = R[n] EOR shifted;
5    APSR.N = result[31];
6    APSR.Z = IsZeroBit(result);
7    APSR.C = carry;
8    // APSR.V unchanged
```
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

C2.4.214 TST (immediate)

Test (immediate). Test (immediate) performs a bitwise AND operation on a register value and an immediate value. It updates the condition flags based on the result, and discards the result.

T1

Armv8-M Main Extension only

```
0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
i 0 0 0 0 0 1 1 1 Rn 0 imm3 1 1 1 imm8
```

T1 variant

TST{<c>}{<q>} <Rn>, #<const>

Decode for this encoding

```
1 if !HaveMainExt() then UNDEFINED;
2 n = UInt(Rn);
3 (imm32, carry) = T32ExpandImm_C(i:imm3:imm8, APSR.C);
4 if n IN {13,15} then UNPREDICTABLE;
```

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rn>` Is the general-purpose source register, encoded in the "Rn" field.
- `<const>` Is an immediate value derived from the 12-bit immediate that is encoded in the 'i:imm3:imm8' field. See C1.5 Modified immediate constants on page 323 for the range of values.

Operation for all encodings

```
1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 result = R[n] AND imm32;
4 APSR.N = result[31];
5 APSR.Z = IsZeroBit(result);
6 APSR.C = carry;
7 // APSR.V unchanged
```
C2.4.215 TST (register)

Test (register). Test (register) performs a bitwise AND operation on a register value and an optionally-shifted register value. It updates the condition flags based on the result, and discards the result.

T1

Armv8-M

\[
\begin{array}{cccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
0 & 1 & 0 & 0 & 0 & 0 & 1 & 0 & 0 & 0 & Rm & Rn \\
\end{array}
\]

T1 variant

TST(\textless c\textgreater |\textless q\textgreater) <Rn>, <Rm>

Decode for this encoding

1  n = UInt(Rn); m = UInt(Rm);
2  (shift_t, shift_n) = (SRTtype_LSL, 0);

T2

Armv8-M Main Extension only

\[
\begin{array}{cccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
1 & 1 & 1 & 0 & 1 & 0 & 1 & 0 & 0 & 0 & 0 & 1 & Rn & (0) & \text{imm3} & 1 & 1 & 1 & \text{imm2} & Rm \\
\end{array}
\]

sr_type

Rotate right with extend variant

Applies when \text{imm3} == 000 && \text{imm2} == 00 && \text{sr_type} == 11.

TST(\textless c\textgreater |\textless q\textgreater) <Rn>, <Rm>, RRX

Shift or rotate by value variant

Applies when !(\text{imm3} == 000 && \text{imm2} == 00 && \text{sr_type} == 11).

TST(\textless c\textgreater).W <Rn>, <Rm>

// <Rn>, <Rm> can be represented in T1
TST(\textless c\textgreater |\textless q\textgreater) <Rn>, <Rm> {, <shift> \#<amount>}

Decode for this encoding

1  if !HaveMainExt() then UNDEFINED;
2  n = UInt(Rn); m = UInt(Rm);
3  (shift_t, shift_n) = DecodeImmShift(sr_type, imm3:imm2);
4  if n IN (13,15) || m IN (13,15) then UNPREDICTABLE;

Assembler symbols for all encodings

\textless c\textgreater  See C1.2.5 Standard assembler syntax fields on page 308.
\textless q\textgreater  See C1.2.5 Standard assembler syntax fields on page 308.
\textless Rn\textgreater  Is the first general-purpose source register, encoded in the "Rn" field.
\textless Rm\textgreater  Is the second general-purpose source register, encoded in the "Rm" field.
\textless shift\textgreater  Is the type of shift to be applied to the second source register, encoded in the "sr_type" field. It can have the following values:
LSL when sr_type = 00
LSR when sr_type = 01
ASR when sr_type = 10
ROR when sr_type = 11

<amount> is the shift amount, in the range 1 to 31 (when <shift> = LSL or ROR) or 1 to 32 (when <shift> = LSR or ASR) encoded in the "imm3:imm2" field as <amount> modulo 32.

### Operation for all encodings

```plaintext
if ConditionPassed() then
    EncodingSpecificOperations();
    (shifted, carry) = Shift_C(R[m], shift_t, shift_n, APSR.C);
    result = R[n] AND shifted;
    APSR.N = result[31];
    APSR.Z = IsZeroBit(result);
    APSR.C = carry;
    // APSR.V unchanged
```
C2.4.216 TT, TTT, TTA, TTAT

Test Target (Alternate Domain, Unprivileged). Test Target (TT) queries the Security state and access permissions of a memory location.

Test Target Unprivileged (TTT) queries the Security state and access permissions of a memory location for an unprivileged access to that location.

Test Target Alternate Domain (TTA) and Test Target Alternate Domain Unprivileged (TTAT) query the Security state and access permissions of a memory location for a Non-secure access to that location. These instructions are only valid when executing in Secure state, and are UNDEFINED if used from Non-secure state.

These instructions return the Security state and access permissions in the destination register. See TT_RESP for the format of the destination register.

TT

Armv8-M

```
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
1 1 1 0 1 0 0 0 0 1 0 0
```

Rn

```
1 1 1 1
```

Rd

```
A T (0) (0) (0) (0) (0)
```

TT variant

Applies when A == 0 && T == 0.

TT{<c>}{<q>} <Rd>, <Rn>

TTA variant

Applies when A == 1 && T == 0.

TTA{<c>}{<q>} <Rd>, <Rn>

TTAT variant

Applies when A == 1 && T == 1.

TTAT{<c>}{<q>} <Rd>, <Rn>

TTT variant

Applies when A == 0 && T == 1.

TTT{<c>}{<q>} <Rd>, <Rn>

Decode for this encoding

```python
1 d = UInt(Rd); n = UInt(Rn); alt = (A == '1'); forceunpriv = (T == '1');
2 if d IN {13,15} || n == 15 then UNPREDICTABLE;
3 if alt && !IsSecure() then UNDEFINED;
```

Assembler symbols for all encodings

<\texttt{c}> See C1.2.5 Standard assembler syntax fields on page 308.

<\texttt{q}> See C1.2.5 Standard assembler syntax fields on page 308.

<\texttt{Rd}> Is the destination general-purpose register into which the status result of the target test is written, encoded in the "Rd" field.

<\texttt{Rn}> Is the general-purpose base register, encoded in the "Rn" field.
Operation for all encodings

```plaintext
if ConditionPassed() then
    EncodingSpecificOperations();
addr = R[n];
R[d] = TTResp(addr, alt, forceunpriv);
```
C2.4.217 UADD16

Unsigned Add 16. Unsigned Add 16 performs two 16-bit unsigned integer additions, and writes the results to the destination register. It sets the APSR.GE bits according to the results of the additions.

T1

**Armv8-M DSP Extension only**

```
 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
| 1 1 1 1 0 1 0 1 0 0 1 | Rn | 1 1 1 1 | Rd | 0 1 0 0 | Rm |
```

T1 variant

UADD16 {<c>}{<q>} {<Rd>,} <Rn>, <Rm>

**Decode for this encoding**

```java
1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
```

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<q>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register, encoded in the "Rm" field.

**Operation for all encodings**

```java
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   sum1 = UInt(R[n][15:0]) + UInt(R[m][15:0]);
4   sum2 = UInt(R[n][31:16]) + UInt(R[m][31:16]);
5   R[d] = sum2[15:0] + sum1[15:0];
6   APSR.GE[1:0] = if sum1 >= 0x10000 then '11' else '00';
7   APSR.GE[3:2] = if sum2 >= 0x10000 then '11' else '00';
```
C2.4.218  UADD8

Unsigned Add 8. Unsigned Add 8 performs four unsigned 8-bit integer additions, and writes the results to the destination register. It sets the APSR.GE bits according to the results of the additions.

T1

Armv8-M DSP Extension only

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1</td>
<td>1 0 0 0</td>
<td>Rd</td>
<td>0 1 0 0</td>
</tr>
<tr>
<td>1 1 1 1</td>
<td></td>
<td>Rm</td>
<td></td>
</tr>
</tbody>
</table>

T1 variant

UADD8{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

Decode for this encoding

1  if !HaveDSPExt() then UNDEFINED;
2  d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3  if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

<q>          See C1.2.5 Standard assembler syntax fields on page 308.
<q>          See C1.2.5 Standard assembler syntax fields on page 308.
<Rd>         Is the general-purpose destination register, encoded in the "Rd" field.
<Rn>         Is the first general-purpose source register, encoded in the "Rn" field.
<Rm>         Is the second general-purpose source register, encoded in the "Rm" field.

Operation for all encodings

1  if ConditionPassed() then
2    EncodingSpecificOperations();
3    sum1 = UInt(R[n][7:0]) + UInt(R[m][7:0]);
4    sum2 = UInt(R[n][15:8]) + UInt(R[m][15:8]);
5    sum3 = UInt(R[n][23:16]) + UInt(R[m][23:16]);
6    sum4 = UInt(R[n][31:24]) + UInt(R[m][31:24]);
8    APSR.GE[0] = if sum1 >= 0x100 then '1' else '0';
9    APSR.GE[1] = if sum2 >= 0x100 then '1' else '0';
10   APSR.GE[2] = if sum3 >= 0x100 then '1' else '0';
11   APSR.GE[3] = if sum4 >= 0x100 then '1' else '0';
C2.4.219 UASX

Unsigned Add and Subtract with Exchange. Unsigned Add and Subtract with Exchange exchanges the two halfwords of the second operand, performs one unsigned 16-bit integer addition and one unsigned 16-bit subtraction, and writes the results to the destination register. It sets the APSR.GE bits according to the results.

T1

Armv8-M DSP Extension only

```
| 15 14 13 12 | 11 10 9 8 | 7 6 5 4 | 3 2 1 0 |
| 1 1 1 1 | 0 1 0 1 | 0 1 0 0 |
```

```
Rn   | 1 1 1 1
Rd   | 0 1 0 0
Rm   |
```

T1 variant

UASX{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

Decode for this encoding

```plaintext
1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
```

Assembler symbols for all encodings

```
<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<Rn> Is the first general-purpose source register, encoded in the "Rn" field.
<Rm> Is the second general-purpose source register, encoded in the "Rm" field.
```

Operation for all encodings

```plaintext
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   diff = UInt(R[n][15:0]) - UInt(R[m][31:16]);
4   sum = UInt(R[n][31:16]) + UInt(R[m][15:0]);
5   R[d] = sum[15:0]; diff[15:0];
6   APSR.GE[3:0] = if diff >= 0 then '11' else '00';
7   APSR.GE[3:2] = if sum >= 0x10000 then '11' else '00';
```
C2.4.220  UBFX

Unsigned Bit Field Extract. Unsigned Bit Field Extract extracts any number of adjacent bits at any position from one register, zero extends them to 32 bits, and writes the result to the destination register.

T1

*Armv8-M Main Extension only*

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
<th>(0)</th>
<th>(Rn)</th>
<th>0</th>
<th>(imm3)</th>
<th>(Rd)</th>
<th>(imm2)</th>
<th>(0)</th>
<th>(widthm1)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>(Rd)</td>
<td>(Rn)</td>
<td>0</td>
<td>(imm3)</td>
<td>(Rd)</td>
<td>(imm2)</td>
<td>(0)</td>
</tr>
</tbody>
</table>

T1 variant

UBFX\{<c>\}{<q>} \(\langle Rd\rangle\), \(\langle Rn\rangle\), #\(<lsb>\), #\(<width>\)

**Decode for this encoding**

```plaintext
1 if !HaveMainExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn);
3 lsbit = UInt(imm3:imm2); widthminus1 = UInt(widthm1);
4 mmsbit = lsbit + widthminus1;
5 if mmsbit > 31 then UNPREDICTABLE;
6 if d \(\in\) \{13,15\} || n \(\in\) \{13,15\} then UNPREDICTABLE;
```

**CONSTRAINED UNPREDICTABLE behavior**

If mmsbit > 31, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The value in the destination register is UNKNOWN.

**Assembler symbols for all encodings**

\(<c>\)  See C1.2.5 *Standard assembler syntax fields* on page 308.
\(<q>\)  See C1.2.5 *Standard assembler syntax fields* on page 308.
\(<Rd>\)  Is the general-purpose destination register, encoded in the "Rd" field.
\(<Rn>\)  Is the general-purpose source register, encoded in the "Rn" field.
\(<lsb>\)  Is the bit number of the least significant bit in the field, in the range 0 to 31, encoded in the "imm3:imm2" field.
\(<width>\)  Is the width of the field, in the range 1 to 32-\(<lsb>\), encoded in the "widthm1" field as \(<width>-1.

**Operation for all encodings**

```plaintext
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3 if mmsbit <= 31 then
4     R[d] = ZeroExtend(R[n][msbit:lsbit], 32);
5 else
6     R[d] = bits(32) UNKNOWN;
```
C2.4.221 UDF

Permanently Undefined. Permanently Undefined generates an Undefined Instruction exception.

**T1**

*Armv8-M*

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 0 1 1 1 0</td>
<td>imm8</td>
<td></td>
</tr>
</tbody>
</table>

**T1 variant**

UDF{<c>}{<q>} (#)<imm>

**Decode for this encoding**

1. `imm32 = ZeroExtend(imm8, 32);`
2. // `imm32` is for assembly and disassembly only, and is ignored by hardware.

**T2**

*Armv8-M*

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 1 1 1 1</td>
<td>imm4</td>
<td>1 0 1 0</td>
</tr>
</tbody>
</table>

**T2 variant**

UDF{<c>}.W (#)<imm>

   // `<imm>` can be represented in T1
UDF{<c>}{<q>} (#)<imm>

**Decode for this encoding**

1. `imm32 = ZeroExtend(imm4:imm12, 32);`
2. // `imm32` is for assembly and disassembly only, and is ignored by hardware.

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 *Standard assembler syntax fields* on page 308. Arm deprecates using any `<c>` value other than AL.
- `<q>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<imm>` For encoding T1: is an 8-bit unsigned immediate, in the range 0 to 255, encoded in the "imm8" field. The PE ignores the value of this constant.
  For encoding T2: is a 16-bit unsigned immediate, in the range 0 to 65535, encoded in the "imm4:imm12" field. The PE ignores the value of this constant.

**Operation for all encodings**

1. `if ConditionPassed() then`
2. `EncodingSpecificOperations();`
3. `UNDEFINED;`
C2.4.222 UDIV

Unsigned Divide. Unsigned Divide divides a 32-bit unsigned integer register value by a 32-bit unsigned integer register value, and writes the result to the destination register. The condition flags are not affected.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 1 0 1 1 1 0 1 1</td>
</tr>
<tr>
<td>0 1 1 1 0 1</td>
</tr>
<tr>
<td>1 1 1 1</td>
</tr>
</tbody>
</table>

T1 variant

UDIV{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

Decode for this encoding

1 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
2 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<Rn> Is the first general-purpose source register holding the dividend, encoded in the "Rn" field.
<Rm> Is the second general-purpose source register holding the divisor, encoded in the "Rm" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 if UInt(R[m]) == 0 then
4 if IntegerZeroDivideTrappingEnabled() then
5 GenerateIntegerZeroDivide();
6 else
7 result = 0;
8 else
9 result = RoundTowardsZero(Real(UInt(R[n])) / Real(UInt(R[m])));
10 R[d] = result[31:0];
C2.4.223 UHADD16

Unsigned Halving Add 16. Unsigned Halving Add 16 performs two unsigned 16-bit integer additions, halves the results, and writes the results to the destination register.

T1

**Armv8-M DSP Extension only**

```
15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
1 1 1 1 1 0 1 0 1 0 0 1 Rn
1 1 1 1 Rd
0 1 1 0 Rm
```

T1 variant

UHADD16{<c>}{<q>} {<Rd>}, {<Rn>}, {<Rm>}

Decode for this encoding

```
1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
```

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register, encoded in the "Rm" field.

Operation for all encodings

```
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   sum1 = UInt(R[n][15:0]) + UInt(R[m][15:0]);
4   sum2 = UInt(R[n][31:16]) + UInt(R[m][31:16]);
5   R[d] = sum2[16:1] : sum1[16:1];
```
C2.4.224  UHADD8

Unsigned Halving Add 8. Unsigned Halving Add 8 performs four unsigned 8-bit integer additions, halves the results, and writes the results to the destination register.

T1

Armv8-M DSP Extension only

1 1 1 1 0 1 0 1 0 0 0  Rn  1 1 1 1  Rd  0 1 1 0  Rm

T1 variant

UHADD8{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

Decode for this encoding

1  if  !HaveDSPExt()  then  UNDEFINED;
2  d = UInt(Rd);  n = UInt(Rn);  m = UInt(Rm);
3  if  d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<Rn> Is the first general-purpose source register, encoded in the "Rn" field.
<Rm> Is the second general-purpose source register, encoded in the "Rm" field.

Operation for all encodings

1  if  ConditionPassed()  then
2    EncodingSpecificOperations();
3    sum1 = UInt(R[n][7:0]) + UInt(R[m][7:0]);
4    sum2 = UInt(R[n][15:8]) + UInt(R[m][15:8]);
5    sum3 = UInt(R[n][23:16]) + UInt(R[m][23:16]);
6    sum4 = UInt(R[n][31:24]) + UInt(R[m][31:24]);
C2.4.225 UHASX

Unsigned Halving Add and Subtract with Exchange. Unsigned Halving Add and Subtract with Exchange exchanges the two halfwords of the second operand, performs one unsigned 16-bit integer addition and one unsigned 16-bit subtraction, halves the results, and writes the results to the destination register.

T1
Armv8-M DSP Extension only

```
<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
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<td></td>
</tr>
</tbody>
</table>
```

T1 variant

UHASX{<c>}{<q>} {<Rd>}, <Rn>, <Rm>

Decode for this encoding

```
1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
```

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register, encoded in the "Rm" field.

Operation for all encodings

```
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   diff = UInt(R[n][15:0]) - UInt(R[m][31:16]);
4   sum = UInt(R[n][31:16]) + UInt(R[m][15:0]);
5   R[d] = sum[16:1] + diff[16:1];
```
C2.4.226 UHSAX

Unsigned Halving Subtract and Add with Exchange. Unsigned Halving Subtract and Add with Exchange exchanges the two halfwords of the second operand, performs one unsigned 16-bit integer subtraction and one unsigned 16-bit addition, halves the results, and writes the results to the destination register.

T1

Armv8-M DSP Extension only

T1 variant

UHSAX{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

Decode for this encoding

Assembler symbols for all encodings

Operation for all encodings
C2.4.227 UHSUB16

Unsigned Halving Subtract 16. Unsigned Halving Subtract 16 performs two unsigned 16-bit integer subtractions, halves the results, and writes the results to the destination register.

T1

Armv8-M DSP Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 1 0 1 1 1</td>
</tr>
<tr>
<td>1 1 1 1</td>
</tr>
<tr>
<td>1 1 1 1</td>
</tr>
</tbody>
</table>

T1 variant

UHSUB16{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

Decode for this encoding

1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<Rn> Is the first general-purpose source register, encoded in the "Rn" field.
<Rm> Is the second general-purpose source register, encoded in the "Rm" field.

Operation for all encodings

1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   diff1 = UInt(R[n][15:0]) - UInt(R[m][15:0]);
4   diff2 = UInt(R[n][31:16]) - UInt(R[m][31:16]);
5   R[d] = diff2[16:1] : diff1[16:1];
C2.4.228 UHSUB8

Unsigned Halving Subtract 8. Unsigned Halving Subtract 8 performs four unsigned 8-bit integer subtractions, halves the results, and writes the results to the destination register.

T1

Armv8-M DSP Extension only

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 | 1 1 1 1 1 0 1 0 1 1 0 0 | Rn | 1 1 1 1 | Rd | 0 1 1 0 | Rm |

T1 variant

UHSUB8{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

Decode for this encoding

```
1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
```

Assembler symbols for all encodings

<
c> See C1.2.5 Standard assembler syntax fields on page 308.
<
q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<Rn> Is the first general-purpose source register, encoded in the "Rn" field.
<Rm> Is the second general-purpose source register, encoded in the "Rm" field.

Operation for all encodings

```
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   diff1 = UInt(R[n][7:0]) - UInt(R[m][7:0]);
4   diff2 = UInt(R[n][15:8]) - UInt(R[m][15:8]);
5   diff3 = UInt(R[n][23:16]) - UInt(R[m][23:16]);
6   diff4 = UInt(R[n][31:24]) - UInt(R[m][31:24]);
```
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

C2.4.229 UMAAL

Unsigned Multiply Accumulate Accumulate Long. Unsigned Multiply Accumulate Accumulate Long multiplies two unsigned 32-bit values to produce a 64-bit value, adds two unsigned 32-bit values, and writes the 64-bit result to two registers.

**T1**

*Armv8-M DSP Extension only*

```
<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
</table>
| 1 1 1 1 1 0| 1 1 1 1 1 0| Rn  RdLo | RdHi  0 1 1 0| Rm
```

**T1 variant**

UMAAL{<c>}{<q>} <RdLo>, <RdHi>, <Rn>, <Rm>

**Decode for this encoding**

```
1 if !HaveDSPExt() then UNDEFINED;
2 dLo = UInt(RdLo); dHi = UInt(RdHi); n = UInt(Rn); m = UInt(Rm);
3 if dLo IN {13,15} || dHi IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
4 if dHi == dLo then UNPREDICTABLE;

CONstrained UNPREDICTABLE behavior

If dHi == dLo, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The value in the destination register is UNKNOWN.

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<RdLo>` Is the general-purpose source register holding the first addend and the destination register for the lower 32 bits of the result, encoded in the "RdLo" field.
- `<RdHi>` Is the general-purpose source register holding the second addend and the destination register for the upper 32 bits of the result, encoded in the "RdHi" field.
- `<Rn>` Is the first general-purpose source register holding the multiplicand, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register holding the multiplier, encoded in the "Rm" field.

**Operation for all encodings**

```
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   result = UInt(R[n]) * UInt(R[m]) + UInt(R[dHi]) + UInt{R[dLo]};
4   R[dHi] = result[63:32];
5   R[dLo] = result[31:0];
```
C2.4.230 UMLAL

Unsigned Multiply Accumulate Long. Unsigned Multiply Accumulate Long multiplies two unsigned 32-bit values to produce a 64-bit value, and accumulates this with a 64-bit value.

T1

Armv8-M Main Extension only

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</tr>
</thead>
</table>
| 1  | 1  | 1  | 1  | 1  | 0  | 1 | 1 | 1 | 1 | 1 | 0 | RdLo | RdHi | 0 | 0 | 0 | 0 | Rm

T1 variant

UMLAL{<c>}{<q>} <RdLo>, <RdHi>, <Rn>, <Rm>

Decode for this encoding

1 if !HaveMainExt() then UNDEFINED;
2 dLo = UInt(RdLo); dHi = UInt(RdHi); n = UInt(Rn); m = UInt(Rm); setflags = FALSE;
3 if dLo IN {13,15} || dhi IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
4 if dHi == dLo then UNPREDICTABLE;

CONSTRAINED UNPREDICTABLE behavior

If dHi == dLo, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The value in the destination register is UNKNOWN.

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.

<q> See C1.2.5 Standard assembler syntax fields on page 308.

<RdLo> Is the general-purpose source register holding the lower 32 bits of the addend, and the destination register for the lower 32 bits of the result, encoded in the "RdLo" field.

<RdHi> Is the general-purpose source register holding the upper 32 bits of the addend, and the destination register for the upper 32 bits of the result, encoded in the "RdHi" field.

<Rn> Is the first general-purpose source register holding the multiplicand, encoded in the "Rn" field.

<Rm> Is the second general-purpose source register holding the multiplier, encoded in the "Rm" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 result = UInt(R[n]) * UInt(R[m]) + UInt(R[dHi]:R[dLo]);
4 R[dHi] = result[63:32];
5 R[dLo] = result[31:0];
C2.4.231 UMULL

Unsigned Multiply Long. Unsigned Multiply Long multiplies two 32-bit unsigned values to produce a 64-bit result.

T1

Armv8-M Main Extension only

| 15 14 13 12 | 11 10 9 8 | 7 6 5 4 | 3 2 1 0 | Rn | RdLo | RdHi | 0 0 0 0 | Rm |

T1 variant

UMULL{<c>}{<q>} <RdLo>, <RdHi>, <Rn>, <Rm>

Decode for this encoding

1 if !HaveMainExt() then UNDEFINED;
2 dLo = Uint(RdLo); dHi = UInt(RdHi); n = Uint(Rn); m = Uint(Rm); setflags = FALSE;
3 if dLo IN {13,15} || dHi IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
4 if dHi == dLo then UNPREDICTABLE;

CONstrained UNPREDICTABLE behavior

If dHi == dLo, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The value in the destination register is UNKNOWN.

Assembler symbols for all encodings

{<c>} See C1.2.5 Standard assembler syntax fields on page 308.
{<q>} See C1.2.5 Standard assembler syntax fields on page 308.
{RdLo} Is the general-purpose destination register for the lower 32 bits of the result, encoded in the "RdLo" field.
{RdHi} Is the general-purpose destination register for the upper 32 bits of the result, encoded in the "RdHi" field.
{Rn} Is the first general-purpose source register holding the multiplicand, encoded in the "Rn" field.
{Rm} Is the second general-purpose source register holding the multiplier, encoded in the "Rm" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 result = Uint(R[n]) * Uint(R[m]);
4 R[dHi] = result[63:32];
5 R[dLo] = result[31:0];
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

C2.4.232 UQADD16

Unsigned Saturating Add 16. Unsigned Saturating Add 16 performs two unsigned 16-bit integer additions, saturates
the results to the 16-bit unsigned integer range 0 to $2^{16}-1$, and writes the results to the destination register.

T1

**Armv8-M DSP Extension only**

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
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</tbody>
</table>

Rn  Rm

T1 variant

UQADD16{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

**Decode for this encoding**

| 1 | if !HaveDSPExt () then UNDEFINED; |
| 2 | d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); |
| 3 | if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE; |

**Assembler symbols for all encodings**

**<c>** See C1.2.5 Standard assembler syntax fields on page 308.

**<q>** See C1.2.5 Standard assembler syntax fields on page 308.

**<Rd>** Is the general-purpose destination register, encoded in the "Rd" field.

**<Rn>** Is the first general-purpose source register, encoded in the "Rn" field.

**<Rm>** Is the second general-purpose source register, encoded in the "Rm" field.

**Operation for all encodings**

| 1 | if ConditionPassed() then |
| 2 | EncodingSpecificOperations(); |
| 3 | sum1 = UInt(R[n][15:0]) + UInt(R[m][15:0]); |
| 4 | sum2 = UInt(R[n][31:16]) + UInt(R[m][31:16]); |
| 5 | bits(32) result; |
| 6 | result[15:0] = UnsignedSat(sum1, 16); |
| 7 | result[31:16] = UnsignedSat(sum2, 16); |
| 8 | R[d] = result; |
C2.4.233 UQADD8

Unsigned Saturating Add 8. Unsigned Saturating Add 8 performs four unsigned 8-bit integer additions, saturates the results to the 8-bit unsigned integer range 0 to $2^8-1$, and writes the results to the destination register.

T1

*Armv8-M DSP Extension only*

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</tbody>
</table>

T1 variant

UQADD8{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

**Decode for this encoding**

1. if !HaveDSPExt() then UNDEFINED;
2. d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3. if d \in \{13,15\} \text{ || } n \in \{13,15\} \text{ || } m \in \{13,15\} then UNPREDICTABLE;

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<q>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register, encoded in the "Rm" field.

**Operation for all encodings**

1. if ConditionPassed() then
2. EncodingSpecificOperations();
3. sum1 = UInt(R[n][7:0]) + UInt(R[m][7:0]);
4. sum2 = UInt(R[n][15:8]) + UInt(R[m][15:8]);
5. sum3 = UInt(R[n][23:16]) + UInt(R[m][23:16]);
6. sum4 = UInt(R[n][31:24]) + UInt(R[m][31:24]);
7. bits(32) result;
8. result[7:0] = UnsignedSat(sum1, 8);
9. result[15:8] = UnsignedSat(sum2, 8);
10. result[23:16] = UnsignedSat(sum3, 8);
11. result[31:24] = UnsignedSat(sum4, 8);
12. R[d] = result;
C2.4.234 UQASX

Unsigned Saturating Add and Subtract with Exchange. Unsigned Saturating Add and Subtract with Exchange exchanges the two halfwords of the second operand, performs one unsigned 16-bit integer addition and one unsigned 16-bit subtraction, saturates the results to the 16-bit unsigned integer range 0 to 2^16 - 1, and writes the results to the destination register.

T1

Armv8-M DSP Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
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</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 1 0 1 0 1 0 Rn 1 1 1</td>
</tr>
<tr>
<td>Rd 0 1 0 1 Rm</td>
</tr>
</tbody>
</table>

T1 variant

UQASX{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

Decode for this encoding

1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;

Assembler symbols for all encodings

<
c> See C1.2.5 Standard assembler syntax fields on page 308.
<
q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<Rn> Is the first general-purpose source register, encoded in the "Rn" field.
<Rm> Is the second general-purpose source register, encoded in the "Rm" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 diff = UInt(R[n][15:0]) - UInt(R[m][31:16]);
4 sum = UInt(R[n][31:16]) + UInt(R[m][15:0]);
5 bits(32) result;
6 result[15:0] = UnsignedSat(diff, 16);
7 result[31:16] = UnsignedSat(sum, 16);
8 R[d] = result;
C2.4.235 UQSAX

Unsigned Saturating Subtract and Add with Exchange. Unsigned Saturating Subtract and Add with Exchange exchanges the two halfwords of the second operand, performs one unsigned 16-bit integer subtraction and one unsigned 16-bit addition, saturates the results to the 16-bit unsigned integer range 0 to \(2^{16}-1\), and writes the results to the destination register.

**T1**

*Armv8-M DSP Extension only*

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**T1 variant**

UQSAX{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

**Decode for this encoding**

1. if !HaveDSPExt() then UNDEFINED;
2. d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3. if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;

**Assembler symbols for all encodings**

<
See C1.2.5 Standard assembler syntax fields on page 308.

<q>
See C1.2.5 Standard assembler syntax fields on page 308.

<Rd>
Is the general-purpose destination register, encoded in the "Rd" field.

<Rn>
Is the first general-purpose source register, encoded in the "Rn" field.

<Rm>
Is the second general-purpose source register, encoded in the "Rm" field.

**Operation for all encodings**

1. if ConditionPassed() then
2. EncodingSpecificOperations();
3. sum = UInt(R[n][15:0]) + UInt(R[m][31:16]);
4. diff = UInt(R[n][31:16]) - UInt(R[m][15:0]);
5. bits(32) result;
6. result[15:0] = UnsignedSat(sum, 16);
7. result[31:16] = UnsignedSat(diff, 16);
8. R[d] = result;
C2.4.236 UQSUB16

Unsigned Saturating Subtract 16. Unsigned Saturating Subtract 16 performs two unsigned 16-bit integer subtractions, saturates the results to the 16-bit unsigned integer range 0 to $2^{16}-1$, and writes the results to the destination register.

T1

Armv8-M DSP Extension only

```
<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 1 0 1 1 0 1 1 1 1 1</td>
</tr>
<tr>
<td>Rn</td>
</tr>
<tr>
<td>1 1 1 1 0 0 1 0 1 0 1 0 1</td>
</tr>
<tr>
<td>Rd</td>
</tr>
<tr>
<td>0 1 0 1 1 1 1</td>
</tr>
<tr>
<td>Rm</td>
</tr>
</tbody>
</table>
```

T1 variant

UQSUB16{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

Decode for this encoding

```
1  if !HaveDSPExt() then UNDEFINED;
2  d = UInt(Rd);  n = UInt(Rn);  m = UInt(Rm);
3  if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
```

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register, encoded in the "Rm" field.

Operation for all encodings

```
1  if ConditionPassed() then
2      EncodingSpecificOperations();
3      diff1 = UInt(R[n][15:0]) - UInt(R[m][15:0]);
4      diff2 = UInt(R[n][31:16]) - UInt(R[m][31:16]);
5      bits(32) result;
6      result[15:0] = UnsignedSat(diff1, 16);
7      result[31:16] = UnsignedSat(diff2, 16);
8      R[d] = result;
```
C2.4.237 UQSUB8

Unsigned Saturating Subtract 8. UQSUB8 performs four unsigned 8-bit integer subtractions, saturates the results to the 8-bit unsigned integer range 0 to $2^8-1$, and writes the results to the destination register.

T1

*Armv8-M DSP Extension only*

<table>
<thead>
<tr>
<th>15 14 13</th>
<th>12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1</td>
<td>0 1 0</td>
<td>1 1 1 0 0</td>
<td>Rn 1 1 1</td>
<td>Rd 0 1 0 1 Rm</td>
</tr>
</tbody>
</table>

T1 variant

UQSUB8\{<c>\}{<q>} {<Rd>,} <Rn>, <Rm>

**Decode for this encoding**

1. if !HaveDSPExt() then UNDEFINED;
2. d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3. if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;

**Assembler symbols for all encodings**

<\texttt{c}> See C1.2.5 Standard assembler syntax fields on page 308.
<\texttt{q}> See C1.2.5 Standard assembler syntax fields on page 308.

\texttt{<Rd>} Is the general-purpose destination register, encoded in the "Rd" field.
\texttt{<Rn>} Is the first general-purpose source register, encoded in the "Rn" field.
\texttt{<Rm>} Is the second general-purpose source register, encoded in the "Rm" field.

**Operation for all encodings**

1. if ConditionPassed() then
2. EncodingSpecificOperations();
3. diff1 = UInt(R[n][7:0]) - UInt(R[m][7:0]);
4. diff2 = UInt(R[n][15:8]) - UInt(R[m][15:8]);
5. diff3 = UInt(R[n][23:16]) - UInt(R[m][23:16]);
6. diff4 = UInt(R[n][31:24]) - UInt(R[m][31:24]);
7. bits(32) result;
8. result[7:0] = UnsignedSat(diff1, 8);
9. result[15:8] = UnsignedSat(diff2, 8);
10. result[23:16] = UnsignedSat(diff3, 8);
11. result[31:24] = UnsignedSat(diff4, 8);
12. R[d] = result;
C2.4.238 USAD8

Unsigned Sum of Absolute Differences. Unsigned Sum of Absolute Differences performs four unsigned 8-bit subtractions, and adds the absolute values of the differences together.

**T1**

*Armv8-M DSP Extension only*

<table>
<thead>
<tr>
<th>15 14 13</th>
<th>12</th>
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<th>7 6</th>
<th>5 4</th>
<th>3 2</th>
<th>1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1</td>
<td>1 0</td>
<td>1 0</td>
<td>1 1</td>
<td>1 1</td>
<td>Rn</td>
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<td>1 1</td>
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<td>Rm</td>
<td>Rn</td>
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</tr>
</tbody>
</table>

**T1 variant**

USAD8{<c>}{<q>}{<Rd>},{<Rn>},{<Rm>}

**Decode for this encoding**

1. if !HaveDSPExt () then UNDEFINED;
2. \( d = \) UInt(Rd); \( n = \) UInt(Rn); \( m = \) UInt(Rm);
3. if \( d \) IN {13,15} || \( n \) IN {13,15} || \( m \) IN {13,15} then UNPREDICTABLE;

**Assembler symbols for all encodings**

<
\text{See C1.2.5 Standard assembler syntax fields on page 308.}

<
\text{See C1.2.5 Standard assembler syntax fields on page 308.}

<
\text{Is the general-purpose destination register, encoded in the "Rd" field.}

<
\text{Is the first general-purpose source register, encoded in the "Rn" field.}

<
\text{Is the second general-purpose source register, encoded in the "Rm" field.}

**Operation for all encodings**

1. if ConditionPassed() then
2. EncodingSpecificOperations();
3. absdiff1 = \( \text{Abs}(\text{UInt}(R[n][7:0]) - \text{UInt}(R[m][7:0])); \)
4. absdiff2 = \( \text{Abs}(\text{UInt}(R[n][15:8]) - \text{UInt}(R[m][15:8])); \)
5. absdiff3 = \( \text{Abs}(\text{UInt}(R[n][23:16]) - \text{UInt}(R[m][23:16])); \)
6. absdiff4 = \( \text{Abs}(\text{UInt}(R[n][31:24]) - \text{UInt}(R[m][31:24])); \)
7. result = absdiff1 + absdiff2 + absdiff3 + absdiff4;
8. \( R[d] = \) result[31:0];
C2.4.239 USADA8

Unsigned Sum of Absolute Differences and Accumulate. Unsigned Sum of Absolute Differences and Accumulate performs four unsigned 8-bit subtractions, and adds the absolute values of the differences to a 32-bit accumulate operand.

T1
Armv8-M DSP Extension only

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1</td>
<td>0 1 1 0 1 1 1</td>
<td>Rd</td>
<td>Ra != 1111</td>
</tr>
</tbody>
</table>

T1 variant

USADA8{<c>}<q> <Rd>, <Rn>, <Rm>, <Ra>

Decode for this encoding

```plaintext
1 if Ra == '1111' then SEE USAD8;
2 if !HaveDSPExt() then UNDEFINED;
3 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); a = UInt(Ra);
4 if d IN {13,15} || n IN {13,15} || m IN {13,15} || a == 13 then UNPREDICTABLE;
```

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register, encoded in the "Rm" field.
- `<Ra>` Is the third general-purpose source register holding the addend, encoded in the "Ra" field.

Operation for all encodings

```plaintext
1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 absdiff1 = Abs(UInt(R[n][7:0]) - UInt(R[m][7:0]));
4 absdiff2 = Abs(UInt(R[n][15:8]) - UInt(R[m][15:8]));
5 absdiff3 = Abs(UInt(R[n][23:16]) - UInt(R[m][23:16]));
6 absdiff4 = Abs(UInt(R[n][31:24]) - UInt(R[m][31:24]));
7 result = UInt(R[a]) + absdiff1 + absdiff2 + absdiff3 + absdiff4;
8 R[d] = result[31:0];
```
C2.4.240 USAT

Unsigned Saturate. Unsigned Saturate saturates an optionally-shifted signed value to a selected unsigned range.

The Q flag is set to 1 if the operation saturates.

T1

Armv8-M Main Extension only

 arithmetic shift right variant

Applies when \( \text{sh} == 1 \land \neg (\text{imm3} == 000 \land \text{imm2} == 00) \).

\[
\text{USAT}<>{<q>}<\text{Rd}>, \#<\text{imm}>, <\text{Rn}>, \text{ASR} \#<\text{amount}>
\]

Logical shift left variant

Applies when \( \text{sh} == 0 \).

\[
\text{USAT}<>{<q>}<\text{Rd}>, \#<\text{imm}>, <\text{Rn}> \{, \text{LSL} \#<\text{amount}>\}
\]

Decoding for this encoding

```javascript
if (sh == '1' \&\& (imm3:imm2) == '0000') then
    if HaveDSPExt() then
        SEE USAT16;
    else
        UNDEFINED;
    end
else
    !HaveMainExt() then UNDEFINED;
end

(shift_t, shift_n) = DecodeImmShift(sh:'0', imm3:imm2);

if d IN {13,15} || n IN {13,15} then UNPREDICTABLE;
```

Assembler symbols for all encodings

- **<>** See C1.2.5 Standard assembler syntax fields on page 308.
- **<q>** See C1.2.5 Standard assembler syntax fields on page 308.
- **<Rd>** Is the general-purpose destination register, encoded in the "Rd" field.
- **<imm>** Is the bit position for saturation, in the range 0 to 31, encoded in the "sat_imm" field.
- **<Rn>** Is the general-purpose source register, encoded in the "Rn" field.
- **<amount>** For the arithmetic shift right variant: is the shift amount, in the range 1 to 31 encoded in the "imm3:imm2" field as <amount>. For the logical shift left variant: is the optional shift amount, in the range 0 to 31, defaulting to 0 and encoded in the "imm3:imm2" field.

Operation for all encodings

```javascript
if ConditionPassed() then
    EncodingSpecificOperations();
    operand = Shift(R[n], shift_t, shift_n, APSR.C); // APSR.C ignored
    (result, sat) = UnsignedSatQ(SInt(operand), saturate_to);
    R[d] = ZeroExtend(result, 32);
    if sat then
        APSR.Q = '1';
```
C2.4.241  

**USAT16**

Unsigned Saturate 16. Unsigned Saturate 16 saturates two signed 16-bit values to a selected unsigned range. The Q flag is set to 1 if the operation saturates.

**T1**

*Armv8-M DSP Extension only*

![](image)

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>(0)</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**T1 variant**

USAT16\(\{<c>\}\{<q>\}\) <Rd>, #<imm>, <Rn>

**Decode for this encoding**

1. if !HaveDSPExt() then UNDEFINED;
2. \(d = \text{UInt}(Rd); \ n = \text{UInt}(Rn); \ \text{satrate}_\text{to} = \text{UInt}(\text{sat_imm});\)
3. if \(d \text{ IN } \{13,15\} \) || \(n \text{ IN } \{13,15\}\) then UNPREDICTABLE;

**Assembler symbols for all encodings**

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<Rd>\) Is the general-purpose destination register, encoded in the "Rd" field.
\(<\text{imm}>\) Is the bit position for saturation, in the range 0 to 15, encoded in the "sat_imm" field.
\(<\text{Rn}>\) Is the general-purpose source register, encoded in the "Rn" field.

**Operation for all encodings**

1. if ConditionPassed() then
2. EncodingSpecificOperations();
3. \((\text{result}1, \text{sat1}) = \text{UnsignedSatQ}(\text{SInt}(R[n][15:0]), \text{satrate}_\text{to});\)
4. \((\text{result}2, \text{sat2}) = \text{UnsignedSatQ}(\text{SInt}(R[n][31:16]), \text{satrate}_\text{to});\)
5. bits(32) \text{result};
6. result[15:0] = ZeroExtend(result1, 16);
7. result[31:16] = ZeroExtend(result2, 16);
8. R[d] = result;
9. if sat1 || sat2 then
10. \(\text{APSR}.Q = '1';\)
### USAX

Unsigned Subtract and Add with Exchange. Unsigned Subtract and Add with Exchange exchanges the two halfwords of the second operand, performs one unsigned 16-bit integer subtraction and one unsigned 16-bit addition, and writes the results to the destination register. It sets the APSR.GE bits according to the results.

**T1**

*Armv8-M DSP Extension only*

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 | 1 1 1 1 1 0 1 0 1 1 1 0 Rn 1 1 1 1 Rd 0 1 0 0 Rm |

**T1 variant**

USAX{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

#### Decode for this encoding

```plaintext
1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
```

#### Assembler symbols for all encodings

- `<c>` See [C1.2.5 Standard assembler syntax fields](#) on page 308.
- `<q>` See [C1.2.5 Standard assembler syntax fields](#) on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rn>` Is the first general-purpose source register, encoded in the "Rn" field.
- `<Rm>` Is the second general-purpose source register, encoded in the "Rm" field.

#### Operation for all encodings

```plaintext
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   sum = UInt(R[n][15:0]) + UInt(R[m][31:16]);
4   diff = UInt(R[n][31:16]) - UInt(R[m][15:0]);
5   R[d] = diff[15:0] : sum[15:0];
6   APSR.GE[1:0] = if sum >= 0x10000 then '11' else '00';
7   APSR.GE[3:2] = if diff >= 0 then '11' else '00';
```
C2.4.243 USUB16

Unsigned Subtract 16. Unsigned Subtract 16 performs two 16-bit unsigned integer subtractions, and writes the results to the destination register. It sets the APSR.GE bits according to the results of the subtractions.

T1

Armv8-M DSP Extension only

```
| 15 14 13 12 11 10 9 8 | 7 6 5 4 3 2 1 0 |
|------------------------|
| 1 1 1 1 1 0 1 0 1 1 1 1 | Rn 1 1 1 1 |
|------------------------|
| 0 1 0 0 0 0 0 0 0 0 0 0 | Rd 0 1 0 0 |
|------------------------|
| 1 1 1 1 1 0 1 0 1 1 0 1 | Rm 1 1 1 1 |
```

T1 variant

USUB16{<c>}{<q>} {<Rd>,} <Rn>, <Rm>

Decode for this encoding

```
1 if !HaveDSPExt() then UNDEFINED;
2 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm);
3 if d IN {13,15} || n IN {13,15} || m IN {13,15} then UNPREDICTABLE;
```

Assembler symbols for all encodings

```
<
c>  See C1.2.5 Standard assembler syntax fields on page 308.
<
q>  See C1.2.5 Standard assembler syntax fields on page 308.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<Rn> Is the first general-purpose source register, encoded in the "Rn" field.
<Rm> Is the second general-purpose source register, encoded in the "Rm" field.
```

Operation for all encodings

```
1 if ConditionPassed() then
2    EncodingSpecificOperations();
3    diff1 = UInt(R[n][15:0]) - UInt(R[m][15:0]);
4    diff2 = UInt(R[n][31:16]) - UInt(R[m][31:16]);
5    R[d] = diff2[15:0] : diff1[15:0];
6    APSR.GE[1:0] = if diff1 >= 0 then '11' else '00';
7    APSR.GE[3:2] = if diff2 >= 0 then '11' else '00';
```
C2.4.244 USUB8

Unsigned Subtract 8. Unsigned Subtract 8 performs four 8-bit unsigned integer subtractions, and writes the results to the destination register. It sets the APSR.GE bits according to the results of the subtractions.

**T1**

*Armv8-M DSP Extension only*

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 1 0 1 1 0 0 Rn 1 1 1 1 Rd 0 1 0 0 Rm</td>
</tr>
</tbody>
</table>

**T1 variant**

USUB8{<c>}{<q>}{<Rd>,}<Rn>,<Rm>

**Decode for this encoding**

1. if !HaveDSPExt() then UNDEFINED;
2. \(d = \text{UInt}(Rd); \ n = \text{UInt}(Rn); \ m = \text{UInt}(Rm);\)
3. if \(d \in \{13,15\} || n \in \{13,15\} || m \in \{13,15\}\) then UNPREDICTABLE;

**Assembler symbols for all encodings**

<
c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<Rn> Is the first general-purpose source register, encoded in the "Rn" field.
<Rm> Is the second general-purpose source register, encoded in the "Rm" field.

**Operation for all encodings**

1. if ConditionPassed() then
2. EncodingSpecificOperations();
3. \(\text{diff1} = \text{UInt}(R[n][7:0]) - \text{UInt}(R[m][7:0]);\)
4. \(\text{diff2} = \text{UInt}(R[n][15:8]) - \text{UInt}(R[m][15:8]);\)
5. \(\text{diff3} = \text{UInt}(R[n][23:16]) - \text{UInt}(R[m][23:16]);\)
6. \(\text{diff4} = \text{UInt}(R[n][31:24]) - \text{UInt}(R[m][31:24]);\)
7. \(R[d] = \text{diff4}[7:0] : \text{diff3}[7:0] : \text{diff2}[7:0] : \text{diff1}[7:0];\)
8. \(\text{APSR.GE[0]} = \text{if \ diff1} >= 0 \ \text{then '1' else '0'};\)
9. \(\text{APSR.GE[1]} = \text{if \ diff2} >= 0 \ \text{then '1' else '0'};\)
10. \(\text{APSR.GE[2]} = \text{if \ diff3} >= 0 \ \text{then '1' else '0'};\)
11. \(\text{APSR.GE[3]} = \text{if \ diff4} >= 0 \ \text{then '1' else '0'};\)
C2.4.245 UXTAB

Unsigned Extend and Add Byte. Unsigned Extend and Add Byte extracts an 8-bit value from a register, zero-extends it to 32 bits, adds the result to the value in another register, and writes the final result to the destination register. The instruction can specify a rotation by 0, 8, 16, or 24 bits before extracting the 8-bit value.

T1

Armv8-M DSP Extension only

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>Rd</td>
<td></td>
</tr>
<tr>
<td>Rn != 1111</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

T1 variant

UXTAB{<c>}{<q>} {<Rd>,} <Rn>, <Rm> {, ROR #<amount>}

Decode for this encoding

1 if Rn == '1111' then SEE UXTB;
2 if !HaveDSPExt() then UNDEFINED;
3 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); rotation = UInt(rotate:'000');
4 if d IN (13,15) || n == 13 || m IN (13,15) then UNPREDICTABLE;

Assember symbols for all encodings

<
c> See C1.2.5 Standard assembler syntax fields on page 308.
<
q> See C1.2.5 Standard assembler syntax fields on page 308.

<Rd> Is the general-purpose destination register, encoded in the "Rd" field.

<Rn> Is the first general-purpose source register, encoded in the "Rn" field.

<Rm> Is the second general-purpose source register, encoded in the "Rm" field.

<amount> Is the rotate amount, encoded in the "rotate" field. It can have the following values:

0 when rotate = 00
8 when rotate = 01
16 when rotate = 10
24 when rotate = 11

ROR #<amount> can be omitted, meaning a rotate amount of 0. This is the preferred disassembly for rotate == 0b00.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 rotated = ROR(R[m], rotation);
4 R[d] = R[n] + ZeroExtend(rotated[7:0], 32);
C2.4.246 UXTAB16

Unsigned Extend and Add Byte 16. Unsigned Extend and Add Byte 16 extracts two 8-bit values from a register, zero-extends them to 16 bits each, adds the results to two 16-bit values from another register, and writes the final results to the destination register. The instruction can specify a rotation by 0, 8, 16, or 24 bits before extracting the 8-bit values.

T1

Armv8-M DSP Extension only

```
 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0
 1 1 1 1 1 0 1 0 0 1 1 Rn != 1111 1 1 1 1 Rd 1 (0) rotate
```

T1 variant

UXTAB16{<c>}{<q>} {<Rd>,} <Rn>, <Rm> {, ROR #<amount>}

Decode for this encoding

1 if Rn == '1111' then SEE UXTB16;
2 if !HaveDSPExt() then UNDEFINED;
3 d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); rotation = UInt(rotate: '000');
4 if d IN (13,15) || n == 13 || m IN (13,15) then UNPREDICTABLE;

Assembler symbols for all encodings

<
c> See C1.2.5 Standard assembler syntax fields on page 308.
<
q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<Rn> Is the first general-purpose source register, encoded in the "Rn" field.
<Rm> Is the second general-purpose source register, encoded in the "Rm" field.
<amount> Is the rotate amount, encoded in the "rotate" field. It can have the following values:
0  when rotate  = 00
8  when rotate  = 01
16 when rotate  = 10
24 when rotate  = 11
ROR #<amount> can be omitted, meaning a rotate amount of 0. This is the preferred disassembly for rotate == 0b00.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 rotated = ROR(R[m], rotation);
4 bits(32) result;
5 result[15:0] = R[n][15:0] + ZeroExtend(rotated[7:0], 16);
6 result[31:16] = R[n][31:16] + ZeroExtend(rotated[23:16], 16);
7 R[d] = result;
C2.4.247 UXTAH

Unsigned Extend and Add Halfword. Unsigned Extend and Add Halfword extracts a 16-bit value from a register, zero-extends it to 32 bits, adds the result to a value from another register, and writes the final result to the destination register. The instruction can specify a rotation by 0, 8, 16, or 24 bits before extracting the 16-bit value.

T1

Armv8-M DSP Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 1 0 0 0 1</td>
</tr>
<tr>
<td>Rn != 1111</td>
</tr>
<tr>
<td>1 1 1 1 1</td>
</tr>
<tr>
<td>Rd</td>
</tr>
<tr>
<td>1</td>
</tr>
<tr>
<td>Rm</td>
</tr>
</tbody>
</table>

T1 variant

UTXAH{<c>}{<q>} {<Rd>,} <Rn>, <Rm> {, ROR #<amount>}

Decode for this encoding

1  if Rn == '1111' then SEE UXTH;
2  if !HaveDSPExt() then UNDEFINED;
3  d = UInt(Rd); n = UInt(Rn); m = UInt(Rm); rotation = UInt(rotate:'000');
4  if d IN (13,15) || n == 13 || m IN (13,15) then UNPREDICTABLE;

Assembler symbols for all encodings

<
c> See C1.2.5 Standard assembler syntax fields on page 308.
<
q> See C1.2.5 Standard assembler syntax fields on page 308.
<Rd> Is the general-purpose destination register, encoded in the "Rd" field.
<Rn> Is the first general-purpose source register, encoded in the "Rn" field.
<Rm> Is the second general-purpose source register, encoded in the "Rm" field.
<amount> Is the rotate amount, encoded in the "rotate" field. It can have the following values:
0  when rotate = 00
8  when rotate = 01
16 when rotate = 10
24 when rotate = 11
ROR #<amount> can be omitted, meaning a rotate amount of 0. This is the preferred disassembly for rotate == 0b00.

Operation for all encodings

1  if ConditionPassed() then
2    EncodingSpecificOperations();
3    rotated = ROR(R[m], rotation);
4    R[d] = R[n] + ZeroExtend(rotated[15:0], 32);
C2.4.248 UXTB

Unsigned Extend Byte. Unsigned Extend Byte extracts an 8-bit value from a register, zero extends it to 32 bits, and writes the result to the destination register. The instruction can specify a rotation by 0, 8, 16, or 24 bits before extracting the 8-bit value.

**T1**

*Armv8-M*

```
<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 0 1 1 0 0 1 0 1 1 Rm</td>
</tr>
</tbody>
</table>
```

**T1 variant**

```
UXTB{<c>}{<q>} {<Rd>,} <Rm>
```

**Decode for this encoding**

```python
1 d = UInt(Rd); m = UInt(Rm); rotation = 0;
```

**T2**

*Armv8-M Main Extension only*

```
<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 1 0 0 1 0 1 1 1 1 1 1 1</td>
</tr>
</tbody>
</table>
```

**T2 variant**

```
UXTB{<c>}.W {<Rd>,} <Rm>
// <Rd>, <Rm> can be represented in T1
UXTB{<c>}{<q>} {<Rd>,} <Rm> {, ROR #<amount>} 
```

**Decode for this encoding**

```python
1 if not HaveMainExt() then UNDEFINED;
2 d = UInt(Rd); m = UInt(Rm); rotation = UInt(rotate:'000');
3 if d IN (13,15) || m IN (13,15) then UNPREDICTABLE;
```

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rm>` Is the general-purpose source register, encoded in the "Rm" field.
- `<amount>` Is the rotate amount, encoded in the "rotate" field. It can have the following values:
  - 0 when rotate = 00
  - 8 when rotate = 01
  - 16 when rotate = 10
  - 24 when rotate = 11

ROR #<amount> can be omitted, meaning a rotate amount of 0. This is the preferred disassembly for rotate == 0b00.
C2.4. Alphabetical list of instructions

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 rotated = ROR(R[m], rotation);
4 R[d] = ZeroExtend(rotated[7:0], 32);
C2.4.249 UXTB16

Unsigned Extend Byte 16. Unsigned Extend Byte 16 extracts two 8-bit values from a register, zero-extends them to 16 bits each, and writes the results to the destination register. The instruction can specify a rotation by 0, 8, 16, or 24 bits before extracting the 8-bit values.

T1

*Armv8-M DSP Extension only*

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
<th>Rd 1 (0)</th>
<th>Rm</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 0 1 0 0 1 1 1 1 1 1 1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>rotate</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

T1 variant

\[\text{UXTB16}\{<c>\}{<q>} \{<Rd>,\} \{<Rm> \{, \text{ROR} \#<amount>\}}\]

**Decode for this encoding**

1. \[\text{if} \ \!\text{HaveDSPExt() then} \ \text{UNDEFINED;}\]
2. \[d = \text{UInt}(Rd); \ m = \text{UInt}(Rm); \ \text{rotation} = \text{UInt}(\text{rotate:'000'});\]
3. \[\text{if} \ \ d \ \text{IN} \ (13,15) \ \text{||} \ m \ \text{IN} \ (13,15) \ \text{then} \ \text{UNPREDICTABLE;}\]

**Assembler symbols for all encodings**

- \(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.
- \(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.
- \(<Rd>\) Is the general-purpose destination register, encoded in the "Rd" field.
- \(<Rm>\) Is the second general-purpose source register, encoded in the "Rm" field.
- \(<\text{amount}>\) Is the rotate amount, encoded in the "rotate" field. It can have the following values:
  - 0 when \(\text{rotate} = 00\)
  - 8 when \(\text{rotate} = 01\)
  - 16 when \(\text{rotate} = 10\)
  - 24 when \(\text{rotate} = 11\)

\(\text{ROR} \#<\text{amount}>\) can be omitted, meaning a rotate amount of 0. This is the preferred disassembly for \(\text{rotate} == 0b00\).

**Operation for all encodings**

1. \[\text{if} \ \text{ConditionPassed()} \ \text{then}\]
2. \[\text{EncodingSpecificOperations();}\]
3. \[\text{rotated} = \text{ROR}(R[m], \ \text{rotation});\]
4. \[\text{bits}(32) \ \text{result};\]
5. \[\text{result}[15:0] = \text{ZeroExtend}([7:0], \ 16);\]
6. \[\text{result}[31:16] = \text{ZeroExtend}([23:16], \ 16);\]
7. \[R[d] = \text{result};\]
C2.4.250 **UXTH**

Unsigned Extend Halfword. Unsigned Extend Halfword extracts a 16-bit value from a register, zero extends it to 32 bits, and writes the result to the destination register. The instruction can specify a rotation by 0, 8, 16, or 24 bits before extracting the 16-bit value.

**T1**

*Armv8-M*

```
<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

**T1 variant**

UXTH{<c>}{<q>} {<Rd>,} <Rm>

**Decode for this encoding**

```
d = UInt(Rd); m = UInt(Rm); rotation = 0;
```

**T2**

*Armv8-M Main Extension only*

```
<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>
```

**T2 variant**

UXTH{<c>}.W {<Rd>,} <Rm>

// <Rd>, <Rm> can be represented in T1
UXTH{<c>}{<q>} {<Rd>,} <Rm> {, ROR #<amount>}

**Decode for this encoding**

```
if !HaveMainExt() then UNDEFINED;
d = UInt(Rd); m = UInt(Rm); rotation = UInt(rotate:'000');
if d IN {13,15} || m IN {13,15} then UNPREDICTABLE;
```

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<q>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<Rd>` Is the general-purpose destination register, encoded in the "Rd" field.
- `<Rm>` Is the general-purpose source register, encoded in the "Rm" field.
- `<amount>` Is the rotate amount, encoded in the "rotate" field. It can have the following values:
  - 0 when rotate = 00
  - 8 when rotate = 01
  - 16 when rotate = 10
  - 24 when rotate = 11

ROR #<amount> can be omitted, meaning a rotate amount of 0. This is the preferred disassembly for rotate == 0b00.
### Operation for all encodings

1. \( \text{if } \text{ConditionPassed()} \text{ then} \)
2. \( \text{EncodingSpecificOperations();} \)
3. \( \text{rotated} = \text{ROR}(R[m], \text{rotation}); \)
4. \( R[d] = \text{ZeroExtend}(\text{rotated}[15:0], 32); \)
C2.4.251 VABS

Floating-point Absolute. Floating-point Absolute takes the absolute value of a single-precision or double-precision register, and places the result in the destination register.

T2

Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0 1 1 1 0 1 D 1 1 0 0 0 0</td>
</tr>
<tr>
<td>Vd 1 0 1 sz 1 1 M 0 Vm</td>
</tr>
</tbody>
</table>

Single-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 0.

VABS{<c>}(<q>).F32 <Sd>, <Sm>

Double-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 1.

VABS{<c>}(<q>).F64 <Dd>, <Dm>

Decode for this encoding

1 dp_operation = (sz == '1');
2 CheckDecodeFaults(dp_operation);
3 d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
4 m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);

Assembler symbols for all encodings

<<c>> See C1.2.5 Standard assembler syntax fields on page 308.
<<q>> See C1.2.5 Standard assembler syntax fields on page 308.
<<Sd>> Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
<<Sm>> Is the 32-bit name of the floating-point source register, encoded in the "Vm:M" field.
<<Dd>> Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.
<<Dm>> Is the 64-bit name of the floating-point source register, encoded in the "M:Vm" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 ExecuteFPCheck();
4 if dp_operation then
5 D[d] = FPAbs(D[m]);
6 else
7 S[d] = FPAbs(S[m]);
C2.4.252 VADD

Floating-point Add. Floating-point Add adds two single-precision or double-precision registers, and places the result in the destination register.

T2

Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
| 1 1 1 0 1 1 0 0 D 1 1 Vn |
| Vd 1 0 1 sz N 0 M 0 Vm |

Single-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 0.

VADD{<c>}{<q>}.F32 {<Sd>,} <Sn>, <Sm>

Double-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 1.

VADD{<c>}{<q>}.F64 {<Dd>,} <Dn>, <Dm>

Decode for this encoding

1 dp_operation = (sz == '1');
2 CheckDecodeFaults(dp_operation);
3 d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
4 n = if dp_operation then UInt(N:Vn) else UInt(Vn:N);
5 m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);

Assembler symbols for all encodings

See C1.2.5 Standard assembler syntax fields on page 308.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 ExecuteFPCheck();
4 if dp_operation then
5 D[d] = FPAdd(D[n], D[m], TRUE);
6 else
7 S[d] = FPAdd(S[n], S[m], TRUE);
Floating-point Compare. Floating-point Compare compares two registers, or one register and zero. It writes the result to FPSCR condition flags. These are normally transferred to the APSR condition flags by a subsequent VMRS instruction.

It raises an Invalid Operation exception only if either operand is a signaling NaN.

**T1**
*Armv8-M Floating-point Extension only, sz == 1* UNDEFINED in single-precision only implementations.

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
<th>1 1 1 0 1 1 1 0 1</th>
<th>D 1 1 0 1 0 0</th>
<th>Vd 1 0 1</th>
<th>sz</th>
<th>1</th>
<th>M</th>
<th>0</th>
<th>Vm</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1</td>
<td>1</td>
<td>1 0 0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Single-precision scalar variant**
*Armv8-M Floating-point Extension only.*

Applies when sz == 0.

VCMP{<c>}{<q>}.F32 <Sd>,<Sm>

**Double-precision scalar variant**
*Armv8-M Floating-point Extension only.*

Applies when sz == 1.

VCMP{<c>}{<q>}.F64 <Dd>,<Dm>

**Decode for this encoding**

```
1  dp_operation = (sz == '1');
2  CheckDecodeFaults(dp_operation);
3  quiet_nan_exc = (E == '1'); with_zero = FALSE;
4  d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
5  m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);
```

**T2**
*Armv8-M Floating-point Extension only, sz == 1* UNDEFINED in single-precision only implementations.

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
<th>1 1 1 0 1 1 1 0 1</th>
<th>D 1 1 0 1 0 1</th>
<th>Vd 1 0 1</th>
<th>sz</th>
<th>1</th>
<th>(0)</th>
<th>0</th>
<th>(0)</th>
<th>(0)</th>
<th>(0)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1</td>
<td>1</td>
<td>1 0 1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Single-precision scalar variant**
*Armv8-M Floating-point Extension only.*

Applies when sz == 0.

VCMP{<c>}{<q>}.F32 <Sd>, #0.0

**Double-precision scalar variant**
*Armv8-M Floating-point Extension only.*

Applies when sz == 1.
VCMP{<c>}{{<q>}}.F64 <Dd>, #0.0

**Decode for this encoding**

1. \(dp\_operation = \text{(sz == '1')}\);
2. `CheckDecodeFaults(dp\_operation);`
3. `quiet\_nan\_exc = (E == '1'); with\_zero = TRUE;`
4. \(d = \text{if \(dp\_operation\) then Uint(D:Vd) else Uint(Vd:D)}\);
5. \(m = \text{integer \text{UNKNOWN}}\);

**Assembler symbols for all encodings**

- \(<c>\) See C1.2.5 *Standard assembler syntax fields* on page 308.
- \(<q>\) See C1.2.5 *Standard assembler syntax fields* on page 308.
- \(<Sd>\) Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
- \(<Sm>\) Is the 32-bit name of the floating-point source register, encoded in the "Vm:M" field.
- \(<Dd>\) Is the 64-bit name of the floating-point destination register, encoded in the "D-Vd" field.
- \(<Dm>\) Is the 64-bit name of the floating-point source register, encoded in the "M-Vm" field.

**Operation for all encodings**

1. `if ConditionPassed() then`
2. `EncodingSpecificOperations();`
3. `ExecuteFPCheck();`
4. `if dp\_operation then`
5. \(op64 = \text{if with\_zero then FPZero('0',64) else D[m]}\);
6. \((\text{FPSCR.N, FPSCR.Z, FPSCR.C, FPSCR.V}) = \text{FPCompare(D[d], op64, quiet\_nan\_exc, TRUE)}\);
7. `else`
8. \(op32 = \text{if with\_zero then FPZero('0',32) else S[m]}\);
9. \((\text{FPSCR.N, FPSCR.Z, FPSCR.C, FPSCR.V}) = \text{FPCompare(S[d], op32, quiet\_nan\_exc, TRUE)}\);
C2.4.254 VCMPE

Floating-point Compare, raising Invalid Operation on NaN. Floating-point Compare, raising Invalid Operation on NaN compares two registers, or one register and zero. It writes the result to FPSCR condition flags. These are normally transferred to the APSR condition flags by a subsequent VMRS instruction.

It raises an Invalid Operation exception if either operand is any type of NaN.

T1
Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.

Single-precision scalar variant
Armv8-M Floating-point Extension only.
Applies when sz == 0.
VCMPE{<c>}{<q>}.F32 <Sd>, <Sm>

Double-precision scalar variant
Armv8-M Floating-point Extension only.
Applies when sz == 1.
VCMPE{<c>}{<q>}.F64 <Dd>, <Dm>

Decode for this encoding

1 dp_operation = (sz == '1');
2 CheckDecodeFaults(dp_operation);
3 quiet_nan_exc = (E == '1'); with_zero = FALSE;
4 d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
5 m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);

T2
Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.

Single-precision scalar variant
Armv8-M Floating-point Extension only.
Applies when sz == 0.
VCMPE{<c>}{<q>}.F32 <Sd>, #0.0

Double-precision scalar variant
Armv8-M Floating-point Extension only.
Applies when sz == 1.
VCMPE\{\langle c\rangle\}\{\langle q\rangle\}.F64 <Dd>, #0.0

Decode for this encoding
1  dp_operation = (sz == '1');
2  CheckDecodeFaults(dp_operation);
3  quiet_nan_exc = (E == '1'); with_zero = TRUE;
4  d = if dp_operation then Uint(D:Vd) else Uint(Vd:D);
5  m = integer UNKNOWN;

Assembler symbols for all encodings
\langle c\rangle  See C1.2.5 Standard assembler syntax fields on page 308.
\langle q\rangle  See C1.2.5 Standard assembler syntax fields on page 308.
\langle Sd\rangle Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
\langle Sm\rangle Is the 32-bit name of the floating-point source register, encoded in the "Vm:M" field.
\langle Dd\rangle Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.
\langle Dm\rangle Is the 64-bit name of the floating-point source register, encoded in the "M:Vm" field.

Operation for all encodings
1  if ConditionPassed() then
2      EncodingSpecificOperations();
3      ExecuteFPCheck();
4      if dp_operation then
5          op64 = if with_zero then FPZero('0',64) else D[m];
6          (FPSCR.N, FPSCR.Z, FPSCR.C, FPSCR.V) = FPCompare(D[d], op64, quiet_nan_exc, TRUE);
7          else
8          op32 = if with_zero then FPZero('0',32) else S[m];
9          (FPSCR.N, FPSCR.Z, FPSCR.C, FPSCR.V) = FPCompare(S[d], op32, quiet_nan_exc, TRUE);
C2.4.255  **VCVT (between double-precision and single-precision)**

Convert between double-precision and single-precision. This instruction does one of the following:

- Converts the value in a double-precision register to single-precision and writes the result to a single-precision register.
- Converts the value in a single-precision register to double-precision and writes the result to a double-precision register.

**T1**

*Armv8-M Floating-point Extension only*

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 | 1 1 1 0 | 1 1 1 0 1 | D 1 1 0 1 1 1 | Vd | 1 0 1 | sz | 1 | 1 | M | 0 | Vm |

**Encoding**  
Applies when **sz** == 0.

\[ \text{VCVT}\{<c>\}<q>.F64.F32 <Dd>, <Sm> \]

**Encoding**  
Applies when **sz** == 1.

\[ \text{VCVT}\{<c>\}<q>.F32.F64 <Sd>, <Dm> \]

**Decode for this encoding**

1. CheckDecodeFaults(TRUE);
2. double_to_single = (sz == '1');
3. \( d = \begin{cases} \text{UInt(Vd:D)} & \text{if double_to_single} \\ \text{UInt(D:Vd)} & \text{else} \end{cases} \)
4. \( m = \begin{cases} \text{UInt(M:Vm)} & \text{if double_to_single} \\ \text{UInt(Vm:M)} & \text{else} \end{cases} \)

**Assembler symbols for all encodings**

- **<c>** See C1.2.5 *Standard assembler syntax fields* on page 308.
- **<q>** See C1.2.5 *Standard assembler syntax fields* on page 308.
- **<Sd>** Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
- **<Dm>** Is the 64-bit name of the floating-point source register, encoded in the "M:Vm" field.
- **<Dd>** Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.
- **<Sm>** Is the 32-bit name of the floating-point source register, encoded in the "Vm:M" field.

**Operation for all encodings**

1. if ConditionPassed() then
   EncodingSpecificOperations(); ExecuteFPCheck();
2. if double_to_single then
   \( S[d] = \text{FPDoubleToSingle}(D[m], \text{TRUE}); \)
3. else
   \( D[d] = \text{FPSingleToDouble}(S[m], \text{TRUE}); \)
C2.4.256  VCVT (between floating-point and fixed-point)

Floating-point Convert (between floating-point and fixed-point). Floating-point Convert (between floating-point and fixed-point) converts a value in a register from floating-point to fixed-point, or from fixed-point to floating-point, and places the result in the destination register. Software can specify the fixed-point value as either signed or unsigned.

The fixed-point value can be 16-bit or 32-bit. Conversions from fixed-point values take their operand from the low-order bits of the source register and ignore any remaining bits. Signed conversions to fixed-point values sign-extend the result value to the destination register width. Unsigned conversions to fixed-point values zero-extend the result value to the destination register width.

The floating-point to fixed-point operation uses the Round towards Zero rounding mode. The fixed-point to floating-point operation uses the Round to Nearest rounding mode.

T1

Armv8-M Floating-point Extension only, sf == 1 UNDEFINED in single-precision only implementations.

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 | 1 1 1 1 0 1 1 1 1 1 0 D 1 1 1 0 | Vd 1 0 1 sf sx 1 i 0 imm4 |

Single-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when \( \text{op} == 0 \) \&\& \( \text{sf} == 0 \).

\[ \text{VCVT}\{\langle c\rangle}\{\langle q\rangle\}.F32.<\text{dt}> <\text{Sdm}>, <\text{Sdm}>, \#<\text{fbits}> \]

Single-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when \( \text{op} == 1 \) \&\& \( \text{sf} == 0 \).

\[ \text{VCVT}\{\langle c\rangle}\{\langle q\rangle\}.F32 <\text{dt}> <\text{Sdm}>, <\text{Sdm}>, \#<\text{fbits}> \]

Double-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when \( \text{op} == 0 \) \&\& \( \text{sf} == 1 \).

\[ \text{VCVT}\{\langle c\rangle}\{\langle q\rangle\}.F64.<\text{dt}> <\text{Ddm}>, <\text{Ddm}>, \#<\text{fbits}> \]

Double-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when \( \text{op} == 1 \) \&\& \( \text{sf} == 1 \).

\[ \text{VCVT}\{\langle c\rangle}\{\langle q\rangle\}.F64 <\text{dt}> <\text{Ddm}>, <\text{Ddm}>, \#<\text{fbits}> \]

Decide for this encoding

1  \( \text{dp\_operation} = (\text{sf} == '1'); \)
2  \( \text{CheckDecodeFaults(dp\_operation);} \)
3  \( \text{to\_fixed} = (\text{op} == '1'); \) \( \text{unsigned} = (\text{U} == '1'); \)
4  \( \text{size} = \text{if} \) \( \text{sx} == '0' \) \text{then} 16 \text{else} 32;
5  \( \text{frac\_bits} = \text{size} - \text{UInt}(\text{imm4}:i); \)
6  \( \text{if} \) \( \text{to\_fixed} \) \text{then} \( \text{round\_zero} = \text{TRUE}; \)

 Decode for this encoding
CONSTRAINED UNPREDICTABLE behavior

If frac_bits < 0, then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The value in the destination register is UNKNOWN.

Assembler symbols for all encodings

<
c> See C1.2.5 Standard assembler syntax fields on page 308.
<
q> See C1.2.5 Standard assembler syntax fields on page 308.
<dt> Is the data type for the fixed-point number, encoded in the "U:sx" field. It can have the following values:
S16  when U = 0, sx = 0
S32  when U = 0, sx = 1
U16  when U = 1, sx = 0
U32  when U = 1, sx = 1

<Sdm> Is the 32-bit name of the floating-point destination and source register, encoded in the "Vd:D" field.

<Ddm> Is the 64-bit name of the floating-point destination and source register, encoded in the "D:Vd" field.

<fbits> The number of fraction bits in the fixed-point number:
- If <dt> is S16 or U16, <fbits> must be in the range 0-16. (16 - <fbits>) is encoded in [imm4, i].
- If <dt> is S32 or U32, <fbits> must be in the range 1-32. (32 - <fbits>) is encoded in [imm4, i].

Operation for all encodings

```cpp
if ConditionPassed() then
    EncodingSpecificOperations();
    ExecuteFPCheck();
    if to_fixed then
        if dp_operation then
            result = FPToFixed(D[d], size, frac_bits, unsigned, round_zero, TRUE);
            D[d] = if unsigned then ZeroExtend(result, 64) else SignExtend(result, 64);
        else
            result = FPToFixed(S[d], size, frac_bits, unsigned, round_zero, TRUE);
            S[d] = if unsigned then ZeroExtend(result, 32) else SignExtend(result, 32);
        else
            if dp_operation then
                D[d] = FixedToFP(D[d][size-1:0], 64, frac_bits, unsigned, round_nearest, TRUE);
            else
                S[d] = FixedToFP(S[d][size-1:0], 32, frac_bits, unsigned, round_nearest, TRUE);
```
C2.4.257 VCVT (floating-point to integer)

Convert floating-point to integer with Round towards Zero. Convert floating-point to integer with Round towards Zero converts a value in a register from floating-point to a 32-bit integer, using the Round towards Zero rounding mode, and places the result in the destination register.

T1

*Armv8-M Floating-point Extension only, sz == 1* UNDEFINED in single-precision only implementations.

Single-precision scalar variant

*Armv8-M Floating-point Extension only.*

Applies when opc2 == 100 && sz == 0 && op == 1.

`VCVT{<c>}{<q>}.U32.F32 <Sd>, <Sm>`

Single-precision scalar variant

*Armv8-M Floating-point Extension only.*

Applies when opc2 == 101 && sz == 0 && op == 1.

`VCVT{<c>}{<q>}.S32.F32 <Sd>, <Sm>`

Double-precision scalar variant

*Armv8-M Floating-point Extension only.*

Applies when opc2 == 100 && sz == 1 && op == 1.

`VCVT{<c>}{<q>}.U32.F64 <Sd>, <Dm>`

Double-precision scalar variant

*Armv8-M Floating-point Extension only.*

Applies when opc2 == 101 && sz == 1 && op == 1.

`VCVT{<c>}{<q>}.S32.F64 <Sd>, <Dm>`

Decode for this encoding

```plaintext
1  if opc2 != '000' && !(opc2 IN '10x') then SEE "Related encodings";
2  dp_operation = (sz == '1');
3  CheckDecodeFaults(dp_operation);
4  to_integer = (opc2[2] == '1');
5  if to_integer then
6      unsigned = (opc2[0] == '0'); round_zero = (op == '1');
7      d = UInt(Vd:D); m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);
8  else
9      unsigned = (op == '0'); round_nearest = FALSE; // FALSE selects FPSCR rounding
10     m = UInt(Vm:M); d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
```

Assembler symbols for all encodings

`<c>` See C1.2.5 *Standard assembler syntax fields* on page 308.
See C1.2.5 Standard assembler syntax fields on page 308.

&lt;q&gt;  Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
&lt;Sd&gt;  Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
&lt;Sm&gt;  Is the 32-bit name of the floating-point source register, encoded in the "Vm:M" field.
&lt;Dm&gt;  Is the 64-bit name of the floating-point source register, encoded in the "M:Vm" field.

### Operation for all encodings

```plaintext
if ConditionPassed() then
    EncodingSpecificOperations();
    ExecuteFPCheck();
    if to_integer then
        if dp_operation then
            S[d] = FPToFixed(D[m], 32, 0, unsigned, round_zero, TRUE);
        else
            S[d] = FPToFixed(S[m], 32, 0, unsigned, round_zero, TRUE);
        else
            if dp_operation then
                D[d] = FixedToFP(S[m], 64, 0, unsigned, round_nearest, TRUE);
            else
                S[d] = FixedToFP(S[m], 32, 0, unsigned, round_nearest, TRUE);
```
C2.4.258  **VCVT (integer to floating-point)**

Convert integer to floating-point. Convert integer to floating-point converts a value in a register from a 32-bit integer to floating-point, using the rounding mode specified by FPSCR, and places the result in the destination register.

**T1**

*Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.*

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th>Vd</th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>15</td>
<td>14</td>
<td>13</td>
<td>12</td>
<td>11</td>
<td>10</td>
<td>9</td>
<td>8</td>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
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<td></td>
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<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

opc2 = 000

**Single-precision scalar variant**

*Armv8-M Floating-point Extension only.*

Applies when sz == 0.

VCVT{<c>}{<q>}.F32.<dt> <Sd>, <Sm>

**Double-precision scalar variant**

*Armv8-M Floating-point Extension only.*

Applies when sz == 1.

VCVT{<c>}{<q>}.F64.<dt> <Dd>, <Sm>

**Decode for this encoding**

1 if opc2 != '000' & & (opc2 IN '10x') then SEE "Related encodings";
2 dp_operation = (sz == '1');
3 CheckDecodeFaults(dp_operation);
4 to_integer = (opc2[2] == '1');
5 if to_integer then
6   unsigned = (opc2[0] == '0'); round_zero = (op == '1');
7   d = UInt(Vd:D); m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);
8   else
9     unsigned = (op == '0'); round_nearest = FALSE; // FALSE selects FPSCR rounding
10    m = UInt(Vm:M); d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);

**Assembler symbols for all encodings**

<tt><c></tt> See C1.2.5 Standard assembler syntax fields on page 308.
<tt><q></tt> See C1.2.5 Standard assembler syntax fields on page 308.
<tt><dt></tt> Is the data type for the operand, encoded in the "op" field. It can have the following values:

U32 when op = 0
S32 when op = 1

<tt><Sd></tt> Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
<tt><Dd></tt> Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.
<tt><Sm></tt> Is the 32-bit name of the floating-point source register, encoded in the "Vm:M" field.

**Operation for all encodings**

1 if ConditionPassed() then
2   EncodingSpecificOperations();
ExecuteFPCheck();

if to_integer then
  if dp_operation then
    S[d] = FPToFixed(D[m], 32, 0, unsigned, round_zero, TRUE);
  else
    S[d] = FPToFixed(S[m], 32, 0, unsigned, round_zero, TRUE);
  else
    if dp_operation then
      D[d] = FixedToFP(S[m], 64, 0, unsigned, round_nearest, TRUE);
    else
      S[d] = FixedToFP(S[m], 32, 0, unsigned, round_nearest, TRUE);
C2.4.259 VCVTA

Convert floating-point to integer with Round to Nearest with Ties to Away. Convert floating-point to integer with Round to Nearest with Ties to Away converts a value in a register from floating-point to a 32-bit integer using the Round to Nearest with Ties to Away rounding mode, and places the result in the destination register.

T1

*Armv8-M Floating-point Extension only*, \(sz = 1\) UNDEFINED in single-precision only implementations.

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>D</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>RM = 0</td>
<td>Vd</td>
<td>1</td>
</tr>
</tbody>
</table>

**Single-precision scalar variant**

*Armv8-M Floating-point Extension only.*

Applies when \(sz = 0\).

\[\text{VCVTA}\{<q>\}.<dt>.F32 \langle Sd \rangle, \langle Sm \rangle\]

**Double-precision scalar variant**

*Armv8-M Floating-point Extension only.*

Applies when \(sz = 1\).

\[\text{VCVTA}\{<q>\}.<dt>.F64 \langle Sd \rangle, \langle Dm \rangle\]

**Decode for this encoding**

1. \(dp\_operation = (sz == '1');\)
2. \(\text{CheckDecodeFaults}(dp\_operation);\)
3. \(\text{if}\ \text{InITBlock}() \\text{then UNPREDICTABLE;}\)
4. \(\text{unsigned} = (op == '0');\)
5. \(\text{round\_mode} = \text{RM};\)
6. \(d = \text{UInt}(Vd:D);\)
7. \(m = \text{if}\ dp\_operation \\text{then UInt}(M:Vm) \text{else UInt}(Vm:M);\)

**Assembler symbols for all encodings**

\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.

\(<dt>\) Is the data type for the elements of the destination, encoded in the "op" field. It can have the following values:

- \(U32\) when \(op = 0\)
- \(S32\) when \(op = 1\)

\(<Sd>\) Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.

\(<Sm>\) Is the 32-bit name of the floating-point source register, encoded in the "Vm:M" field.

\(<Dm>\) Is the 64-bit name of the floating-point source register, encoded in the "M:Vm" field.

**Operation for all encodings**

1. \(\text{EncodingSpecificOperations}();\)
2. \(\text{ExecuteFPCheck}();\)
3. \(\text{if}\ dp\_operation \\text{then}\)
4. \(S[d] = \text{FPToFixedDirected}(D[m],0,\text{unsigned},\text{round\_mode},\text{TRUE});\)
5. \(\text{else}\)
6. \(S[d] = \text{FPToFixedDirected}(S[m],0,\text{unsigned},\text{round\_mode},\text{TRUE});\)
C2.4.260  VCVTB

Floating-point Convert Bottom. Floating-point Convert Bottom does one of the following:

- Converts the half-precision value in the bottom half of a single-precision register to single-precision and writes the result to a single-precision register.
- Converts the value in a single-precision register to half-precision and writes the result into the bottom half of a single-precision register, preserving the other half of the target register.
- Converts the half-precision value in the bottom half of a single-precision register to double-precision and writes the result to a double-precision register, without intermediate rounding.
- Converts the value in the double-precision register to half-precision and writes the result into the bottom half of a single-precision register, preserving the other half of the target register, without intermediate rounding.

T1

*Armv8-M Floating-point Extension only*, sz == 1 UNDEFINED in single-precision only implementations.

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 | 1 1 1 0 1 1 1 0 1 D 1 1 0 0 1 op Vd 1 0 1 sz 1 M 0 Vm |
|---------------------------------|----------------|-------------|-------------|-------------|-------------|-------------|-------------|
|                                |                | T = 0       |

Single-precision scalar variant

*Armv8-M Floating-point Extension only.*

Applies when op == 0 && sz == 0.

VCVTB{<c>}{<q>}.F32.F16 <Sd>, <Sm>

Single-precision scalar variant

*Armv8-M Floating-point Extension only.*

Applies when op == 1 && sz == 0.

VCVTB{<c>}{<q>}.F16.F32 <Sd>, <Sm>

Double-precision scalar variant

*Armv8-M Floating-point Extension only.*

Applies when op == 0 && sz == 1.

VCVTB{<c>}{<q>}.F64.F16 <Dd>, <Sm>

Double-precision scalar variant

*Armv8-M Floating-point Extension only.*

Applies when op == 1 && sz == 1.

VCVTB{<c>}{<q>}.F16.F64 <Sd>, <Dm>

Decode for this encoding

1 dp_operation = (sz == '1');
2 CheckDecodeFaults(dp_operation);
3 convert_from_half = (op == '0');
4 lowbit = if T == '1' then 16 else 0;
5 if dp_operation then
Chapter C2. Instruction Specification

C2.4. Alphabetical list of instructions

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.

<q> See C1.2.5 Standard assembler syntax fields on page 308.

<Sd> Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.

<Dm> Is the 64-bit name of the floating-point source register, encoded in the "M:Vm" field.

<Sd> Is the 64-bit name of the floating-point destination register, encoded in the "Vd:D" field.

<Sm> Is the 32-bit name of the floating-point source register, encoded in the "Vm:M" field.

Operation for all encodings

if convert_from_half then
  d = UInt(D:Vd);  m = UInt(Vm:M);
else
  d = UInt(Vd:D);  m = UInt(M:Vm);
else
  d = UInt(Vd:D);  m = UInt(Vm:M);

if ConditionPassed() then
  EncodingSpecificOperations();
  ExecuteFPCheck();
if convert_from_half then
  if dp_operation then
    D[d] = FPHalfToDouble(S[m][lowbit+15:lowbit], TRUE);
  else
    S[d] = FPHalfToSingle(S[m][lowbit+15:lowbit], TRUE);
  else
    if dp_operation then
      S[d][lowbit+15:lowbit] = FPDoubleToHalf(D[m], TRUE);
    else
      S[d][lowbit+15:lowbit] = FPSingleToHalf(S[m], TRUE);
C2.4.261 VCVTM

Convert floating-point to integer with Round towards -Infinity. Convert floating-point to integer with Round towards -Infinity converts a value in a register from floating-point to a 32-bit integer using the Round towards -Infinity rounding mode, and places the result in the destination register.

T1

*Armv8-M Floating-point Extension only*, sz == 1 UNDEFINED in single-precision only implementations.

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 | 1 1 1 1 1 1 1 1 D 1 1 1 1 RM = 11 Vd 1 0 1 sz op 1 M 0 Vm |

Single-precision scalar variant

*Armv8-M Floating-point Extension only.*

Applies when sz == 0.

VCVTM{<q>}.<dt>.F32 <Sd>, <Sm>

Double-precision scalar variant

*Armv8-M Floating-point Extension only.*

Applies when sz == 1.

VCVTM{<q>}.<dt>.F64 <Sd>, <Dm>

Decode for this encoding

1. \( \text{dp\_operation} = (\text{sz} == '1'); \)
2. \( \text{CheckDecodeFaults}(\text{dp\_operation}); \)
3. \( \text{if InITBlock() then UNPREDICTABLE}; \)
4. \( \text{unsigned} = (\text{op} == '0'); \)
5. \( \text{round\_mode} = \text{RM}; \)
6. \( \text{d} = \text{UInt}(\text{Vd}:\text{D}); \)
7. \( \text{m} = \text{if dp\_operation then UInt(M:Vm) else UInt(Vm:M)}; \)

Assembler symbols for all encodings

- \(<q>\) See C1.2.5 *Standard assembler syntax fields* on page 308.
- \(<dt>\) Is the data type for the elements of the destination, encoded in the "op" field. It can have the following values:
  - U32 when \( \text{op} = 0 \)
  - S32 when \( \text{op} = 1 \)
- \(<Sd>\) Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
- \(<Sm>\) Is the 32-bit name of the floating-point source register, encoded in the "Vm:M" field.
- \(<Dm>\) Is the 64-bit name of the floating-point source register, encoded in the "M:Vm" field.

Operation for all encodings

1. \( \text{EncodingSpecificOperations}(); \)
2. \( \text{ExecuteFPCheck}(); \)
3. \( \text{if dp\_operation then} \)
4. \( \text{S[d]} = \text{FPToFixedDirected(D[m],0,unsigned,round\_mode,TRUE);} \)
5. \( \) else \( \)
6. \( \text{S[d]} = \text{FPToFixedDirected(S[m],0,unsigned,round\_mode,TRUE);} \)
C2.4.262 VCVTN

Convert floating-point to integer with Round to Nearest. Convert floating-point to integer with Round to Nearest converts a value in a register from floating-point to a 32-bit integer using the Round to Nearest rounding mode, and places the result in the destination register.

T1

*Armv8-M Floating-point Extension only, sz == 1* UNDEFINED in single-precision only implementations.

Single-precision scalar variant

*Armv8-M Floating-point Extension only.*

Applies when sz == 0.

VCVTN<q>.<dt>.F32 <Sd>, <Sm>

Double-precision scalar variant

*Armv8-M Floating-point Extension only.*

Applies when sz == 1.

VCVTN<q>.<dt>.F64 <Sd>, <Dm>

Decode for this encoding

```c
1 dp_operation = (sz == '1');
2 CheckDecodeFaults(dp_operation);
3 if InITBlock() then UNPREDICTABLE;
4 unsigned = (op == '0');
5 round_mode = RM;
6 d = UInt(Vd:D);
7 m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);
```

Assembler symbols for all encodings

- `<q>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<dt>` Is the data type for the elements of the destination, encoded in the "op" field. It can have the following values:
  - U32 when op = 0
  - S32 when op = 1
- `<Sd>` Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
- `<Sm>` Is the 32-bit name of the floating-point source register, encoded in the "Vm:M" field.
- `<Dm>` Is the 64-bit name of the floating-point source register, encoded in the "M:Vm" field.

Operation for all encodings

```c
1 EncodingSpecificOperations();
2 ExecuteFPCheck();
3 if dp_operation then
4   S[d] = FPToFixedDirected(D[m],0,unsigned,round_mode,TRUE);
5 else
6   S[d] = FPToFixedDirected(S[m],0,unsigned,round_mode,TRUE);
```
C2.4.263  VCVTP

Convert floating-point to integer with Round towards +Infinity. Convert floating-point to integer with Round towards +Infinity converts a value in a register from floating-point to a 32-bit integer using the Round towards +Infinity rounding mode, and places the result in the destination register.

T1

Armv8-M Floating-point Extension only, \( sz = 1 \) UNDEFINED in single-precision only implementations.

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 1 1 0 1 D 1 1 1 1 RM = 10</td>
</tr>
<tr>
<td>Vd 1 0 1 sz op 1 M 0 Vm</td>
</tr>
</tbody>
</table>

Single-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when \( sz == 0 \).

\[ VCVTP{<q>},{<dt>}.F32 <Sd>, <Sm> \]

Double-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when \( sz == 1 \).

\[ VCVTP{<q>},{<dt>}.F64 <Sd>, <Dm> \]

Decode for this encoding

1. \( dp\_operation = (sz == '1') \);
2. \( \text{CheckDecodeFaults}(dp\_operation) \);
3. \( \text{if} \ \text{InITBlock}() \ \text{then} \ \text{UNPREDICTABLE}; \)
4. \( \text{unsigned} = (op == '0'); \)
5. \( \text{round\_mode} = \text{RM}; \)
6. \( \text{d} = \text{UInt}(Vd:D); \)
7. \( \text{m} = \text{if} \ dp\_operation \ \text{then} \ \text{UInt}(M:Vm) \ \text{else} \ \text{UInt}(Vm:M); \)

Assembler symbols for all encodings

\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.

\(<dt>\) Is the data type for the elements of the destination, encoded in the "op" field. It can have the following values:

- \( \text{U32} \) when \( op = 0 \)
- \( \text{S32} \) when \( op = 1 \)

\(<Sd>\) Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.

\(<Sm>\) Is the 32-bit name of the floating-point source register, encoded in the "Vm:M" field.

\(<Dm>\) Is the 64-bit name of the floating-point source register, encoded in the "M:Vm" field.

Operation for all encodings

1. \( \text{EncodingSpecificOperations}() \);
2. \( \text{ExecuteFPCheck}() \);
3. \( \text{if} \ dp\_operation \ \text{then} \)
4. \( S[d] = \text{FPToFixedDirected}(D[m],0,\text{unsigned},\text{round\_mode},\text{TRUE}); \)
5. \( \text{else} \)
6. \( S[d] = \text{FPToFixedDirected}(S[m],0,\text{unsigned},\text{round\_mode},\text{TRUE}); \)
C2.4.264 VCVTR

Convert floating-point to integer. Convert floating-point to integer converts a value in a register from floating-point to a 32-bit integer, using the rounding mode specified by FPSCR, and places the result in the destination register.

**T1**

*Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.*

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8</th>
<th>7 6 5 4 3 2 1 0</th>
<th>D</th>
<th>1 1 1</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 1 0 1</td>
<td>D</td>
<td>1 1 1</td>
<td></td>
</tr>
</tbody>
</table>

\(\text{opc2} = 10x\)

\(\text{Vd} 1 0 1 \text{ sz} 1 \text{ M} 0 \text{ Vm}\)

**Single-precision scalar variant**

*Armv8-M Floating-point Extension only.*

Applies when \(\text{opc2} == 100 \&\& \text{ sz} == 0\).

\[\text{VCVTR}<c>{<q>}.U32.F32 <Sd>, <Sm>\]

**Single-precision scalar variant**

*Armv8-M Floating-point Extension only.*

Applies when \(\text{opc2} == 101 \&\& \text{ sz} == 0\).

\[\text{VCVTR}<c>{<q>}.S32.F32 <Sd>, <Sm>\]

**Double-precision scalar variant**

*Armv8-M Floating-point Extension only*

Applies when \(\text{opc2} == 100 \&\& \text{ sz} == 1\).

\[\text{VCVTR}<c>{<q>}.U32.F64 <Sd>, <Dm>\]

**Double-precision scalar variant**

*Armv8-M Floating-point Extension only*

Applies when \(\text{opc2} == 101 \&\& \text{ sz} == 1\).

\[\text{VCVTR}<c>{<q>}.S32.F64 <Sd>, <Dm>\]

**Decode for this encoding**

```
if opc2 != '000' && !(opc2 IN '10x') then SEE "Related encodings";

dp_operation = {sz == '1'};
CheckDecodeFaults(dp_operation);
to_integer = (opc2[2] == '1');
if to_integer then
  unsigned = (opc2[0] == '0'); round_zero = (op == '1');
d = UInt(Vd:D); m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);
else
  unsigned = (op == '0'); round_nearest = FALSE; // FALSE selects FPSCR rounding
  m = UInt(Vm:M); d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
```

**Assembler symbols for all encodings**

\(<c>\)  See C1.2.5 Standard assembler syntax fields on page 308.

\(<q>\)  See C1.2.5 Standard assembler syntax fields on page 308.
\textbf{Operation for all encodings}

\begin{verbatim}
if ConditionPassed() then
  EncodingSpecificOperations();
  ExecuteFPCheck();
  if to_integer then
    if dp_operation then
      S[d] = FPToFixed(D[m], 32, 0, unsigned, round_zero, TRUE);
    else
      S[d] = FPToFixed(S[m], 32, 0, unsigned, round_zero, TRUE);
    else
      if dp_operation then
        D[d] = FixedToFP(S[m], 64, 0, unsigned, round_nearest, TRUE);
      else
        S[d] = FixedToFP(S[m], 32, 0, unsigned, round_nearest, TRUE);
  end if
end if
\end{verbatim}
C2.4.265 VCVTT

Floating-point Convert Top. Floating-point Convert Top does one of the following:

- Converts the half-precision value in the top half of a single-precision register to single-precision and writes the result to a single-precision register.
- Converts the value in a single-precision register to half-precision and writes the result into the top half of a single-precision register, preserving the other half of the target register.
- Converts the half-precision value in the top half of a single-precision register to double-precision and writes the result to a double-precision register, without intermediate rounding.
- Converts the value in the double-precision register to half-precision and writes the result into the top half of a double-precision register, preserving the other half of the target register, without intermediate rounding.

T1

Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.

Single-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when op == 0 && sz == 0.

VCVTT{<c>}{<q>}.F32.F16 <Sd>, <Sm>

Single-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when op == 1 && sz == 0.

VCVTT{<c>}{<q>}.F16.F32 <Sd>, <Sm>

Double-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when op == 0 && sz == 1.

VCVTT{<c>}{<q>}.F64.F16 <Dd>, <Sm>

Double-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when op == 1 && sz == 1.

VCVTT{<c>}{<q>}.F16.F64 <Sd>, <Dm>

Decode for this encoding

1 dp_operation = (sz == '1');
2 CheckDecodeFaults(dp_operation);
3 convert_from_half = (op == '0');
4 lowbit = if T == '1' then 16 else 0;
5 if dp_operation then
### Assembler symbols for all encodings

<table>
<thead>
<tr>
<th>Symbol</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;c&gt;</td>
<td>See C1.2.5 Standard assembler syntax fields on page 308.</td>
</tr>
<tr>
<td>&lt;q&gt;</td>
<td>See C1.2.5 Standard assembler syntax fields on page 308.</td>
</tr>
<tr>
<td>&lt;Sd&gt;</td>
<td>Is the 32-bit name of the floating-point destination register, encoded in the &quot;Vd:D&quot; field.</td>
</tr>
<tr>
<td>&lt;Dm&gt;</td>
<td>Is the 64-bit name of the floating-point source register, encoded in the &quot;M:Vm&quot; field.</td>
</tr>
<tr>
<td>&lt;Dd&gt;</td>
<td>Is the 64-bit name of the floating-point destination register, encoded in the &quot;D:Vd&quot; field.</td>
</tr>
<tr>
<td>&lt;Sm&gt;</td>
<td>Is the 32-bit name of the floating-point source register, encoded in the &quot;Vm:M&quot; field.</td>
</tr>
</tbody>
</table>

### Operation for all encodings

```c
if convert_from_half then
    d = UInt(D:Vd);  m = UInt(Vm:M);
else
    d = UInt(Vd:D);  m = UInt(M:Vm);
else
    d = UInt(Vd:D);  m = UInt(Vm:M);
```

```c
if ConditionPassed() then
    EncodingSpecificOperations();
    ExecuteFPCheck();

if convert_from_half then
    if dp_operation then
        D[d] = FPHalfToDouble(S[m][lowbit+15:lowbit], TRUE);
    else
        S[d] = FPHalfToSingle(S[m][lowbit+15:lowbit], TRUE);
    else
        if dp_operation then
            S[d][lowbit+15:lowbit] = FPDoubleToHalf(D[m], TRUE);
        else
            S[d][lowbit+15:lowbit] = FPSingleToHalf(S[m], TRUE);
```
C2.4.266 VDIV

Floating-point Divide. Floating-point Divide divides one floating-point value by another floating-point value and writes the result to a third floating-point register.

T1

Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.

Single-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 0.

VDIV{<c>}{<q>}.F32 {<Sd>,} <Sn>, <Sm>

Double-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 1.

VDIV{<c>}{<q>}.F64 {<Dd>,} <Dn>, <Dm>

Decode for this encoding

1 dp_operation = (sz == '1');
2 CheckDecodeFaults(dp_operation);
3 d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
4 n = if dp_operation then UInt(N:Vn) else UInt(Vn:N);
5 m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);

Assembler symbols for all encodings

See C1.2.5 Standard assembler syntax fields on page 308.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 ExecuteFPCheck();
4 if dp_operation then
5 D[d] = FPDiv(D[n], D[m], TRUE);
6 else
7 S[d] = FPDiv(S[n], S[m], TRUE);
C2.4.267 VFMA

Floating-point Fused Multiply Accumulate. Floating-point Fused Multiply Accumulate multiplies two registers, adds the product to the destination register, and places the result in the destination register. The result of the multiply is not rounded before the addition.

**T2**

*Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.*

```plaintext
\begin{array}{cccccccccccccccccc}
1 & 1 & 1 & 0 & 1 & 1 & 1 & 0 & D & 1 & 0 & \text{Vn} & Vd & 1 & 0 & 1 & sz & N & M & 0 & Vm \\
\end{array}
```

**Single-precision scalar variant**

*Armv8-M Floating-point Extension only.*

Applies when \( sz == 0 \).

\[
\text{VFMA}\{<c>}{<q>}.\text{F32} \ <Sd>, \ <Sn>, \ <Sm>
\]

**Double-precision scalar variant**

*Armv8-M Floating-point Extension only.*

Applies when \( sz == 1 \).

\[
\text{VFMA}\{<c>}{<q>}.\text{F64} \ <Dd>, \ <Dn>, \ <Dm>
\]

**Decode for this encoding**

1. \( \text{dp\_operation} = (sz == '1'); \)
2. \( \text{CheckDecodeFaults(dp\_operation)}; \)
3. \( \text{op1\_neg} = (op == '1'); \)
4. \( \text{d} = \text{if} \ \text{dp\_operation} \ \text{then} \ \text{UInt(D:Vd)} \ \text{else} \ \text{UInt(Vd:D)}; \)
5. \( \text{n} = \text{if} \ \text{dp\_operation} \ \text{then} \ \text{UInt(N:Vn)} \ \text{else} \ \text{UInt(Vn:N)}; \)
6. \( \text{m} = \text{if} \ \text{dp\_operation} \ \text{then} \ \text{UInt(M:Vm)} \ \text{else} \ \text{UInt(Vm:M)}; \)

**Assembler symbols for all encodings**

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.

\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.

\(<Sd>\) Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.

\(<Sn>\) Is the 32-bit name of the first floating-point source register, encoded in the "Vn:N" field.

\(<Sm>\) Is the 32-bit name of the second floating-point source register, encoded in the "Vm:M" field.

\(<Dd>\) Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.

\(<Dn>\) Is the 64-bit name of the first floating-point source register, encoded in the "N:Vn" field.

\(<Dm>\) Is the 64-bit name of the second floating-point source register, encoded in the "M:Vm" field.

**Operation for all encodings**

1. \( \text{if} \ \text{ConditionPassed()} \ \text{then} \)
2. \( \text{EncodingSpecificOperations();} \)
3. \( \text{ExecuteFPCheck();} \)
4. \( \text{if} \ \text{dp\_operation} \ \text{then} \)
5. \( \text{op64} = \text{if} \ \text{op1\_neg} \ \text{then} \ \text{FPNeg(D[n])} \ \text{else} \ D[n]; \)
6. \( D[d] = \text{FPMulAdd(D[d], op64, D[m], TRUE);} \)
else
    op32 = if op1_neg then FPNeg(S[n]) else S[n];
    S[d] = FPMulAdd(S[d], op32, S[m], TRUE);
C2.4.268 VFMS

Floating-point Fused Multiply Subtract. Floating-point Fused Multiply Subtract negates one register and multiplies it with another register, adds the product to the destination register, and places the result in the destination register. The result of the multiply is not rounded before the addition.

T2

*Armv8-M Floating-point Extension only*, sz == 1 UNDEFINED in single-precision only implementations.

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8</th>
<th>7 6 5 4 3 2 1 0</th>
<th>Vn</th>
<th>Vd</th>
<th>1 0 1</th>
<th>sz</th>
<th>N</th>
<th>M 0</th>
<th>Vm</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 1 1 0 1</td>
<td>D 1 0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Single-precision scalar variant

*Armv8-M Floating-point Extension only.*

Applies when sz == 0.

VFMS{<c>}{<q>}.F32 <Sd>, <Sn>, <Sm>

Double-precision scalar variant

*Armv8-M Floating-point Extension only.*

Applies when sz == 1.

VFMS{<c>}{<q>}.F64 <Dd>, <Dn>, <Dm>

Decode for this encoding

1. dp_operation = (sz == '1');
2. CheckDecodeFaults(dp_operation);
3. op1_neg = (op == '1');
4. d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
5. n = if dp_operation then UInt(N:Vn) else UInt(Vn:N);
6. m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);

Assembler symbols for all encodings

<c> See C1.2.5 *Standard assembler syntax fields* on page 308.

<q> See C1.2.5 *Standard assembler syntax fields* on page 308.

<Sd> Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.

<Sn> Is the 32-bit name of the first floating-point source register, encoded in the "Vn:N" field.

<Sm> Is the 32-bit name of the second floating-point source register, encoded in the "Vm:M" field.

<Dd> Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.

<Dn> Is the 64-bit name of the first floating-point source register, encoded in the "N:Vn" field.

<Dm> Is the 64-bit name of the second floating-point source register, encoded in the "M:Vm" field.

Operation for all encodings

1. if ConditionPassed() then
2. EncodingSpecificOperations();
3. ExecuteFPCheck();
4. if dp_operation then
5. op64 = if op1_neg then FPNeg(D[n]) else D[n];
6. D[d] = FPMulAdd(D[d], op64, D[m], TRUE);
else
  op32 = if op1_neg then FPNeg(S[n]) else S[n];
  S[d] = FPMulAdd(S[d], op32, S[m], TRUE);
C2.4.269  **VFNMA**

Floating-point Fused Negate Multiply Accumulate. Floating-point Fused Negate Multiply Accumulate negates one floating-point register value and multiplies it by another floating-point register value, adds the negation of the floating-point value in the destination register to the product, and writes the result back to the destination register. The result of the multiply is not rounded before the addition.

**T1**

*Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.*

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 1 1 0 1 D 0 1</td>
</tr>
</tbody>
</table>

**Single-precision scalar variant**

*Armv8-M Floating-point Extension only.*

Applies when \( sz \) == 0.

\[
\text{VFNMA}\{<c>\}{<q>}.F32 <Sd>, <Sn>, <Sm>
\]

**Double-precision scalar variant**

*Armv8-M Floating-point Extension only.*

Applies when \( sz \) == 1.

\[
\text{VFNMA}\{<c>\}{<q>}.F64 <Dd>, <Dn>, <Dm>
\]

**Decode for this encoding**

1. \( \text{dp\_operation} = (sz == '1'); \)
2. \( \text{CheckDecodeFaults(dp\_operation);} \)
3. \( \text{op1\_neg} = (op == '1'); \)
4. \( d = \text{if dp\_operation then UInt(D:Vd) else UInt(Vd:D);} \)
5. \( n = \text{if dp\_operation then UInt(N:Vn) else UInt(Vn:N);} \)
6. \( m = \text{if dp\_operation then UInt(M:Vm) else UInt(Vm:M);} \)

**Assembler symbols for all encodings**

- \( <c> \) See C1.2.5 Standard assembler syntax fields on page 308.
- \( <q> \) See C1.2.5 Standard assembler syntax fields on page 308.
- \( <Sd> \) Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
- \( <Sn> \) Is the 32-bit name of the first floating-point source register, encoded in the "Vn:N" field.
- \( <Sm> \) Is the 32-bit name of the second floating-point source register, encoded in the "Vm:M" field.
- \( <Dd> \) Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.
- \( <Dn> \) Is the 64-bit name of the first floating-point source register, encoded in the "N:Vn" field.
- \( <Dm> \) Is the 64-bit name of the second floating-point source register, encoded in the "M:Vm" field.

**Operation for all encodings**

1. \( \text{if ConditionPassed()} \) then
2. \( \text{EncodingSpecificOperations();} \)
3. \( \text{ExecuteFPCheck();} \)
4. \( \text{if dp\_operation then} \)
5. \( \text{op64 = if op1\_neg then FPNeg(D[n]) else D[n];} \)
D[d] = FPMulAdd(FPNeg(D[d]), op64, D[m], TRUE);
else
  op32 = if op1_neg then FPNeg(S[n]) else S[n];
  S[d] = FPMulAdd(FPNeg(S[d]), op32, S[m], TRUE);
Floating-point Fused Negate Multiply Subtract. Floating-point Fused Negate Multiply Subtract multiplies together two floating-point register values, adds the negation of the floating-point value in the destination register to the product, and writes the result back to the destination register. The result of the multiply is not rounded before the addition.

T1

Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.

Single-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 0.

VFNMS{<c>}{<q>}.F32 <Sd>, <Sn>, <Sm>

Double-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 1.

VFNMS{<c>}{<q>}.F64 <Dd>, <Dn>, <Dm>

Decode for this encoding

```
1 dp_operation = (sz == '1');
2 CheckDecodeFaults(dp_operation);
3 op1_neg = (op == '1');
4 d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
5 n = if dp_operation then UInt(N:Vn) else UInt(Vn:N);
6 m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);
```

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Sd>` Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
- `<Sn>` Is the 32-bit name of the first floating-point source register, encoded in the "Vn:N" field.
- `<Sm>` Is the 32-bit name of the second floating-point source register, encoded in the "Vm:M" field.
- `<Dd>` Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.
- `<Dn>` Is the 64-bit name of the first floating-point source register, encoded in the "N:Vn" field.
- `<Dm>` Is the 64-bit name of the second floating-point source register, encoded in the "M:Vm" field.

Operation for all encodings

```
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   ExecuteFPCheck();
4   if dp_operation then
5     op64 = if op1_neg then FPNeg(D[n]) else D[n];
```
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

6 \[ D[d] = FPMulAdd(\text{FPNeg}(D[d]), \text{op64}, D[m], \text{TRUE}); \]
7 \textbf{else}
8 \[ \text{op32} = \text{if op1\_neg then FPNeg(S[n]) else S[n]}; \]
9 \[ S[d] = FPMulAdd(\text{FPNeg}(S[d]), \text{op32}, S[m], \text{TRUE}); \]
C2.4.271  VLDM

Floating-point Load Multiple. Floating-point Load Multiple loads multiple extension registers from consecutive memory locations using an address from a general-purpose register.

This instruction is used by the alias VPOP.

T1
Armv8-M Floating-point Extension only

| 15 14 13 12 11 10  9  8  7  6  5  4  3  2  1  0 | P U D W 1 | Rn | Vd | 1 0 1 1 | imm8<0> = 0 |

Decrement Before variant
Applies when \( P == 1 \) \&\& \( U == 0 \) \&\& \( W == 1 \).

\[
\text{VLDMDB} \{<c>\}{<q>\}{.<size>} <Rn>!, <dreglist>
\]

Increment After variant
Applies when \( P == 0 \) \&\& \( U == 1 \).

\[
\text{VLDM} \{<c>\}{<q>\}{.<size>} <Rn>!\}, <dreglist>
\]

\[
\text{VLDMIA} \{<c>\}{<q>\}{.<size>} <Rn>!\}, <dreglist>
\]

Decode for this encoding

1 if \( P == '0' \) \&\& \( U == '0' \) \&\& \( W == '0' \) then SEE "Related encodings";
2 if \( P == '1' \) \&\& \( W == '0' \) then SEE VLDR;
3 CheckDecodeFaults();
4 if \( P == '1' \) \&\& \( W == '1' \) \&\& \( P == U \) then UNDEFINED;
5 if \( n == 15 \) then UNPREDICTABLE;
6 if \( (d+regs) > 32 \) then UNPREDICTABLE;
7 \( \text{single_regs} = \text{FALSE}; \) \( \text{add} = (U == '1'); \) \( \text{wback} = (W == '0'); \)
8 \( d = \text{UInt}(D:Vd); \) \( n = \text{UInt}(Rn); \) \( \text{imm32} = \text{ZeroExtend}(\text{imm8}:'00', 32); \)
9 \( \text{reg} = \text{UInt}(\text{imm8}) \) DIV 3;
10 if \( n == 15 \) then UNPREDICTABLE;
11 if \( (d+regs) > 32 \) then UNPREDICTABLE;

CONSTRANDED UNPREDICTABLE behavior

If \( \text{regs} == 0 \), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction operates as a VLDM with the same addressing mode but loads no registers.

CONSTRANDED UNPREDICTABLE behavior

If \( (d+regs) > 32 \), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- One or more of the floating-point registers are UNKNOWN. If the instruction specifies writeback, the base register becomes UNKNOWN. This behavior does not affect any general-purpose registers.
T2

Armv8-M Floating-point Extension only

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0 1 1 0</td>
<td>P</td>
<td>U</td>
<td>D</td>
</tr>
</tbody>
</table>

Decrement Before variant

Applies when \( P == 1 \) \&\& \( U == 0 \) \&\& \( W == 1 \).

\[
\text{VLDMDB}\{<c>}\{<q>\}{.<size>} <Rn>!, <sreglist>
\]

Increment After variant

Applies when \( P == 0 \) \&\& \( U == 1 \).

\[
\text{VLDM}\{<c>\}{<q>\}{.<size>} <Rn>{!}, <sreglist>
\]

\[
\text{VLDMIA}\{<c>\}{<q>\}{.<size>} <Rn>{!}, <sreglist>
\]

Decode for this encoding

\[
\begin{align*}
1 & \text{ if } P == '0' \text{ \&\& } U == '0' \text{ then SEE "Related encodings";} \\
2 & \text{ if } P == '1' \text{ \&\& } W == '0' \text{ then SEE VLDR;} \\
3 & \text{ CheckDecodeFaults();} \\
4 & \text{ if } P == '1' \text{ \&\& } U == '1' \text{ \&\& } W == '1' \text{ then UNDEFINED;} \\
5 & \text{ // Remaining combinations are PUW = 010 (IA without !), 011 (IA with !), 101 (DB with !)} \\
6 & \text{ singleRegs = TRUE; add = (U == '!'); wback = (W == '!');} \\
7 & \text{ d = UInt(Vd:D); n = UInt(Rn); imm32 = ZeroExtend(imm8:'00', 32);} \\
8 & \text{ regs = UInt(imm8);} \\
9 & \text{ if } n == 15 \text{ then UNPREDICTABLE;} \\
10 & \text{ if } \text{regs} == 0 \text{ \&\& (d+\text{regs}) > 32 \text{ then UNPREDICTABLE;} }
\end{align*}
\]

CONSIDERED UNPREDICTABLE behavior

If \( \text{regs} == 0 \), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction operates as a \text{VLDM} with the same addressing mode but loads no registers.

CONSIDERED UNPREDICTABLE behavior

If \( (d+\text{regs}) > 64 \), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- One or more of the floating-point registers are UNKNOWN. If the instruction specifies writeback, the base register becomes UNKNOWN. This behavior does not affect any general-purpose registers.

Alias conditions

<table>
<thead>
<tr>
<th>Alias</th>
<th>preferred when</th>
</tr>
</thead>
<tbody>
<tr>
<td>VPOP</td>
<td>P == '0' \text{ &amp;&amp; } U == '1' \text{ &amp;&amp; } W == '1' \text{ &amp;&amp; } Rn == '1101'</td>
</tr>
</tbody>
</table>

Assembler symbols for all encodings

\[
\begin{align*}
<\text{c}> & \text{ See C1.2.5 Standard assembler syntax fields on page 308.} \\
<\text{q}> & \text{ See C1.2.5 Standard assembler syntax fields on page 308.}
\end{align*}
\]
Chapter C2. Instruction Specification

C2.4. Alphabetical list of instructions

<size> An optional data size specifier. If present, it must be equal to the size in bits, 32 or 64, of the registers being transferred.

<Rn> Is the general-purpose base register, encoded in the "Rn" field.

! Specifies base register writeback. Encoded in the "W" field as 1 if present, otherwise 0.

<sreglist> Is the list of consecutively numbered 32-bit floating-point registers to be transferred. The first register in the list is encoded in "Vd:D", and "imm8" is set to the number of registers in the list. The list must contain at least one register.

<dreglist> Is the list of consecutively numbered 64-bit floating-point registers to be transferred. The first register in the list is encoded in "D:Vd", and "imm8" is set to twice the number of registers in the list. The list must contain at least one register, and must not contain more than 16 registers.

Operation for all encodings

```
if ConditionPassed() then
    EncodingSpecificOperations();
    ExecuteFPCheck();
    address = if add then R[n] else R[n]-imm32;
    regval = if add then R[n]+imm32 else R[n]-imm32;

    // Determine if the stack pointer limit must be checked
    if n == 13 && wback then
        (limit, applylimit) = LookUpSPLim(LookUpSP());
        // If memory operation is not performed as a result of a stack limit violation,
        // and the write-back of the SP itself does not raise a stack limit violation, it
        // is "IMPLEMENTATION_DEFINED" whether a SPLIM exception is raised.
        // Arm recommends that any instruction which discards a memory access as
        // a result of a stack limit violation, and where the write-back of the SP itself
        // does not raise a stack limit violation, generates an SPLIM exception.
        if boolean IMPLEMENTATION_DEFINED "SPLIM exception on invalid memory access" then
            if applylimit && (UInt(address) <UInt(limit)) then
                if HaveMainExt() then
                    UFSR.STKOF = '1';
                    // If Main Extension is not implemented the fault always escalates to
                    HardFault
                    excInfo = CreateException(UsageFault, FALSE, boolean UNKNOWN);
                    HandleException(excInfo);
                else
                    applylimit = FALSE;
            else
                applylimit only performed if limit not violated
                if !applylimit || (UInt(regval) >= UInt(limit)) then
                    for r = 0 to regs-1
                        if single_regs then
                            S[d+r] = MemA[address,4];
                            address = address+4;
                        else
                            word1 = MemA[address,4]; word2 = MemA[address+4,4];
                            address = address+8;
                            // Combine the word-aligned words in the correct order for
                            // current endianness.
                            D[d+r] = if BigEndian() then word1:word2 else word2:word1;
                        end
                    // If the stack pointer is being updated a fault will be raised if
                    // the limit is violated
                    if wback then RSPCheck[n] = regval;
```

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ID20932019 Non-confidential
C2.4.272 VLDR

Floating-point Load Register. Floating-point Load Register loads a Floating-point Extension register from memory, using an address from a general-purpose register, with an optional offset.

T1

Armv8-M Floating-point Extension only

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 1 0 1</td>
<td>U</td>
<td>D</td>
<td>0</td>
<td>1</td>
<td>Rn</td>
<td>Vd</td>
<td>1 0 1 1</td>
</tr>
</tbody>
</table>

Literal variant

Applies when Rn == 1111.

VLDR{<c>}{<q>}{.64} <Dd>, <label>
VLDR{<c>}{<q>}{.64} <Dd>, [PC, #{+/−}<imm>]

Offset variant

Applies when Rn != 1111.

VLDR{<c>}{<q>}{.64} <Dd>, [<Rn> {, #{+/−}<imm}>]

Decode for this encoding

1 CheckDecodeFaults();
2 single_reg = FALSE; add = (U == '1'); imm32 = ZeroExtend(imm8:'00', 32);
3 d = UInt(D:Vd); n = UInt(Rn);

T2

Armv8-M Floating-point Extension only

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 1 0 1</td>
<td>U</td>
<td>D</td>
<td>0</td>
<td>1</td>
<td>Rn</td>
<td>Vd</td>
<td>1 0 1 0</td>
</tr>
</tbody>
</table>

Literal variant

Applies when Rn == 1111.

VLDR{<c>}{<q>}{.32} <Sd>, <label>
VLDR{<c>}{<q>}{.32} <Sd>, [PC, #{+/−}<imm>]

Offset variant

Applies when Rn != 1111.

VLDR{<c>}{<q>}{.32} <Sd>, [<Rn> {, #{+/−}<imm}>]

Decode for this encoding

1 CheckDecodeFaults();
2 single_reg = TRUE; add = (U == '1'); imm32 = ZeroExtend(imm8:'00', 32);
3 d = UInt(Vd:D); n = UInt(Rn);

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

<q> See C1.2.5 Standard assembler syntax fields on page 308.

.64 Optional data size specifiers.

<.Dd> The destination register for a doubleword load.

.32 Optional data size specifiers.

<Sd> The destination register for a singleword load.

<label> The label of the literal data item to be loaded. The assembler calculates the required value of the offset from the Align(PC, 4) value of the instruction to this label. Permitted values are multiples of 4 in the range -1020 to 1020. If the offset is zero or positive, imm32 is equal to the offset and add == TRUE. If the offset is negative, imm32 is equal to minus the offset and add == FALSE.

<Rn> Is the general-purpose base register, encoded in the "Rn" field.

+/- Specifies the offset is added to or subtracted from the base register, defaulting to + if omitted and encoded in the "U" field. It can have the following values:
- when U == 0
+ when U == 1

<imm> The immediate offset used for forming the address. For the immediate forms of the syntax, <imm> can be omitted, in which case the #0 form of the instruction is assembled. Permitted values are multiples of 4 in the range 0 to 1020.

Operation for all encodings
if ConditionPassed() then
  EncodingSpecificOperations();
  base = if n == 15 then Align(PC, 4) else R[n];
  address = if add then (base + imm32) else (base - imm32);
  if single_reg then
    S[d] = MemA[address, 4];
  else
    word1 = MemA[address, 4]; word2 = MemA[address+4, 4];
    // Combine the word-aligned words in the correct order for current endianness.
    D[d] = if BigEndian() then word1:word2 else word2:word1;
**C2.4.273 VLLDM**

Floating-point Lazy Load Multiple. Floating-point Lazy Load Multiple restores the contents of the Secure floating-point registers that were protected by a VLSTM instruction, and marks the floating-point context as active.

If the lazy state preservation set up by a previous VLSTM instruction is active (FPCCR.LSPACT == 1), this instruction deactivates lazy state preservation and enables access to the Secure floating-point registers.

If lazy state preservation is inactive (FPCCR.LSPACT == 0), either because lazy state preservation was not enabled (FPCCR.LSPEN == 0) or because a floating-point instruction caused the Secure floating-point register contents to be stored to memory, this instruction loads the stored Secure floating-point register contents back into the floating-point registers.

If Secure floating-point is not in use (CONTROL_S.SFPA == 0), this instruction behaves as a NOP.

This instruction is only available in Secure state, and is **UNDEFINED** in Non-secure state.

If the Floating-point Extension is not implemented, this instruction is available in Secure state, but behaves as a NOP.

**T1**

*Armv8-M Main Extension only*

```
<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>(0)</td>
<td>1</td>
<td>1</td>
<td>Rn</td>
<td>(0)</td>
<td>(0)</td>
<td>(0)</td>
<td>(0)</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>
```

**T1 variant**

VLLDM{<c>}{<q>} <Rn>

**Decode for this encoding**

```plaintext
1 if !HaveMainExt() then UNDEFINED;
2 n = UInt(Rn);
3 if !IsSecure() then UNDEFINED;
4 if n == 15 then UNPREDICTABLE;
```

**Assembler symbols for all encodings**

```plaintext
<
See C1.2.5 Standard assembler syntax fields on page 308.

<
See C1.2.5 Standard assembler syntax fields on page 308.

<Rn>
Is the general-purpose base register, encoded in the "Rn" field.
```

**Operation for all encodings**

```plaintext
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3
4 if CONTROL_S.SFPA == '1' then
5     // Check access to the co-processor is permitted
6     exc = CheckCPEnabled(10);
7     HandleException(exc);
8
9 if FPCCR_S.LSPACT == '1' then // state in FP is still valid
10   FPCCR_S.LSPACT = '0';
11 else
12   if !IsAligned(R[n],8) then
13     UFSR.UNALIGNED = '1';
14     exc = CreateException(UsageFault, FALSE, boolean UNKNOWN);
```
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

```
15  HandleException(exc);
16
17  for i = 0 to 15
18     S[i] = MemA[R[n] + (4*i), 4];
19     FPSCR = Memh[R[n] + 0x40, 4];
20  if FPCCR.S.TS == '1' then
21    for i = 0 to 15
22      S[i+16] = MemA[R[n] + 0x48 + (4*i), 4];
23    CONTROL.FPCA = '1';
```
C2.4.274 VLSTM

Floating-point Lazy Store Multiple. Floating-point Lazy Store Multiple stores the contents of Secure floating-point registers to a prepared stack frame, and clears the Secure floating-point registers.

If floating-point lazy preservation is enabled (FPCCR.LSPEN == 1), then the next time a floating-point instruction other than VLSTM or VLLDM is executed:

- The contents of Secure floating-point registers are stored to memory.
- The Secure floating-point registers are cleared.

If Secure floating-point is not in use (CONTROL_S.SFPA == 0), this instruction behaves as a NOP.

This instruction is only available in Secure state, and is UNDEFINED in Non-secure state.

If the Floating-point Extension is not implemented, this instruction is available in Secure state, but behaves as a NOP.

T1

Armv8-M Main Extension only

VLSTM{<c>}{<q>} <Rn>

Operation for all encodings

```c
if ConditionPassed() then
    EncodingSpecificOperations();

if CONTROL_S.SFPA == '1' then
    // Check access to the co-processor is permitted
    exc = CheckCPEnabled(10);
    HandleException(exc);

    // LSPACT should not be active at the same time as there is active FP
    // state. This is a possible attack scenario so raise a SecureFault.
    lspact = if FPCCR_S.$ == '1' then FPCCR_S.LSPACT else FPCCR_NS.LSPACT;
    if lspact == '1' then
        SFSR.LSERR = '1';
        exc = CreateException(SecureFault, TRUE, TRUE);
    else
        HandleException(exc);
```

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rn>` Is the general-purpose base register, encoded in the "Rn" field.

Decode for this encoding

```c
if !HaveMainExt() then UNDEFINED;

n = UInt(Rn);
if !IsSecure() then UNDEFINED;
if n == 15 then UNPREDICTABLE;
```
if !IsAligned(R[n],8) then
    UFSR.UNALIGNED = '1';
    exc = CreateException(UsageFault, FALSE, boolean UNKNOWN);
    HandleException(exc);

if FPCCR.LSPEN == '0' then
    for i = 0 to 15
        MemA[R[n] + (4*i), 4] = S[i];
    MemA[R[n] + 0x40, 4] = FPSCR;
    if FPCCR.TS == '1' then
        for i = 0 to 15
            MemA[R[n] + 0x48 + (4*i), 4] = S[i+16];
            S[i+16] = Zeros(32);
            S[i] = Zeros(32);
            FPSCR = Zeros(32);
    else
        for i = 0 to 15
            S[i] = bits(32) UNKNOWN;
            FPSCR = bits(32) UNKNOWN;
    else
        UpdateFPCCR(R[n], FALSE);
        CONTROL.FPCA = '0';
C2.4.275 VMAXNM

Floating-point Maximum Number. Floating-point Maximum Number determines the floating-point maximum number.

NaN handling is specified by IEEE754-2008.

T2
Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 1 1 0 1 D 0 0 Vn Vd 1 0 1 sz N M 0 Vm</td>
</tr>
<tr>
<td>op = 0</td>
</tr>
</tbody>
</table>

Single-precision scalar variant
Armv8-M Floating-point Extension only.
Applies when sz == 0.

VMAXNM{<q>}.F32 <Sd>, <Sn>, <Sm>
// Not permitted in IT block

Double-precision scalar variant
Armv8-M Floating-point Extension only.
Applies when sz == 1.

VMAXNM{<q>}.F64 <Dd>, <Dn>, <Dm>
// Not permitted in IT block

Decode for this encoding
1 dp_operation = (sz == '1');
2 CheckDecodeFaults(dp_operation);
3 if InITBlock() then UNPREDICTABLE;
4 maximum = (op == '0');
5 d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
6 n = if dp_operation then UInt(N:Vn) else UInt(Vn:N);
7 m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);

Assembler symbols for all encodings

<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Sd> Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
<Sn> Is the 32-bit name of the first floating-point source register, encoded in the "Vn:N" field.
<Sm> Is the 32-bit name of the second floating-point source register, encoded in the "Vm:M" field.
<Dd> Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.
<Dn> Is the 64-bit name of the first floating-point source register, encoded in the "N:Vn" field.
<Dm> Is the 64-bit name of the second floating-point source register, encoded in the "M:Vm" field.

Operation for all encodings
1 EncodingSpecificOperations();
2 ExecuteFPCheck();
3 if dp_operation then
4   if maximum then
5       D[d] = FPMaxNum(D[n], D[m]);
6   else
7       D[d] = FPMinNum(D[n], D[m]);
8   else
9       if maximum then
10          S[d] = FPMaxNum(S[n], S[m]);
11     else
12          S[d] = FPMinNum(S[n], S[m]);
C2.4.276 VMINNM

Floating-point Minimum Number. Floating-point Minimum Number determines the floating-point minimum number.

NaN handling is specified by IEEE754-2008.

T2

Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 1 0 1 D 0 0 Vn Vd 1 0 1 sz N</td>
</tr>
<tr>
<td>M O Vm</td>
</tr>
</tbody>
</table>

op = 1

Single-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 0.

VMINNM{<q>}.F32 <Sd>, <Sn>, <Sm>
// Not permitted in IT block

Double-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 1.

VMINNM{<q>}.F64 <Dd>, <Dn>, <Dm>
// Not permitted in IT block

Decode for this encoding

1 dp_operation = (sz == '1');
2 CheckDecodeFaults(dp_operation);
3 if InITBlock() then UNPREDICTABLE;
4 maximum = (op == '0');
5 d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
6 n = if dp_operation then UInt(N:Vn) else UInt(Vn:N);
7 m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);

Assembler symbols for all encodings

See C1.2.5 Standard assembler syntax fields on page 308.

<q> Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.

<Sd> Is the 32-bit name of the first floating-point source register, encoded in the "Vn:N" field.

<Sn> Is the 32-bit name of the second floating-point source register, encoded in the "Vm:M" field.

<Dd> Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.

<Dn> Is the 64-bit name of the first floating-point source register, encoded in the "N:Vn" field.

<Dm> Is the 64-bit name of the second floating-point source register, encoded in the "M:Vm" field.

Operation for all encodings

1 EncodingSpecificOperations();
2 ExecuteFPCheck();
3 if dp_operation then
if maximum then
    D[d] = FPMaxNum(D[n], D[m]);
else
    D[d] = FPMinNum(D[n], D[m]);
else
    if maximum then
        S[d] = FPMaxNum(S[n], S[m]);
    else
        S[d] = FPMinNum(S[n], S[m]);
C2.4.277  VMLA

Floating-point Multiply Accumulate. Floating-point Multiply Accumulate multiplies two floating-point registers, adds the product to the destination register, and places the result in the destination register.

T2

*Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.*

\[
\begin{array}{cccccccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 & 15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
1 & 1 & 1 & 0 & 1 & 1 & 1 & 0 & 0 & D & 0 & 0 & Vn & Vd & 1 & 0 & 1 & sz & N & M & 0 & Vm \\
\end{array}
\]

**Single-precision scalar variant**

*Armv8-M Floating-point Extension only.*

Applies when \( sz == 0 \).

\[
\text{VMLA\{<c>\}{<q>\}.F32} \quad \text{<Sd>}, \quad \text{<Sn>}, \quad \text{<Sm>}
\]

**Double-precision scalar variant**

*Armv8-M Floating-point Extension only.*

Applies when \( sz == 1 \).

\[
\text{VMLA\{<c>\}{<q>\}.F64} \quad \text{<Dd>}, \quad \text{<Dn>}, \quad \text{<Dm>}
\]

**Decode for this encoding**

```plaintext
1 dp_operation = (sz == '1');
2 CheckDecodeFaults(dp_operation);
3 add = (op == '0');
4 d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
5 n = if dp_operation then UInt(N:Vn) else UInt(Vn:N);
6 m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);
```

**Assembler symbols for all encodings**

\(<c>\)  See C1.2.5 *Standard assembler syntax fields* on page 308.

\(<q>\)  See C1.2.5 *Standard assembler syntax fields* on page 308.

\(<Sd>\)  Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.

\(<Sn>\)  Is the 32-bit name of the first floating-point source register, encoded in the "Vn:N" field.

\(<Sm>\)  Is the 32-bit name of the second floating-point source register, encoded in the "Vm:M" field.

\(<Dd>\)  Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.

\(<Dn>\)  Is the 64-bit name of the first floating-point source register, encoded in the "N:Vn" field.

\(<Dm>\)  Is the 64-bit name of the second floating-point source register, encoded in the "M:Vm" field.

**Operation for all encodings**

```plaintext
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   ExecuteFPCheck();
4   if dp_operation then
5       addend64 = if add then FPMul(D[n], D[m], TRUE) else FPNeg(FPMul(D[n], D[m], TRUE));
6       d[d] = FPAdd(D[d], addend64, TRUE);
7     else
8       addend32 = if add then FPMul(S[n], S[m], TRUE) else FPNeg(FPMul(S[n], S[m], TRUE));
```

S[d] = FPAdd(S[d], addend32, TRUE);
Floating-point Multiply Subtract. Floating-point Multiply Subtract multiplies two floating-point registers, subtracts the product from the destination floating-point register, and places the result in the destination floating-point register.

Arm recommends that software does not use the VMLS instruction in the Round towards +Infinity and Round towards -Infinity rounding modes, because the rounding of the product and of the sum can change the result of the instruction in opposite directions, defeating the purpose of these rounding modes.

T2

Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.

Single-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 0.

VMLS{<c>}{<q>}.F32 <Sd>, <Sn>, <Sm>

Double-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 1.

VMLS{<c>}{<q>}.F64 <Dd>, <Dn>, <Dm>

Decode for this encoding

1 \( dp\_operation = (sz == '1'); \)
2 \( CheckDecodeFaults(dp\_operation); \)
3 \( add = (\text{op} == '0'); \)
4 \( d = \text{if} \ dp\_operation \ \text{then} \ \text{UInt}(D:Vd) \ \text{else} \ \text{UInt}(Vd:D); \)
5 \( n = \text{if} \ dp\_operation \ \text{then} \ \text{UInt}(N:Vn) \ \text{else} \ \text{UInt}(Vn:N); \)
6 \( m = \text{if} \ dp\_operation \ \text{then} \ \text{UInt}(M:Vm) \ \text{else} \ \text{UInt}(Vm:M); \)

Assembler symbols for all encodings

\( <c> \) See C1.2.5 Standard assembler syntax fields on page 308.

\( <q> \) See C1.2.5 Standard assembler syntax fields on page 308.

\( <Sd> \) Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.

\( <Sn> \) Is the 32-bit name of the first floating-point source register, encoded in the "Vn:N" field.

\( <Sm> \) Is the 32-bit name of the second floating-point source register, encoded in the "Vm:M" field.

\( <Dd> \) Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.

\( <Dn> \) Is the 64-bit name of the first floating-point source register, encoded in the "N:Vn" field.

\( <Dm> \) Is the 64-bit name of the second floating-point source register, encoded in the "M:Vm" field.

Operation for all encodings

1 \( \text{if} \ ConditionPassed() \ \text{then} \)
2 \( \quad \text{EncodingSpecificOperations();} \)
Chapter C2. Instruction Specification

C2.4. Alphabetical list of instructions

```c
ExecuteFPCheck();
if dp_operation then
  addend64 = if add then FPMul(D[n], D[m], TRUE) else FPNeg(FPMul(D[n], D[m], TRUE));
  D[d] = FPAAdd(D[d], addend64, TRUE);
else
  addend32 = if add then FPMul(S[n], S[m], TRUE) else FPNeg(FPMul(S[n], S[m], TRUE));
  S[d] = FPAAdd(S[d], addend32, TRUE);
```
C2.4.279  VMOV (between general-purpose register and single-precision register)

Floating-point Move (between general-purpose register and single-precision register). Floating-point Move (between general-purpose register and single-precision register) transfers the contents of a single-precision register to a general-purpose register, or the contents of a general-purpose register to a single-precision register.

**T1**

Armv8-M Floating-point Extension only

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 | 1 1 1 0 | 1 1 1 0 | op | Vn | Rt | 1 0 1 0 | N | (0) | (0) | 1 | (0) | (0) | (0) |

**Encoding**

Applies when op == 0.

**VMOV{<c>}{<q>} <Sn>, <Rt>**

**Encoding**

Applies when op == 1.

**VMOV{<c>}{<q>} <Rt>, <Sn>**

**Decode for this encoding**

1. CheckDecodeFaults();
2. to_arm_register = (op == '1'); t = UInt(Rt); n = UInt(Vn:N);
3. if t == 15 || t == 13 then UNPREDICTABLE;

**Assembler symbols for all encodings**

- **<Rt>** Is the general-purpose register that <Sn> will be transferred to or from, encoded in the "Rt" field.
- **<Sn>** Is the 32-bit name of the floating-point register to be transferred, encoded in the "Vn:N" field.
- **<c>** See C1.2.5 Standard assembler syntax fields on page 308.
- **<q>** See C1.2.5 Standard assembler syntax fields on page 308.

**Operation for all encodings**

1. if ConditionPassed() then
2. EncodingSpecificOperations();
3. ExecuteFPCheck();
4. if to_arm_register then
5. R[t] = S[n];
6. else
7. S[n] = R[t];
C2.4.280 VMOV (between two general-purpose registers and a doubleword register)

Floating-point Move (between two general-purpose registers and a doubleword register). Floating-point Move (between two general-purpose registers and a doubleword register) transfers two words from two general-purpose registers to a doubleword register, or from a doubleword register to two general-purpose registers.

T1

Armv8-M Floating-point Extension only

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 | 1 1 1 0 1 1 0 0 0 1 0 | op | Rt2 | Rt | 1 0 1 1 0 0 | M | 1 | Vm |

Encoding

Applies when \( \text{op} = 1 \).

\[ \text{VMOV}\{<c>\}\{<q>\} \ <Rt>, \ <Rt2>, \ <Dm> \]

Encoding

Applies when \( \text{op} = 0 \).

\[ \text{VMOV}\{<c>\}\{<q>\} \ <Dm>, \ <Rt>, \ <Rt2> \]

Decode for this encoding

1. \( \text{CheckDecodeFaults}(); \)
2. \( \text{to_arm_registers} = (\text{op} == '1'); \ t = \text{UInt}(\text{Rt}); \ t2 = \text{UInt}(\text{Rt2}); \ m = \text{UInt}(\text{M:Vm}); \)
3. \( \text{if } t == 15 || t2 == 15 \text{ then UNPREDICTABLE}; \)
4. \( \text{if } t == 13 || t2 == 13 \text{ then UNPREDICTABLE}; \)
5. \( \text{if } \text{to_arm_registers} && t == t2 \text{ then UNPREDICTABLE}; \)

CONSTRANDED UNPREDICTABLE behavior

If \( \text{to_arm_registers} && t == t2 \), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The value in the destination register is UNKNOWN.

Assembler symbols for all encodings

- \( <\text{Dm}> \) Is the 64-bit name of the floating-point register to be transferred, encoded in the "M:Vm" field.
- \( <\text{Rt2}> \) Is the first general-purpose register that \( <\text{Dm}>[63:32] \) will be transferred to or from, encoded in the "Rt" field.
- \( <\text{Rt}> \) Is the first general-purpose register that \( <\text{Dm}>[31:0] \) will be transferred to or from, encoded in the "Rt" field.
- \( <\text{c}> \) See C1.2.5 Standard assembler syntax fields on page 308.
- \( <\text{q}> \) See C1.2.5 Standard assembler syntax fields on page 308.

Operation for all encodings

1. \( \text{if } \text{ConditionPassed}() \text{ then} \)
2. \( \text{EncodingSpecificOperations}(); \)
3. \( \text{ExecuteFPCheck}(); \)
4. \( \text{if } \text{to_arm_registers} \text{ then} \)
R[t] = D[m][31:0];
R[t2] = D[m][63:32];

else
D[m][31:0] = R[t];
D[m][63:32] = R[t2];
C2.4.281 VMOV (between two general-purpose registers and two single-precision registers)

Floating-point Move (between two general-purpose registers and two single-precision registers). Floating-point Move (between two general-purpose registers and two single-precision registers) transfers the contents of two consecutively numbered single-precision registers to two general-purpose registers, or the contents of two general-purpose registers to a pair of single-precision registers. The general-purpose registers do not have to be contiguous.

T1

Armv8-M Floating-point Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 1 0 0 0 1 0 op 1 0 1 0 0 0 M 1 Vm</td>
</tr>
</tbody>
</table>

Encoding

Applies when \( \text{op} = 1 \).

\[ \text{VMOV} \{<c>\} \{<q>\} <Rt>, <Rt2>, <Sm>, <Sm1> \]

Encoding

Applies when \( \text{op} = 0 \).

\[ \text{VMOV} \{<c>\} \{<q>\} <Sm>, <Sm1>, <Rt>, <Rt2> \]

Decode for this encoding

\[
1 \quad \text{CheckDecodeFaults}(); \\
2 \quad \text{to}_{-}\text{arm}_{-}\text{registers} = (\text{op} == '1'); \ t = \text{UInt}(Rt); \ t2 = \text{UInt}(Rt2); \ m = \text{UInt}(Vm:M); \\
3 \quad \text{if} \ t == 15 \ || \ t2 == 15 \ || \ m == 31 \ \text{then UNPREDICTABLE}; \\
4 \quad \text{if} \ t == 13 \ || \ t2 == 13 \ \text{then UNPREDICTABLE}; \\
5 \quad \text{if} \ \text{to}_{-}\text{arm}_{-}\text{registers} \ && \ t == t2 \ \text{then UNPREDICTABLE};
\]

CONSTRAINED UNPREDICTABLE behavior

If \( \text{to}_{-}\text{arm}_{-}\text{registers} \ && \ t == t2 \), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The value in the destination register is UNKNOWN.

CONSTRAINED UNPREDICTABLE behavior

If \( m == 31 \), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- One or more of the single-precision registers become UNKNOWN for a move to the single-precision register. The general-purpose registers listed in the instruction become UNKNOWN for a move from the single-precision registers. This behavior does not affect any other general-purpose registers.

Assembler symbols for all encodings

\(<Rt2>\) Is the second general-purpose register that \(<Sm1>\) will be transferred to or from, encoded in the "Rt" field.

\(<Rt>\) Is the first general-purpose register that \(<Sm>\) will be transferred to or from, encoded in the "Rt" field.
<Sm1> Is the 32-bit name of the second floating-point register to be transferred. This is the next floating-point register after <Sm>.

<Sm> Is the 32-bit name of the first floating-point register to be transferred, encoded in the "Vm:M" field.

<c> See C1.2.5 Standard assembler syntax fields on page 308.

<q> See C1.2.5 Standard assembler syntax fields on page 308.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 ExecuteFPCheck();
4 if to_arm_registers then
5 \hspace{1em} R[t] = S[m];
6 \hspace{1em} R[t2] = S[m+1];
7 else
8 \hspace{1em} S[m] = R[t];
9 \hspace{1em} S[m+1] = R[t2];
C2.4.282 VMOV (half of doubleword register to single general-purpose register)

Floating-point Move (half of doubleword register to single general-purpose register). Floating-point Move (half of doubleword register to single general-purpose register) transfers one word from the upper or lower half of a doubleword register to a general-purpose register.

The pseudocode descriptions of the instruction operation convert the doubleword register description into the corresponding single-precision register. For example, D3[1], indicating the upper word of D3, becomes S7.

T1

Armv8-M Floating-point Extension only

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0 0 0 0 0 0 0 0 0 H 1 Vn</td>
</tr>
<tr>
<td>Rt 1 0 1 1 N 0 0 0 1 0 0 1 0 0 0 (0) (0)</td>
</tr>
</tbody>
</table>

T1 variant

VMOV{<c>}{<q>}{.<dt>} <Rt>, <Dn[x]>

Decode for this encoding

1 CheckDecodeFaults();
2 t = UInt(Rt); n = UInt(N:Vn);
3 upper = (H == '1');
4 if t == 15 || t == 13 then UNPREDICTABLE;

Assembler symbols for all encodings

<cf> See C1.2.5 Standard assembler syntax fields on page 308.
<qf> See C1.2.5 Standard assembler syntax fields on page 308.
<df> The data size. It must be either 32 or omitted.
<dfn> The source doubleword register and required word. The register <Dd> is encoded in N:Vn. x is 1 for the top half of the register, or 0 for the bottom half of the register, and is encoded in H.
<rf> The destination general-purpose register, encoded in the "Rt" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 ExecuteFPCheck();
4 if upper then
5 R[t] = D[n][63:32];
6 else
7 R[t] = D[n][31:0];
C2.4.283 VMOV (immediate)

Floating-point Move (immediate). Floating-point Move (immediate) places an immediate constant into the destination floating-point register.

T2

Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
|-----------------------------|-----------------------------|
| 1 1 1 0 1 1 1 0 1 D 1 1 | imm4H | Vd 1 0 1 sz | 0 | 0 | 0 | imm4L |

Single-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 0.

VMOV{<c>}{<q>}.F32 <Sd>, #<imm>

Double-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 1.

VMOV{<c>}{<q>}.F64 <Dd>, #<imm>

Decode for this encoding

1 dp_operation = (sz == '1');
2 CheckDecodeFaults(dp_operation);
3 if dp_operation then
4   d = UInt(D:Vd); imm64 = VFPExpandImm(imm4H:imm4L, 64);
5 else
6   d = UInt(Vd:D); imm32 = VFPExpandImm(imm4H:imm4L, 32);

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Sd> Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
<Dd> Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.
<imm> Is a floating-point constant. For details of the range of constants available and the encoding of <imm>, see the definition of VFPExpandImm().

Operation for all encodings

1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   ExecuteFPCheck();
4 if dp_operation then
5   D[d] = imm64;
6 else
7   S[d] = imm32;
C2.4.284 VMOV (register)

Floating-point Move (register). Floating-point Move (register) copies the contents of one register to another.

T2

*Armv8-M Floating-point Extension only*, \( == 1 \) UNDEFINED in single-precision only implementations.

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 | D | 1 0 0 0 0 | Vd | 1 0 1 | sz | 0 1 | M | Vm |

Single-precision scalar variant

*Armv8-M Floating-point Extension only.*

Applies when \( sz == 0 \).

VMOV\{(<c>)\}\{(<q>)\}.F32 <Sd>, <Sm>

Double-precision scalar variant

*Armv8-M Floating-point Extension only.*

Applies when \( sz == 1 \).

VMOV\{(<c>)\}\{(<q>)\}.F64 <Dd>, <Dm>

Decode for this encoding

1. \( dp_{\text{operation}} = (sz == '1'); \)
2. \( \text{CheckDecodeFaults}(dp_{\text{operation}}); \)
3. \( d = \text{if } dp_{\text{operation}} \text{ then } \text{UInt}(D:Vd) \text{ else } \text{UInt}(Vd:D); \)
4. \( m = \text{if } dp_{\text{operation}} \text{ then } \text{UInt}(M:Vm) \text{ else } \text{UInt}(Vm:M); \)

Assembler symbols for all encodings

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.
\(<Sd>\) Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
\(<Sm>\) Is the 32-bit name of the floating-point source register, encoded in the "Vm:M" field.
\(<Dd>\) Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.
\(<Dm>\) Is the 64-bit name of the floating-point source register, encoded in the "M:Vm" field.

Operation for all encodings

1. \( \text{if } \text{ConditionPassed()} \text{ then} \)
   EncodingSpecificOperations();
2. \( \text{ExecuteFPCheck}(); \)
3. \( \text{if } dp_{\text{operation}} \text{ then} \)
4. \( D[d] = D[m]; \)
5. \( \text{else} \)
6. \( S[d] = S[m]; \)
C2.4.285 VMOV (single general-purpose register to half of doubleword register)

Floating-point Move (single general-purpose register to half of doubleword register). Floating-point Move (single general-purpose register to half of doubleword register) transfers one word from a general-purpose register to the upper or lower half of a doubleword register.

The pseudocode descriptions of the instruction operation convert the doubleword register description into the corresponding single-precision register. For example, D3[1], indicating the upper word of D3, becomes S7.

T1

Armv8-M Floating-point Extension only

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 | 1 1 1 1 1 1 0 0 0 | H | Vd | Rt | 1 0 1 1 | D | 0 0 1 | 0 | 0 | 0 | 0 |

T1 variant

VMOV{<c>}{<q>}{.<size>} <Dd[x]>, <Rt>

Decode for this encoding

1 CheckDecodeFaults();
2 d = UInt(D:Vd); t = UInt(Rt);
3 upper = (H == '1');
4 if t == 15 || t == 13 then UNPREDICTABLE;

Assembler symbols for all encodings

<\texttt{c}> \quad \text{See C1.2.5 Standard assembler syntax fields on page 308.}
<\texttt{q}> \quad \text{See C1.2.5 Standard assembler syntax fields on page 308.}
<\texttt{size}> \quad \text{The data size. It must be either 32 or omitted.}
<\texttt{Dd}[x]> \quad \text{The destination doubleword register and required word. The register <Dd> is encoded in D:Vd. x is 1 for the top half of the register, or 0 for the bottom half of the register, and is encoded in H.}
<\texttt{Rt}> \quad \text{The source general-purpose register, encoded in the "Rt" field.}

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 ExecuteFPCheck();
4 if upper then
5 \quad D[d][63:32] = R[t];
6 else
7 \quad D[d][31:0] = R[t];
C2.4.286 VMRS

Move to general-purpose Register from Floating-point Special register. Move to general-purpose Register from Floating-point Special register moves the value of FPSCR to a general-purpose register, or the values of FPSCR condition flags to the APSR condition flags.

T1
Armv8-M Floating-point Extension only

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 |
| 1 1 1 0 1 1 1 0 1 1 1 1 (0) (0) (0) (1) |
| Rt 1 0 1 0 (0) (0) (0) 1 (0) (0) (0) (0) |

T1 variant
VMRS{{c}<q>} <Rt>, FPSCR

Decode for this encoding

1 CheckDecodeFaults();
2 t = UInt(Rt);
3 if t == 13 then UNPREDICTABLE;

Assembler symbols for all encodings

<q> See C1.2.5 Standard assembler syntax fields on page 308.

<Rt> Is the general-purpose destination register, encoded in the "Rt" field. Is one of:
   APSR_nzcv Encoded as 0b1111. This instruction transfers the FPSCR.N, Z, C, V condition flags to the APSR.N, Z, C, V condition flags.
   R0-R14 General-purpose register.

Operation for all encodings

1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   ExecuteFPCheck();
4   SerializeVFP();
5   VFPExcBarrier();
6   if t == 15 then
7     APSR.N = FPSCR.N;
8     APSR.Z = FPSCR.Z;
9     APSR.C = FPSCR.C;
10    APSR.V = FPSCR.V;
11 elseif
12    R[t] = FPSCR;
C2.4.287 VMSR

Move to Floating-point Special register from general-purpose Register. Move to Floating-point Special register from general-purpose Register moves the value of a general-purpose register to FPSCR.

T1

Armv8-M Floating-point Extension only

```
<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0</td>
<td>1 1 1 0</td>
<td>1 1 1 0</td>
<td>0 (0) 0 (1)</td>
</tr>
<tr>
<td>Rt</td>
<td>1 0 1 0</td>
<td>0 (0) 0</td>
<td>1 (0) 0 (0) (0)</td>
</tr>
</tbody>
</table>
```

T1 variant

VMSR{<c>}{<q>} FPSCR, <Rt>

Decode for this encoding

```
1 CheckDecodeFaults();
2 t = UInt(Rt);
3 if t == 15 || t == 13 then UNPREDICTABLE;
```

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Rt>` Is the general-purpose source register to be transferred to FPSCR, encoded in the "Rt" field.

Operation for all encodings

```
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   ExecuteFPCheck();
4   SerializeVFP();
5   VFPExcBarrier();
6   FPSCR = R[t];
```
C2.4.288  VMUL

Floating-point Multiply. Floating-point Multiply multiplies two floating-point register values, and places the result in the destination floating-point register.

T2

Armv8-M Floating-point Extension only, sz == 1  UNDEFINED in single-precision only implementations.

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>Vn</td>
<td></td>
<td></td>
<td></td>
<td>Vd</td>
<td>1</td>
<td>0</td>
<td>sz</td>
<td>N</td>
</tr>
</tbody>
</table>

Single-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 0.

VMUL{<c>}{<q>}.F32 {<Sd>,} <Sn>, <Sm>

Double-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 1.

VMUL{<c>}{<q>}.F64 {<Dd>,} <Dn>, <Dm>

Decode for this encoding

1 dp_operation = (sz == '1');
2 CheckDecodeFaults(dp_operation);
3 d = if dp_operation then UInt(D:Dv) else UInt(Vd:D);
4 n = if dp_operation then UInt(N:Vn) else UInt(Vn:N);
5 m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);

Assembler symbols for all encodings

<c>  See C1.2.5 Standard assembler syntax fields on page 308.
<q>  See C1.2.5 Standard assembler syntax fields on page 308.
<Sd> Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
<Sn> Is the 32-bit name of the first floating-point source register, encoded in the "Vn:N" field.
<Sm> Is the 32-bit name of the second floating-point source register, encoded in the "Vm:M" field.
<Dd> Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.
<Dn> Is the 64-bit name of the first floating-point source register, encoded in the "N:Vn" field.
<Dm> Is the 64-bit name of the second floating-point source register, encoded in the "M:Vm" field.

Operation for all encodings

1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   ExecuteFPCheck();
4   if dp_operation then
5     D[d] = FPMul(D[n], D[m], TRUE);
6   else
7     S[d] = FPMul(S[n], S[m], TRUE);
**C2.4.289 VNEG**

Floating-point Negate. Floating-point Negate inverts the sign bit of a single-precision or double-precision register, and places the result in the destination register.

**T2**

*Armv8-M Floating-point Extension only,* \( sz == 1 \) UNDEFINED in single-precision only implementations.

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>D</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>Vd</td>
</tr>
</tbody>
</table>

**Single-precision scalar variant**

*Armv8-M Floating-point Extension only.*

Applies when \( sz == 0 \).

\( \text{VNEG}\langle c\rangle\langle q\rangle\).F32 \langle Sd\rangle, \langle Sm\rangle \)

**Double-precision scalar variant**

*Armv8-M Floating-point Extension only.*

Applies when \( sz == 1 \).

\( \text{VNEG}\langle c\rangle\langle q\rangle\).F64 \langle Dd\rangle, \langle Dm\rangle \)

**Decode for this encoding**

```plaintext
1 dp_operation = (sz == '1');
2 CheckDecodeFaults(dp_operation);
3 d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
4 m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);
```

**Assembler symbols for all encodings**

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.

\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.

\(<Sd>\) Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.

\(<Sm>\) Is the 32-bit name of the floating-point source register, encoded in the "Vm:M" field.

\(<Dd>\) Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.

\(<Dm>\) Is the 64-bit name of the floating-point source register, encoded in the "M:Vm" field.

**Operation for all encodings**

```plaintext
1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 ExecuteFPCheck();
4 if dp_operation then
5 D[d] = FPNeg(D[m]);
6 else
7 S[d] = FPNeg(S[m]);
```
C2.4.290 VNMLA

Floating-point Multiply Accumulate and Negate. Floating-point Multiply Accumulate and Negate multiplies two floating-point register values, adds the negation of the floating-point value in the destination register to the negation of the product, and writes the result back to the destination register.

Arm recommends that software does not use the VNMLA instruction in the Round towards +Infinity and Round towards -Infinity rounding modes, because the rounding of the product and of the sum can change the result of the instruction in opposite directions, defeating the purpose of these rounding modes.

T1

*Armv8-M Floating-point Extension only*, sz == 1 UNDEFINED in single-precision only implementations.

```
<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>D</td>
<td>0</td>
<td>1</td>
<td>Vn</td>
<td>Vd</td>
<td>1</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>
```

```
op = 1
```

Single-precision scalar variant

*Armv8-M Floating-point Extension only.*

Applies when sz == 0.

VNMLA{<c>}{<q>}.F32 <Sd>, <Sn>, <Sm>

Double-precision scalar variant

*Armv8-M Floating-point Extension only.*

Applies when sz == 1.

VNMLA{<c>}{<q>}.F64 <Dd>, <Dn>, <Dm>

Decode for this encoding

```
1 dp_operation = (sz == '1');
2 CheckDecodeFaults(dp_operation);
3 type = if op == '1' then VFPNegMul_VNMLA else VFPNegMul_VNMLS;
4 d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
5 n = if dp_operation then UInt(N:Vn) else UInt(Vn:N);
6 m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);
```

Assembler symbols for all encodings

```
<
c> See C1.2.5 Standard assembler syntax fields on page 308.
<
q> See C1.2.5 Standard assembler syntax fields on page 308.
<Sd> Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
<Sn> Is the 32-bit name of the first floating-point source register, encoded in the "Vn:N" field.
<Sm> Is the 32-bit name of the second floating-point source register, encoded in the "Vm:M" field.
<Dd> Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.
<Dn> Is the 64-bit name of the first floating-point source register, encoded in the "N:Vn" field.
<Dm> Is the 64-bit name of the second floating-point source register, encoded in the "M:Vm" field.
```

Operation for all encodings

```
1 if ConditionPassed() then
2 EncodingSpecificOperations();
```
ExecuteFPCheck();

if dp_operation then
  product64 = FPMul(D[n], D[m], TRUE);
  case type of
  when VFPNegMul_VNMLA D[d] = FPAdd(FPNeg(D[d]), FPNeg(product64), TRUE);
  when VFPNegMul_VNMLS D[d] = FPAdd(FPNeg(D[d]), product64, TRUE);
  when VFPNegMul_VNMUL D[d] = FPNeg(product64);
else
  product32 = FPMul(S[n], S[m], TRUE);
  case type of
  when VFPNegMul_VNMLA S[d] = FPAdd(FPNeg(S[d]), FPNeg(product32), TRUE);
  when VFPNegMul_VNMLS S[d] = FPAdd(FPNeg(S[d]), product32, TRUE);
  when VFPNegMul_VNMUL S[d] = FPNeg(product32);
C2.4.291 VNMLS

Floating-point Multiply Subtract and Negate. Floating-point Multiply Subtract and Negate multiplies two floating-point register values, adds the negation of the floating-point value in the destination register to the product, and writes the result back to the destination register.

T1

Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.

Single-precision scalar variant

Armv8-M Floating-point Extension only.
Applies when sz == 0.
VNMLS{<c>}{<q>}.F32 <Sd>, <Sn>, <Sm>

Double-precision scalar variant

Armv8-M Floating-point Extension only.
Applies when sz == 1.
VNMLS{<c>}{<q>}.F64 <Dd>, <Dn>, <Dm>

Decode for this encoding

```
1  dp_operation = (sz == '1');
2  CheckDecodeFaults(dp_operation);
3  type = if op == '1' then VFPNegMul_VNMLA else VFPNegMul_VNMLS;
4  d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
5  n = if dp_operation then UInt(N:Vn) else UInt(Vn:N);
6  m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);
```

Assembler symbols for all encodings

```
<
c>  See C1.2.5 Standard assembler syntax fields on page 308.
<q>  See C1.2.5 Standard assembler syntax fields on page 308.
<Sd> Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
<Sn> Is the 32-bit name of the first floating-point source register, encoded in the "Vn:N" field.
<Sm> Is the 32-bit name of the second floating-point source register, encoded in the "Vm:M" field.
<Dd> Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.
<Dn> Is the 64-bit name of the first floating-point source register, encoded in the "N:Vn" field.
<Dm> Is the 64-bit name of the second floating-point source register, encoded in the "M:Vm" field.
```

Operation for all encodings

```
1  if ConditionPassed() then
2    EncodingSpecificOperations();
3    ExecuteFPCheck();
4    if dp_operation then
5      product64 = FPMul(D[n], D[m], TRUE);
6    case type of
```
C2.4. Alphabetical list of instructions

```plaintext
when VFPNegMul_VNMLA D[d] = FPAdd(FPNeg(D[d]), FPNeg(product64), TRUE);
when VFPNegMul_VNMLS D[d] = FPAdd(FPNeg(D[d]), product64, TRUE);
else
    product32 = FPMul(S[n], S[m], TRUE);
    case type of
        when VFPNegMul_VNMLA S[d] = FPAdd(FPNeg(S[d]), FPNeg(product32), TRUE);
        when VFPNegMul_VNMLS S[d] = FPAdd(FPNeg(S[d]), product32, TRUE);
        when VFPNegMul_VNMUL S[d] = FPNeg(product32);
```

Chapter C2. Instruction Specification

C2.4. Alphabetical list of instructions
C2.4.292 VNMUL

Floating-point Multiply and Negate. Floating-point Multiply and Negate multiplies two floating-point register values, and writes the negation of the result to the destination register.

T2

Armv8-M Floating-point Extension only, \( sz == 1 \) UNDEFINED in single-precision only implementations.

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 | 1 1 1 0 1 1 1 0 0 D 1 0 | Vn | Vd | 1 0 1 | sz | N | M | 0 | Vm |

Single-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when \( sz == 0 \).

\[ \text{VNMUL}\{<c>\}\{<q>\}.F32 \{<Sd>,} <Sn>, <Sm> \]

Double-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when \( sz == 1 \).

\[ \text{VNMUL}\{<c>\}\{<q>\}.F64 \{<Dd>,} <Dn>, <Dm> \]

Decode for this encoding

1 dp_operation = (sz == '1');
2 CheckDecodeFaults(dp_operation);
3 type = VFPNegMul_VNMUL;
4 d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
5 n = if dp_operation then UInt(N:Vn) else UInt(Vn:N);
6 m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);

Assembler symbols for all encodings

\(<c>\) See C1.2.5 Standard assembler syntax fields on page 308.

\(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.

\(<Sd>\) Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.

\(<Sn>\) Is the 32-bit name of the first floating-point source register, encoded in the "Vn:N" field.

\(<Sm>\) Is the 32-bit name of the second floating-point source register, encoded in the "Vm:M" field.

\(<Dd>\) Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.

\(<Dn>\) Is the 64-bit name of the first floating-point source register, encoded in the "N:Vn" field.

\(<Dm>\) Is the 64-bit name of the second floating-point source register, encoded in the "M:Vm" field.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 ExecuteFPCheck();
4 if dp_operation then
5 case of
6 product64 = FPMul(D[n], D[m], TRUE);
7 when VFPNegMul_VNMUL D[d] = FPAdd(FPNeg(D[d]), FPNeg(product64), TRUE);
8 when VFPNegMul_VNMLA D[d] = FPAdd(FPNeg(D[d]), product64, TRUE);
9 else
10 when VFPNegMul_VNMUL D[d] = FPNeg(product64);
product32 = FPMul(S[n], S[m], TRUE);

case type of
   when VFPNegMul_VNMLA S[d] = FPAdd(FPNeg(S[d]), FPNeg(product32), TRUE);
   when VFPNegMul_VNMLS S[d] = FPAdd(FPNeg(S[d]), product32, TRUE);
   when VFPNegMul_VNMUL S[d] = FPNeg(product32);
C2.4.293 VPOP

Pop Floating-point registers from stack. Pop Floating-point registers from stack loads multiple consecutive Floating-point registers from the stack.

This instruction is an alias of the VLDM instruction. This means that:

- The encodings in this description are named to match the encodings of VLDM.
- The description of VLDM gives the operational pseudocode for this instruction.

T1

Armv8-M Floating-point Extension only

\[
\begin{array}{cccccccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
1 & 1 & 1 & 0 & 1 & 1 & 0 & D & 1 & Rn = 1101 & Vd & 1 & 0 & 1 & 1 & \text{imm8}<0> = 0 \\
P = 0 & U = 1 & W = 1 \\
\end{array}
\]

Increment After variant

VPOP{<c>}{<q>}{.<size>} <dreglist>

is equivalent to

VLDM{<c>}{<q>}{.<size>} SP!, <dreglist>

and is always the preferred disassembly.

T2

Armv8-M Floating-point Extension only

\[
\begin{array}{cccccccccccccccccccc}
15 & 14 & 13 & 12 & 11 & 10 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
1 & 1 & 1 & 0 & 1 & 1 & 0 & D & 1 & Rn = 1101 & Vd & 1 & 0 & 1 & 0 & \text{imm}8 \\
P = 0 & U = 1 & W = 1 \\
\end{array}
\]

Increment After variant

VPOP{<c>}{<q>}{.<size>} <sreglist>

is equivalent to

VLDM{<c>}{<q>}{.<size>} SP!, <sreglist>

and is always the preferred disassembly.

Assembler symbols for all encodings

- **<c>**: See C1.2.5 Standard assembler syntax fields on page 308.
- **<q>**: See C1.2.5 Standard assembler syntax fields on page 308.
- **<size>**: An optional data size specifier. If present, it must be equal to the size in bits, 32 or 64, of the registers being transferred.
- **<sreglist>**: Is the list of consecutively numbered 32-bit floating-point registers to be transferred. The first register in the list is encoded in "Vd:D", and "imm8" is set to the number of registers in the list. The list must contain at least one register.
- **<dreglist>**: Is the list of consecutively numbered 64-bit floating-point registers to be transferred. The first register in the list is encoded in "D:Vd", and "imm8" is set to twice the number of registers in the list. The list must contain at least one register, and must not contain more than 16 registers.
**Operation for all encodings**

The description of VLDM gives the operational pseudocode for this instruction.
C2.4.294 **VPUSH**

Push Floating-point registers to stack. Push Floating-point registers to stack stores multiple consecutive registers from the Floating-point register file to the stack.

This instruction is an alias of the **VSTM** instruction. This means that:

- The encodings in this description are named to match the encodings of **VSTM**.
- The description of **VSTM** gives the operational pseudocode for this instruction.

**T1**

*Armv8-M Floating-point Extension only*

```
<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>D</td>
<td>0</td>
<td>Rn = 1101</td>
<td>Vd</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>P = 1</td>
<td>U = 0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>W = 1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

**Decrement Before variant**

```
VPUSH{<c>}{<q>}{.<size> <dreglist>}
```

is equivalent to

```
VSTMDB{<c>}{<q>}{.<size>} SP!, <dreglist>
```

and is always the preferred disassembly.

**T2**

*Armv8-M Floating-point Extension only*

```
<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>D</td>
<td>0</td>
<td>Rn = 1101</td>
<td>Vd</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>P = 1</td>
<td>U = 0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>W = 1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

**Decrement Before variant**

```
VPUSH{<c>}{<q>}{.<size> <sreglist>}
```

is equivalent to

```
VSTMDB{<c>}{<q>}{.<size>} SP!, <sreglist>
```

and is always the preferred disassembly.

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<q>` See C1.2.5 *Standard assembler syntax fields* on page 308.
- `<size>` An optional data size specifier. If present, it must be equal to the size in bits, 32 or 64, of the registers being transferred.
- `<sreglist>` Is the list of consecutively numbered 32-bit floating-point registers to be transferred. The first register in the list is encoded in "Vd:D", and "imm8" is set to the number of registers in the list. The list must contain at least one register.
- `<dreglist>` Is the list of consecutively numbered 64-bit floating-point registers to be transferred. The first register in the list is encoded in "D:Vd", and "imm8" is set to twice the number of registers in the list. The list must contain at least one register, and must not contain more than 16 registers.
Operation for all encodings

The description of VSTM gives the operational pseudocode for this instruction.
Floating-point Round to Nearest Integer with Ties to Away. Floating-point Round to Nearest Integer with Ties to Away rounds a floating-point value to an integral floating-point value of the same size using the Round to Nearest with Ties to Away rounding mode. A zero input gives a zero result with the same sign, an infinite input gives an infinite result with the same sign, and a NaN is propagated as for normal arithmetic.

T1

Armv8-M Floating-point Extension only, \( sz == 1 \) UNDEFINED in single-precision only implementations.

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>D</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>RM = 00</td>
<td>Vd</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

Single-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when \( sz == 0 \).

\[ \text{VRINTA}\{<q>\}.F32.F32 <Sd>, <Sm> \]

Double-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when \( sz == 1 \).

\[ \text{VRINTA}\{<q>\}.F64.F64 <Dd>, <Dm> \]

Decode for this encoding

```c
1 dp_operation = (sz == '1');
2 CheckDecodeFaults(dp_operation);
3 if InITBlock() then UNPREDICTABLE;
4 case RM of
5 when '00' // Round to nearest, with ties away
6 rmode = '01'; away = TRUE;
7 when '01' // Round to nearest, with ties to even
8 rmode = '00'; away = FALSE;
9 when '10' // Round towards Plus Infinity
10 rmode = '01'; away = FALSE;
11 when '11' // Round towards Minus Infinity
12 rmode = '10'; away = FALSE;
13 d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
14 m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);
```

Assembler symbols for all encodings

- \(<q>\) See C1.2.5 Standard assembler syntax fields on page 308.
- \(<Sd>\) Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
- \(<Sm>\) Is the 32-bit name of the floating-point source register, encoded in the "Vm:M" field.
- \(<Dd>\) Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.
- \(<Dm>\) Is the 64-bit name of the floating-point source register, encoded in the "M:Vm" field.

Operation for all encodings

```c
1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 ExecuteFPCheck();
```
exact = FALSE;

if dp_operation then
  D[d] = FPRoundInt(D[m], rmode, away, exact);
else
  S[d] = FPRoundInt(S[m], rmode, away, exact);
Floating-point Round to Integer towards -Infinity. Floating-point Round to Integer towards -Infinity rounds a floating-point value to an integral floating-point value of the same size using the Round towards -Infinity rounding mode. A zero input gives a zero result with the same sign, an infinite input gives an infinite result with the same sign, and a NaN is propagated as for normal arithmetic.

T1

Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>D</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>RM</td>
<td>1</td>
<td>Vd</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
<td>sz</td>
<td>0</td>
<td>1</td>
<td>M</td>
<td>0</td>
<td>Vm</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Single-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 0.

VRINTM{<q>}.F32.F32 <Sd>, <Sm>

Double-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 1.

VRINTM{<q>}.F64.F64 <Dd>, <Dm>

Decode for this encoding

```c
1  dp_operation = (sz == '1');
2  CheckDecodeFaults(dp_operation);
3  if InITBlock() then UNPREDICTABLE;
4  case RM of
5    when '00' // Round to nearest, with ties away
6      rmode = '01'; away = TRUE;
7    when '01' // Round to nearest, with ties to even
8      rmode = '00'; away = FALSE;
9    when '10' // Round towards Plus Infinity
10       rmode = '01'; away = FALSE;
11    when '11' // Round towards Minus Infinity
12       rmode = '10'; away = FALSE;
13    d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
14    m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);
```

Assembler symbols for all encodings

- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Sd>` Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
- `<Sm>` Is the 32-bit name of the floating-point source register, encoded in the "Vm:M" field.
- `<Dd>` Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.
- `<Dm>` Is the 64-bit name of the floating-point source register, encoded in the "M:Vm" field.

Operation for all encodings

```c
1  if ConditionPassed() then
2      EncodingSpecificOperations();
3      ExecuteFPCheck();
```
exact = FALSE;

if dp_operation then
    D[d] = FPRoundInt(D[m], rmode, away, exact);
else
    S[d] = FPRoundInt(S[m], rmode, away, exact);
C2.4.297 VRINTN

Floating-point Round to Nearest Integer with Ties to Even. Floating-point Round to Nearest Integer with Ties to Even rounds a floating-point value to an integral floating-point value of the same size using the Round to Nearest rounding mode. A zero input gives a zero result with the same sign, an infinite input gives an infinite result with the same sign, and a NaN is propagated as for normal arithmetic.

T1

Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 1 1 0 1 D 1 1 1 0 RM = 0</td>
</tr>
<tr>
<td>Vd 1 0 1 sz 0 1 M 0</td>
</tr>
<tr>
<td>Vm</td>
</tr>
</tbody>
</table>

Single-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 0.

VRINTN{<q>}.F32.F32 <Sd>, <Sm>

Double-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 1.

VRINTN{<q>}.F64.F64 <Dd>, <Dm>

Decode for this encoding

```c
1 dp_operation = (sz == '1');
2 CheckDecodeFaults(dp_operation);
3 if InITBlock() then UNPREDICTABLE;
4 case RM of
5   when '00' // Round to nearest, with ties away
6     rmode = '01'; away = TRUE;
7   when '01' // Round to nearest, with ties to even
8     rmode = '00'; away = FALSE;
9   when '10' // Round towards Plus Infinity
10    rmode = '01'; away = FALSE;
11   when '11' // Round towards Minus Infinity
12    rmode = '10'; away = FALSE;
13   d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
14   m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);
```

Assembler symbols for all encodings

`<q>` See C1.2.5 Standard assembler syntax fields on page 308.

`<Sd>` Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.

`<Sm>` Is the 32-bit name of the floating-point source register, encoded in the "Vm:M" field.

`<Dd>` Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.

`<Dm>` Is the 64-bit name of the floating-point source register, encoded in the "M:Vm" field.

Operation for all encodings

```c
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   ExecuteFPCheck();
```
exact = FALSE;

if dp_operation then
  D[d] = FPRoundInt(D[m], rmode, away, exact);
else
  S[d] = FPRoundInt(S[m], rmode, away, exact);
C2.4.298  VRINTP

Floating-point Round to Integer towards +Infinity. Floating-point Round to Integer towards +Infinity rounds a floating-point value to an integral floating-point value of the same size using the Round towards +Infinity rounding mode. A zero input gives a zero result with the same sign, an infinite input gives an infinite result with the same sign, and a NaN is propagated as for normal arithmetic.

T1

Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>D</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>RM=10</td>
<td>Vd</td>
<td>1</td>
<td>0</td>
</tr>
</tbody>
</table>

Single-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 0.
VRINTP{<q>}.F32.F32 <Sd>, <Sm>

Double-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 1.
VRINTP{<q>}.F64.F64 <Dd>, <Dm>

Decode for this encoding

1  dp_operation = (sz == '1');
2  CheckDecodeFaults(dp_operation);
3  if InITBlock() then UNPREDICTABLE;
4  case RM of
5      when '00' // Round to nearest, with ties away
6        rmode = '01'; away = TRUE;
7      when '01' // Round to nearest, with ties to even
8        rmode = '00'; away = FALSE;
9      when '10' // Round towards Plus Infinity
10     rmode = '01'; away = FALSE;
11      when '11' // Round towards Minus Infinity
12        rmode = '10'; away = FALSE;
13        d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
14        m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);

Assembler symbols for all encodings

<q> See C1.2.5 Standard assembler syntax fields on page 308.
<Sd> Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
<Sm> Is the 32-bit name of the floating-point source register, encoded in the "Vm:M" field.
<Dd> Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.
<Dm> Is the 64-bit name of the floating-point source register, encoded in the "M:Vm" field.

Operation for all encodings

1  if ConditionPassed() then
2      EncodingSpecificOperations();
3      ExecuteFPCheck();
exact = FALSE;

if dp_operation then
  \text{D}[d] = \text{FPRoundInt}(\text{D}[m], \text{rmode}, \text{away}, \text{exact});
else
  \text{S}[d] = \text{FPRoundInt}(\text{S}[m], \text{rmode}, \text{away}, \text{exact});
C2.4.299  VRINTR

Floating-point Round to Integer. Floating-point Round to Integer rounds a floating-point value to an integral floating-point value of the same size using the rounding mode specified in FPSCR. A zero input gives a zero result with the same sign, an infinite input gives an infinite result with the same sign, and a NaN is propagated as for normal arithmetic.

**T1**

*Armv8-M Floating-point Extension only, sz == 1* UNDEFINED in single-precision only implementations.

<table>
<thead>
<tr>
<th>15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0 1 1 0 1 1 0 1 1 0 1 1 0</td>
</tr>
<tr>
<td>Vd 1 0 1 sz</td>
</tr>
<tr>
<td>op = 0</td>
</tr>
</tbody>
</table>

**Single-precision scalar variant**

*Armv8-M Floating-point Extension only.*

Applies when sz == 0.

VRINTR{<c>}{<q>}.F32.F32 <Sd>, <Sm>

**Double-precision scalar variant**

*Armv8-M Floating-point Extension only.*

Applies when sz == 1.

VRINTR{<c>}{<q>}.F64.F64 <Dd>, <Dm>

**Decode for this encoding**

1. `dp_operation = (sz == '1');`
2. `CheckDecodeFaults(dp_operation);`
3. `d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);`
4. `m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);`

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Sd>` Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
- `<Sm>` Is the 32-bit name of the floating-point source register, encoded in the "Vm:M" field.
- `<Dd>` Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.
- `<Dm>` Is the 64-bit name of the floating-point source register, encoded in the "M:Vm" field.

**Operation for all encodings**

1. `if ConditionPassed() then`
2. `EncodingSpecificOperations();`
3. `ExecuteFPCheck();`
4. `rmode = if op == '1' then '11' else FPSCR[23:22];`
5. `exact = FALSE;`
6. `away = FALSE;`
7. `if dp_operation then`
   `D[d] = FPRoundInt(D[m], rmode, away, exact);`
else
  
  $S[d] = FPRoundInt(S[m], rmode, away, exact);$
C2.4.300 VRINTX

Floating-point Round to Integer, raising Inexact exception. This instruction rounds a floating-point value to an integral floating-point value of the same size. A zero input gives a zero result with the same sign, an infinite input gives an infinite result with the same sign, and a NaN is propagated as for normal arithmetic.

VRINTX uses the rounding mode specified in FPSCR, and raises an Inexact exception when the result value is not numerically equal to the input value.

T1

Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.

Single-precision scalar variant

Armv8-M Floating-point Extension only.
Applies when sz == 0.
VRINTX{<c>}{<q>}.F32.F32 <Sd>, <Sm>

Double-precision scalar variant

Armv8-M Floating-point Extension only.
Applies when sz == 1.
VRINTX{<c>}{<q>}.F64.F64 <Dd>, <Dm>

Decode for this encoding

```plaintext
1 dp_operation = (sz == '1');
2 CheckDecodeFaults(dp_operation);
3 d = if dp_operation then Uint(D:Vd) else Uint(Vd:D);
4 m = if dp_operation then Uint(M:Vm) else Uint(Vm:M);
```

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Sd>` Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
- `<Sm>` Is the 32-bit name of the floating-point source register, encoded in the "Vm:M" field.
- `<Dd>` Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.
- `<Dm>` Is the 64-bit name of the floating-point source register, encoded in the "M:Vm" field.

Operation for all encodings

```plaintext
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   ExecuteFPCheck();
4   rmode = FPSCR[23:22];
5   away = FALSE;
6   exact = TRUE;
7   if dp_operation then
8     D[d] = FPRoundInt(D[m], rmode, away, exact);
```
```c
else
  S[d] = FPRoundInt(S[m], rmode, away, exact);
```
C2.4.301 VRINTZ

Floating-point Round to Integer towards Zero. Floating-point Round to Integer towards Zero rounds a floating-point value to an integral floating-point value of the same size, using the Round towards Zero rounding mode. A zero input gives a zero result with the same sign, an infinite input gives an infinite result with the same sign, and a NaN is propagated as for normal arithmetic.

T1

Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.

Single-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 0.

VRINTZ{<c>}{<q>}.F32.F32 <Sd>, <Sm>

Double-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 1.

VRINTZ{<c>}{<q>}.F64.F64 <Dd>, <Dm>

Decode for this encoding

```plaintext
1  dp_operation = (sz == '1');
2  CheckDecodeFaults(dp_operation);
3  d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
4  m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);
```

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Sd>` Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
- `<Sm>` Is the 32-bit name of the floating-point source register, encoded in the "Vm:M" field.
- `<Dd>` Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.
- `<Dm>` Is the 64-bit name of the floating-point source register, encoded in the "M:Vm" field.

Operation for all encodings

```plaintext
1  if ConditionPassed() then
2      EncodingSpecificOperations();
3      ExecuteFPCheck();
4  
5  rmode = if op == '1' then '11' else FPSCR[23:22];
6  exact = FALSE;
7  away = FALSE;
8  
9  if dp_operation then
10     D[d] = FPRoundInt(D[m], rmode, away, exact);
```

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else
        S[d] = FPRoundInt(S[m], rmode, away, exact);
C2.4.302 VSEL

Floating-point Conditional Select. Floating-point Conditional Select allows the destination register to take the value from either one or the other of two source registers according to the condition codes in the APSR.

The condition codes for VSEL are limited to GE, GT, EQ, and VS. The effect of LT, LE, NE, and VC can be achieved by exchanging the source operands.

T1
Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.

VSELEQ, Double-precision variant
Armv8-M Floating-point Extension only.
Applies when cc == 00 && sz == 1.
VSELEQ.F64 <Dd>, <Dn>, <Dm>
   // Not permitted in IT block

VSELEQ, Single-precision variant
Armv8-M Floating-point Extension only.
Applies when cc == 00 && sz == 0.
VSELEQ.F32 <Sd>, <Sn>, <Sm>
   // Not permitted in IT block

VSELGE, Double-precision variant
Armv8-M Floating-point Extension only.
Applies when cc == 10 && sz == 1.
VSELGE.F64 <Dd>, <Dn>, <Dm>
   // Not permitted in IT block

VSELGE, Single-precision variant
Armv8-M Floating-point Extension only.
Applies when cc == 10 && sz == 0.
VSELGE.F32 <Sd>, <Sn>, <Sm>
   // Not permitted in IT block

VSELGT, Double-precision variant
Armv8-M Floating-point Extension only.
Applies when cc == 11 && sz == 1.
VSELGT.F64 <Dd>, <Dn>, <Dm>
   // Not permitted in IT block
C2.4. Alphabetical list of instructions

**VSELGT**, Single-precision variant

*Armv8-M Floating-point Extension only.*

Applies when `cc == 11 && sz == 0`.

```
VSELGT.F32 <Sd>, <Sn>, <Sm>
// Not permitted in IT block
```

**VSELVS**, Double-precision variant

*Armv8-M Floating-point Extension only.*

Applies when `cc == 01 && sz == 1`.

```
VSELVS.F64 <Dd>, <Dn>, <Dm>
// Not permitted in IT block
```

**VSELVS**, Single-precision variant

*Armv8-M Floating-point Extension only.*

Applies when `cc == 01 && sz == 0`.

```
VSELVS.F32 <Sd>, <Sn>, <Sm>
// Not permitted in IT block
```

## Decode for this encoding

```plaintext
1 dp_operation = (sz == '1');
2 CheckDecodeFaults(dp_operation);
3 if InITBlock() then UNPREDICTABLE;
4 cond = cc:(cc[1] EOR cc[0]):'0';
5 d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
6 n = if dp_operation then UInt(N:Vn) else UInt(Vn:N);
7 m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);
```

## Assembler symbols for all encodings

- `<Dd>` Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.
- `<Dn>` Is the 64-bit name of the first floating-point source register, encoded in the "N:Vn" field.
- `<Dm>` Is the 64-bit name of the second floating-point source register, encoded in the "M:Vm" field.
- `<Sd>` Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
- `<Sn>` Is the 32-bit name of the first floating-point source register, encoded in the "Vn:N" field.
- `<Sm>` Is the 32-bit name of the second floating-point source register, encoded in the "Vm:M" field.

## Operation for all encodings

```plaintext
1 EncodingSpecificOperations();
2 ExecuteFPCheck();
3 if dp_operation then
4   D[d] = if ConditionHolds(cond) then D[n] else D[m];
5 else
6   S[d] = if ConditionHolds(cond) then S[n] else S[m];
```
C2.4.303 VSQRT

Floating-point Square Root. Floating-point Square Root calculates the square root of a floating-point register value and writes the result to another floating-point register.

T1

*Armv8-M Floating-point Extension only*, sz == 1 UNDEFINED in single-precision only implementations.

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 | 1 1 1 0 1 1 1 0 1 | D 1 1 0 0 0 1 | Vd 1 0 1 | sz 1 1 | M 0 | Vm |

Single-precision scalar variant

*Armv8-M Floating-point Extension only.*

Applies when sz == 0.

VSQRT{<c>}{<q>}.F32 <Sd>, <Sm>

Double-precision scalar variant

*Armv8-M Floating-point Extension only.*

Applies when sz == 1.

VSQRT{<c>}{<q>}.F64 <Dd>, <Dm>

Decode for this encoding

```plaintext
1 dp_operation = (sz == '1');
2 CheckDecodeFaults(dp_operation);
3 d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
4 m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);
```

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<Sd>` Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
- `<Sm>` Is the 32-bit name of the floating-point source register, encoded in the "Vm:M" field.
- `<Dd>` Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.
- `<Dm>` Is the 64-bit name of the floating-point source register, encoded in the "M:Vm" field.

Operation for all encodings

```plaintext
1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 ExecuteFPCheck();
4 if dp_operation then
5 D[d] = FPSqrt(D[m]);
6 else
7 S[d] = FPSqrt(S[m]);
```
C2.4.304 VSTM

Floating-point Store Multiple. Floating-point Store Multiple stores multiple extension registers to consecutive memory locations using an address from a general-purpose register.

This instruction is used by the alias VPUSH.

T1

Armv8-M Floating-point Extension only

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>P</td>
<td>U</td>
<td>D</td>
<td>W</td>
<td>0</td>
<td>Rn</td>
<td>Vd</td>
<td>1</td>
</tr>
<tr>
<td>imm8&lt;0&gt; = 0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Decrement Before variant

Applies when \( P == 1 \) && \( U == 0 \) && \( W == 1 \).

\[ \text{VSTMDB}\{<c>}{<q>}{.<size>} <Rn>!, <dreglist> \]

Increment After variant

Applies when \( P == 0 \) && \( U == 1 \).

\[ \text{VSTM}\{<c>}{<q>}{.<size>} <Rn>!, <dreglist> \]
\[ \text{VSTMIA}\{<c>}{<q>}{.<size>} <Rn>!, <dreglist> \]

Decode for this encoding

```cpp
1  if P == '0' && U == '0' && W == '0' then SEE "Related encodings";
2  if P == '1' && W == '0' then SEE VSTR;
3  CheckDecodeFaults();
4  if P == U && W == '1' then UNDEFINED;
5  if n == 15 then UNPREDICTABLE;
6  if regs == 0 || regs > 16 || (d+regs) > 32 then UNPREDICTABLE;
7  if VFPSmallRegisterBank() && (d+regs) > 16 then UNPREDICTABLE;
```

CONstrained UNPREDICTABLE behavior

If \( \text{regs} == 0 \), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The instruction operates as a VSTM with the same addressing mode but stores no registers.

CONstrained UNPREDICTABLE behavior

If \( (d+\text{regs}) > 32 \), then one of the following behaviors must occur:

- The instruction is UNDEFINED.
- The instruction executes as NOP.
- The memory locations specified by the instruction and the number of registers specified by the instruction if the register list had not gone out of range, become UNKNOWN. If the instruction specifies writeback, then that register becomes UNKNOWN. This behavior does not affect any other memory locations.
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

T2

Armv8-M Floating-point Extension only

| 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0 | 1 1 1 0 1 1 0 | U | D | W | 0 | Rn | Vd | 1 0 1 0 | imm8 |

Decrement Before variant

Applies when P == 1 && U == 0 && W == 1.

VSTMDB{<c>}{<q>}{.<size>} <Rn>!, <sreglist>

Increment After variant

Applies when P == 0 && U == 1.

VSTM{<c>}{<q>}{.<size>} <Rn>{!}, <sreglist>
VSTMIA{<c>}{<q>}{.<size>} <Rn>!, <sreglist>

Decode for this encoding

if P == '0' && U == '0' then SEE "Related encodings";
if P == '1' && W == '0' then SEE VSTR;
CheckDecodeFaults();
if P == '1' && U == '1' && W == '1' then UNDEFINED;

// Remaining combinations are PUW = 010 (IA without !), 011 (IA with !), 101 (DB with !)
single_regs = TRUE; add = (U == '1'); wback = (W == '1'); d = UInt(Vd:D); n = UInt(Rn);
imm32 = ZeroExtend(imm8:'00', 32); regs = UInt(imm8);
if n == 15 then UNPREDICTABLE;
if regs == 0 || (d+regs) > 32 then UNPREDICTABLE;

CONSTRAINED UNPREDICTABLE behavior

If regs == 0, then one of the following behaviors must occur:

• The instruction is UNDEFINED.
• The instruction executes as NOP.
• The operation operates as a VSTM with the same addressing mode but stores no registers.

CONSTRAINED UNPREDICTABLE behavior

If (d+regs) > 64, then one of the following behaviors must occur:

• The instruction is UNDEFINED.
• The instruction executes as NOP.
• The memory locations specified by the instruction and the number of registers specified by the instruction if
the register list had not gone out of range, become UNKNOWN. If the instruction specifies writeback, then
that register becomes UNKNOWN. This behavior does not affect any other memory locations.

Alias conditions

<table>
<thead>
<tr>
<th>Alias</th>
<th>is preferred when</th>
</tr>
</thead>
<tbody>
<tr>
<td>VPUSH</td>
<td>P == '1' &amp;&amp; U == '0' &amp;&amp; W == '1' &amp;&amp; RN == '1101'</td>
</tr>
</tbody>
</table>

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
Chapter C2. Instruction Specification
C2.4. Alphabetical list of instructions

<size> An optional data size specifier. If present, it must be equal to the size in bits, 32 or 64, of the
registers being transferred.

<Rn> Is the general-purpose base register, encoded in the "Rn" field.

! Specifies base register writeback. Encoded in the "W" field as 1 if present, otherwise 0.

<sreglist> Is the list of consecutively numbered 32-bit floating-point registers to be transferred. The first
register in the list is encoded in "Vd:D", and "imm8" is set to the number of registers in the
list. The list must contain at least one register.

<dreglist> Is the list of consecutively numbered 64-bit floating-point registers to be transferred. The first
register in the list is encoded in "D:Vd", and "imm8" is set to twice the number of registers in the
list. The list must contain at least one register, and must not contain more than 16 registers.

Operation for all encodings

1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 ExecuteFPCheck();
4 address = if add then R[n] else R[n]-imm32;
5 regval = if add then R[n]+imm32 else R[n]-imm32;
6 // Determine if the stack pointer limit should be checked
7 if n == 13 && wback then
8 (limit, applylimit) = LookUpSPLim(LookUpSP());
9 else
10 applylimit = FALSE;
11 // Memory operation only performed if limit not violated
12 if !applylimit || (UInt(regval) >= UInt(limit)) then
13 for r = 0 to regs-1
14 if single_regs then
15 MemA[address,4] = S[d+r];
16 address = address+4;
17 else
18 // Store as two word-aligned words in the correct order for current
19 // endianness.
20 MemA[address,4] = if BigEndian() then D[d+r][63:32] else D[d+r][31:0];
21 MemA[address+4,4] = if BigEndian() then D[d+r][31:0] else D[d+r][63:32];
22 address = address+8;
23 // If the stack pointer is being updated a fault will be raised if
24 // the limit is violated
25 if wback then RSPCheck[n] = regval;
C2.4.305 VSTR

Floating-point Store Register. Floating-point Store Register stores a single Floating-point Extension register to memory, using an address from a general-purpose register, with an optional offset.

T1

Armv8-M Floating-point Extension only

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 1 0</td>
<td>1 U D 0 0</td>
<td>Rn Vd</td>
<td>1 0 1 1</td>
<td>imm8</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

T1 variant

VSTR{<c>}{<q>}{.64} <Dd>, [Rn{, #/{+/-}<imm>}]

Decode for this encoding

1 CheckDecodeFaults();
2 single_reg = FALSE; add = (U == '1'); imm32 = ZeroExtend(imm8:'00', 32);
3 d = UInt(D:Vd); n = UInt(Rn);
4 if n == 15 then UNPREDICTABLE;

T2

Armv8-M Floating-point Extension only

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 1 0</td>
<td>1 U D 0 0</td>
<td>Rn Vd</td>
<td>1 0 1 0</td>
<td>imm8</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

T2 variant

VSTR{<c>}{<q>}{.32} <Sd>, [Rn{, #/{+/-}<imm>}]

Decode for this encoding

1 CheckDecodeFaults();
2 single_reg = TRUE; add = (U == '1'); imm32 = ZeroExtend(imm8:'00', 32);
3 d = UInt(Vd:D); n = UInt(Rn);
4 if n == 15 then UNPREDICTABLE;

Assembler symbols for all encodings

<c> See C1.2.5 Standard assembler syntax fields on page 308.
<q> See C1.2.5 Standard assembler syntax fields on page 308.
.64 Optional data size specifiers.
<Dd> The source register for a doubleword store.
.32 Optional data size specifiers.
<Sd> The source register for a singleword store.
<Rn> Is the general-purpose base register, encoded in the "Rn" field.
+/- Specifies the offset is added to or subtracted from the base register, defaulting to + if omitted and encoded in the "U" field. It can have the following values:
  - when U = 0
  + when U = 1
<imm> The immediate offset used for forming the address. Values are multiples of 4 in the range 0-1020. <imm> can be omitted, meaning an offset of +0.
Operation for all encodings

```plaintext
if ConditionPassed() then
    EncodingSpecificOperations();
    ExecuteFPCheck();
    address = if add then (R[n] + imm32) else (R[n] - imm32);
    if single_reg then
        MemA[address,4] = S[d];
    else
        // Store as two word-aligned words in the correct order for current endianness.
        MemA[address,4] = if BigEndian() then D[d][63:32] else D[d][31:0];
        MemA[address+4,4] = if BigEndian() then D[d][31:0] else D[d][63:32];
```
C2.4.306 VSUB

Floating-point Subtract. Floating-point Subtract subtracts one floating-point register value from another floating-point register value, and places the results in the destination floating-point register.

T2

Armv8-M Floating-point Extension only, sz == 1 UNDEFINED in single-precision only implementations.

<table>
<thead>
<tr>
<th>15 14 13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 0 1 1 1 0 0</td>
<td>D</td>
<td>1</td>
<td>1</td>
<td>Vn</td>
<td>Vd</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>sz</td>
<td>N</td>
<td>1</td>
<td>M</td>
<td>0</td>
</tr>
</tbody>
</table>

Single-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 0.

VSUB{<c>}{<q>}.F32 {<Sd>,} <Sn>, <Sm>

Double-precision scalar variant

Armv8-M Floating-point Extension only.

Applies when sz == 1.

VSUB{<c>}{<q>}.F64 {<Dd>,} <Dn>, <Dm>

Decode for this encoding

```c
1 dp_operation = (sz == '1');
2 CheckDecodeFaults(dp_operation);
3 d = if dp_operation then UInt(D:Vd) else UInt(Vd:D);
4 n = if dp_operation then UInt(N:Vn) else UInt(Vn:N);
5 m = if dp_operation then UInt(M:Vm) else UInt(Vm:M);
```

Assembler symbols for all encodings

- **<c>** See C1.2.5 *Standard assembler syntax fields* on page 308.
- **<q>** See C1.2.5 *Standard assembler syntax fields* on page 308.
- **<Sd>** Is the 32-bit name of the floating-point destination register, encoded in the "Vd:D" field.
- **<Sn>** Is the 32-bit name of the first floating-point source register, encoded in the "Vn:N" field.
- **<Sm>** Is the 32-bit name of the second floating-point source register, encoded in the "Vm:M" field.
- **<Dd>** Is the 64-bit name of the floating-point destination register, encoded in the "D:Vd" field.
- **<Dn>** Is the 64-bit name of the first floating-point source register, encoded in the "N:Vn" field.
- **<Dm>** Is the 64-bit name of the second floating-point source register, encoded in the "M:Vm" field.

Operation for all encodings

```c
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   ExecuteFPCheck();
4   if dp_operation then
5     D[d] = FPSub(D[n], D[m], TRUE);
6   else
7     S[d] = FPSub(S[n], S[m], TRUE);
```
C2.4.307  WFE

Wait For Event. Wait For Event is a hint instruction. If the Event Register is clear, it suspends execution in the lowest power state available consistent with a fast wakeup without the need for software restoration, until a reset, exception or other event occurs.

This is a NOP-compatible hint.

T1

Armv8-M

```
15 14 13 12 | 11 10 9 8 | 7 6 5 4 | 3 2 1 0 |
 1 0 1 1 | 1 1 1 1 | 0 0 1 0 | 0 0 0 0
```

T1 variant

WFE{<c>}{<q>}

Decode for this encoding

```
1 // No additional decoding required
```

T2

Armv8-M Main Extension only

```
15 14 13 12 | 11 10 9 8 | 7 6 5 4 | 3 2 1 0 |
 1 1 1 1 | 0 1 1 1 | 0 1 0 0 | 1 0 0 0 | 0 0 0 0 | 0 0 0 0 | 1 0
```

T2 variant

WFE{<c>}.W

Decode for this encoding

```
1 if !HaveMainExt() then UNDEFINED;
2 // No additional decoding required
```

Assembler symbols for all encodings

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.

Operation for all encodings

```
1 if ConditionPassed() then
2   EncodingSpecificOperations();
3   if EventRegistered() then
4     ClearEventRegister();
5   else
6     WaitForEvent();
```
C2.4.308  WFI

Wait For Interrupt. Wait For Interrupt is a hint instruction. It suspends execution, in the lowest power state available consistent with a fast wakeup without the need for software restoration, until a reset, asynchronous exception or other event occurs.

This is a NOP-compatible hint.

**T1**

*Armv8-M*

```
<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>11</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>
```

**T1 variant**

WFI{<c>}{<q>}

**Decode for this encoding**

```c
1 // No additional decoding required
```

**T2**

*Armv8-M Main Extension only*

```
<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>
```

**T2 variant**

WFI{<c>}\(.W

**Decode for this encoding**

```c
1 if !HaveMainExt() then UNDEFINED;
2 // No additional decoding required
```

**Assembler symbols for all encodings**

- `<c>` See C1.2.5 Standard assembler syntax fields on page 308.
- `<q>` See C1.2.5 Standard assembler syntax fields on page 308.

**Operation for all encodings**

```c
1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 WaitForInterrupt();
```
C2.4.309  YIELD

Yield hint. Yield is a hint instruction. It enables software with a multithreading capability to indicate to the hardware that it is performing a task, for example a spinlock, that could be swapped out to improve overall system performance. Hardware can use this hint to suspend and resume multiple code threads if it supports the capability.

This is a NOP-compatible hint.

T1

Armv8-M

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 0 1 1</td>
<td>1 1 1 1</td>
<td>0 0 0 1</td>
<td>0 0 0 0</td>
</tr>
</tbody>
</table>

T1 variant

YIELD{<c>}{<q>}

Decode for this encoding

```plaintext
1 // No additional decoding required
```

T2

Armv8-M Main Extension only

<table>
<thead>
<tr>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
<th>15 14 13 12</th>
<th>11 10 9 8</th>
<th>7 6 5 4</th>
<th>3 2 1 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1 1 1 1 0</td>
<td>0 1 1 1</td>
<td>0 0 1 0</td>
<td>0 0 0 1</td>
<td>1 0 0 0</td>
<td>0 0 0 0</td>
<td>0 0 0 0</td>
<td>0 0 0 0</td>
</tr>
</tbody>
</table>

T2 variant

YIELD{<c>} .W

Decode for this encoding

```plaintext
1 if !HaveMainExt() then UNDEFINED;
2 // No additional decoding required
```

Assembler symbols for all encodings

| <c> | See C1.2.5 Standard assembler syntax fields on page 308. |
| <q> | See C1.2.5 Standard assembler syntax fields on page 308. |

Operation for all encodings

```plaintext
1 if ConditionPassed() then
2 EncodingSpecificOperations();
3 Hint_Yield();
```
Part D
Armv8-M Registers
This chapter specifies the Armv8-M registers. It contains the following sections:

Register Index
Alphabetical list of registers
## D1.1 Register index

<table>
<thead>
<tr>
<th>Address</th>
<th>Component</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>Special and general-purpose registers</td>
</tr>
<tr>
<td>-</td>
<td>Payloads</td>
</tr>
<tr>
<td>0xE0000000</td>
<td>Instrumentation Macrocell</td>
</tr>
<tr>
<td>0xE0001000</td>
<td>Data Watchpoint and Trace</td>
</tr>
<tr>
<td>0xE0002000</td>
<td>Flash Patch and Breakpoint</td>
</tr>
<tr>
<td>0xE000E004</td>
<td>Implementation Control Block</td>
</tr>
<tr>
<td>0xE000E010</td>
<td>SysTick Timer</td>
</tr>
<tr>
<td>0xE000E100</td>
<td>Nested Vectored Interrupt Controller</td>
</tr>
<tr>
<td>0xE000ED00</td>
<td>System Control Block</td>
</tr>
<tr>
<td>0xE000ED90</td>
<td>Memory Protection Unit</td>
</tr>
<tr>
<td>0xE000EDD0</td>
<td>Security Attribution Unit</td>
</tr>
<tr>
<td>0xE000EDF0</td>
<td>Debug Control Block</td>
</tr>
<tr>
<td>0xE000EF00</td>
<td>Software Interrupt Generation</td>
</tr>
<tr>
<td>0xE000EF34</td>
<td>Floating-Point Extension</td>
</tr>
<tr>
<td>0xE000EF50</td>
<td>Cache Maintenance Operations</td>
</tr>
<tr>
<td>0xE000EFB0</td>
<td>Debug Identification Block</td>
</tr>
<tr>
<td>0xE002E004</td>
<td>Implementation Control Block (NS alias)</td>
</tr>
<tr>
<td>0xE002E010</td>
<td>SysTick Timer (NS alias)</td>
</tr>
<tr>
<td>0xE002E100</td>
<td>Nested Vectored Interrupt Controller (NS alias)</td>
</tr>
<tr>
<td>0xE002ED00</td>
<td>System Control Block (NS alias)</td>
</tr>
<tr>
<td>0xE002ED90</td>
<td>Memory Protection Unit (NS alias)</td>
</tr>
<tr>
<td>0xE002EDF0</td>
<td>Debug Control Block (NS alias)</td>
</tr>
<tr>
<td>0xE002EF00</td>
<td>Software Interrupt Generation (NS alias)</td>
</tr>
<tr>
<td>0xE002EF34</td>
<td>Floating-Point Extension (NS alias)</td>
</tr>
<tr>
<td>0xE002EF50</td>
<td>Cache Maintenance Operations (NS alias)</td>
</tr>
<tr>
<td>0xE002EFB0</td>
<td>Debug Identification Block (NS alias)</td>
</tr>
<tr>
<td>0xE0040000</td>
<td>Trace Port Interface Unit</td>
</tr>
</tbody>
</table>

### D1.1.1 Special and general-purpose registers

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>APSR</td>
<td>Application Program Status Register</td>
</tr>
<tr>
<td>BASEPRI</td>
<td>Base Priority Mask Register</td>
</tr>
<tr>
<td>CONTROL</td>
<td>Control Register</td>
</tr>
<tr>
<td>EPSR</td>
<td>Execution Program Status Register</td>
</tr>
<tr>
<td>FAULTMASK</td>
<td>Fault Mask Register</td>
</tr>
<tr>
<td>FPSCR</td>
<td>Floating-point Status and Control Register</td>
</tr>
<tr>
<td>IPSR</td>
<td>Interrupt Program Status Register</td>
</tr>
<tr>
<td>LR</td>
<td>Link Register</td>
</tr>
<tr>
<td>MSPLIM</td>
<td>Main Stack Pointer Limit Register</td>
</tr>
<tr>
<td>PC</td>
<td>Program Counter</td>
</tr>
<tr>
<td>PRIMASK</td>
<td>Exception Mask Register</td>
</tr>
<tr>
<td>PSPLIM</td>
<td>Process Stack Pointer Limit Register</td>
</tr>
<tr>
<td>Rn</td>
<td>General-Purpose Register n</td>
</tr>
<tr>
<td>SP</td>
<td>Current Stack Pointer Register</td>
</tr>
<tr>
<td>SP</td>
<td>Stack Pointer (Non-secure)</td>
</tr>
<tr>
<td>XPSR</td>
<td>Combined Program Status Registers</td>
</tr>
</tbody>
</table>
## D1.1.2 Payloads

<table>
<thead>
<tr>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>EXC_RETURN</td>
<td>Exception Return Payload</td>
</tr>
<tr>
<td>FNC_RETURN</td>
<td>Function Return Payload</td>
</tr>
<tr>
<td>MAIR_ATTRIB</td>
<td>Memory Attribute Indirection Register Attributes</td>
</tr>
<tr>
<td>RETPSR</td>
<td>Combined Exception Return Program Status Registers</td>
</tr>
<tr>
<td>TT_RESP</td>
<td>Test Target Response Payload</td>
</tr>
</tbody>
</table>

## D1.1.3 Instrumentation Macrocell

<table>
<thead>
<tr>
<th>Address</th>
<th>Register</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xE0000000</td>
<td>ITM_STIMn</td>
<td>ITM Stimulus Port Register n</td>
</tr>
<tr>
<td>0xE0000E00</td>
<td>ITM_TERn</td>
<td>ITM Trace Enable Register n</td>
</tr>
<tr>
<td>0xE0000E40</td>
<td>ITM_TPR</td>
<td>ITM Trace Privilege Register</td>
</tr>
<tr>
<td>0xE0000E80</td>
<td>ITM_TCR</td>
<td>ITM Trace Control Register</td>
</tr>
<tr>
<td>0xE0000FB0</td>
<td>ITM_LAR</td>
<td>ITM Software Lock Access Register</td>
</tr>
<tr>
<td>0xE0000FB4</td>
<td>ITM_LSR</td>
<td>ITM Software Lock Status Register</td>
</tr>
<tr>
<td>0xE0000FBC</td>
<td>ITM_DEVARCH</td>
<td>ITM Device Architecture Register</td>
</tr>
<tr>
<td>0xE0000FCC</td>
<td>ITM_DEVTYPE</td>
<td>ITM Device Type Register</td>
</tr>
<tr>
<td>0xE0000FD0</td>
<td>ITM_PIDR4</td>
<td>ITM Peripheral Identification Register 4</td>
</tr>
<tr>
<td>0xE0000FD4</td>
<td>ITM_PIDR5</td>
<td>ITM Peripheral Identification Register 5</td>
</tr>
<tr>
<td>0xE0000FD8</td>
<td>ITM_PIDR6</td>
<td>ITM Peripheral Identification Register 6</td>
</tr>
<tr>
<td>0xE0000FDC</td>
<td>ITM_PIDR7</td>
<td>ITM Peripheral Identification Register 7</td>
</tr>
<tr>
<td>0xE0000FE0</td>
<td>ITM_PIDR0</td>
<td>ITM Peripheral Identification Register 0</td>
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<td>0xE0000FE4</td>
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<td>ITM Peripheral Identification Register 1</td>
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<td>ITM_PIDR2</td>
<td>ITM Peripheral Identification Register 2</td>
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<td>ITM_PIDR3</td>
<td>ITM Peripheral Identification Register 3</td>
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<td>ITM_CIDR0</td>
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<td>ITM_CIDR2</td>
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</tr>
<tr>
<td>0xE0000FFC</td>
<td>ITM_CIDR3</td>
<td>ITM Component Identification Register 3</td>
</tr>
</tbody>
</table>

## D1.1.4 Data Watchpoint and Trace

<table>
<thead>
<tr>
<th>Address</th>
<th>Register</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xE0001000</td>
<td>DWT_CTRL</td>
<td>DWT Control Register</td>
</tr>
<tr>
<td>0xE0001004</td>
<td>DWT_CYCCNT</td>
<td>DWT Cycle Count Register</td>
</tr>
<tr>
<td>0xE0001008</td>
<td>DWT_CPCNT</td>
<td>DWT CPI Count Register</td>
</tr>
<tr>
<td>0xE000100C</td>
<td>DWT_EXCCNT</td>
<td>DWT Exception Overhead Count Register</td>
</tr>
<tr>
<td>0xE0001010</td>
<td>DWT_SLEEPCNT</td>
<td>DWT Sleep Count Register</td>
</tr>
<tr>
<td>0xE0001014</td>
<td>DWT_LSUCount</td>
<td>DWT LSU Count Register</td>
</tr>
<tr>
<td>0xE0001018</td>
<td>DWT_FOLDCNT</td>
<td>DWT Folded Instruction Count Register</td>
</tr>
<tr>
<td>0xE000101C</td>
<td>DWT_PCSR</td>
<td>DWT Program Counter Sample Register</td>
</tr>
<tr>
<td>0xE0001020</td>
<td>DWT_COMPn</td>
<td>DWT Comparator Register n</td>
</tr>
<tr>
<td>0xE0001028</td>
<td>DWT_FUNCTIONn</td>
<td>DWT Comparator Function Register n</td>
</tr>
<tr>
<td>0xE0001FB0</td>
<td>DWT_LAR</td>
<td>DWT Device Architecture Register</td>
</tr>
<tr>
<td>0xE0001FB4</td>
<td>DWT_LSR</td>
<td>DWT Device Architecture Register</td>
</tr>
</tbody>
</table>
## Chapter D1. Register Specification

### D1.1. Register index

<table>
<thead>
<tr>
<th>Address</th>
<th>Register</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xE0001FCC</td>
<td>DWT_DEVTYPE</td>
<td>DWT Device Type Register</td>
</tr>
<tr>
<td>0xE0001FD0</td>
<td>DWT_PIDR4</td>
<td>DWT Peripheral Identification Register 4</td>
</tr>
<tr>
<td>0xE0001FD4</td>
<td>DWT_PIDR5</td>
<td>DWT Peripheral Identification Register 5</td>
</tr>
<tr>
<td>0xE0001FD8</td>
<td>DWT_PIDR6</td>
<td>DWT Peripheral Identification Register 6</td>
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<tr>
<td>0xE0001FEC</td>
<td>DWT_PIDR7</td>
<td>DWT Peripheral Identification Register 7</td>
</tr>
<tr>
<td>0xE0001FE0</td>
<td>DWT_PIDR0</td>
<td>DWT Peripheral Identification Register 0</td>
</tr>
<tr>
<td>0xE0001FE4</td>
<td>DWT_PIDR1</td>
<td>DWT Peripheral Identification Register 1</td>
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<td>0xE0001FE8</td>
<td>DWT_PIDR2</td>
<td>DWT Peripheral Identification Register 2</td>
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<td>0xE0001FF0</td>
<td>DWT_CIDR0</td>
<td>DWT Component Identification Register 0</td>
</tr>
<tr>
<td>0xE0001FF4</td>
<td>DWT_CIDR1</td>
<td>DWT Component Identification Register 1</td>
</tr>
<tr>
<td>0xE0001FF8</td>
<td>DWT_CIDR2</td>
<td>DWT Component Identification Register 2</td>
</tr>
<tr>
<td>0xE0001FFC</td>
<td>DWT_CIDR3</td>
<td>DWT Component Identification Register 3</td>
</tr>
</tbody>
</table>

### D1.1.5 Flash Patch and Breakpoint

<table>
<thead>
<tr>
<th>Address</th>
<th>Register</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xE0002000</td>
<td>FP_CTRL</td>
<td>Flash Patch Control Register</td>
</tr>
<tr>
<td>0xE0002004</td>
<td>FP_REMAP</td>
<td>Flash Patch Remap Register</td>
</tr>
<tr>
<td>0xE0002008</td>
<td>FP_COMPn</td>
<td>Flash Patch Comparator Register ( n )</td>
</tr>
<tr>
<td>0xE0002FB0</td>
<td>FP_LAR</td>
<td>FPB Software Lock Access Register</td>
</tr>
<tr>
<td>0xE0002FB4</td>
<td>FP_LSR</td>
<td>FPB Software Lock Status Register</td>
</tr>
<tr>
<td>0xE0002FB8</td>
<td>FP_DEVARCH</td>
<td>FPB Device Architecture Register</td>
</tr>
<tr>
<td>0xE0002FFC</td>
<td>FP_DEVTYPE</td>
<td>FPB Device Type Register</td>
</tr>
<tr>
<td>0xE0002FD0</td>
<td>FP_PIDR4</td>
<td>FP Peripheral Identification Register 4</td>
</tr>
<tr>
<td>0xE0002FD4</td>
<td>FP_PIDR5</td>
<td>FP Peripheral Identification Register 5</td>
</tr>
<tr>
<td>0xE0002FD8</td>
<td>FP_PIDR6</td>
<td>FP Peripheral Identification Register 6</td>
</tr>
<tr>
<td>0xE0002FDC</td>
<td>FP_PIDR7</td>
<td>FP Peripheral Identification Register 7</td>
</tr>
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<td>0xE0002FE0</td>
<td>FP_PIDR0</td>
<td>FP Peripheral Identification Register 0</td>
</tr>
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<td>FP_PIDR1</td>
<td>FP Peripheral Identification Register 1</td>
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<td>FP_CIDR2</td>
<td>FP Component Identification Register 2</td>
</tr>
<tr>
<td>0xE0002FFC</td>
<td>FP_CIDR3</td>
<td>FP Component Identification Register 3</td>
</tr>
</tbody>
</table>

### D1.1.6 Implementation Control Block

<table>
<thead>
<tr>
<th>Address</th>
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<tbody>
<tr>
<td>0xE000E004</td>
<td>ICTR</td>
<td>Interrupt Controller Type Register</td>
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<tr>
<td>0xE000E008</td>
<td>ACTLR</td>
<td>Auxiliary Control Register</td>
</tr>
<tr>
<td>0xE000E00C</td>
<td>CPWR</td>
<td>Coprocessor Power Control Register</td>
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</table>

### D1.1.7 SysTick Timer
### D1.1.8 Nested Vectored Interrupt Controller

<table>
<thead>
<tr>
<th>Address</th>
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<th>Description</th>
</tr>
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<tbody>
<tr>
<td>0xE000E100</td>
<td>NVIC_ISEn</td>
<td>Interrupt Set Enable Register n</td>
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<td>0xE000E180</td>
<td>NVIC_ICEn</td>
<td>Interrupt Clear Enable Register n</td>
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<td>NVIC_ISPn</td>
<td>Interrupt Set Pending Register n</td>
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<td>0xE000E280</td>
<td>NVIC_ICPn</td>
<td>Interrupt Clear Pending Register n</td>
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<td>0xE000E300</td>
<td>NVIC_IABn</td>
<td>Interrupt Active Bit Register n</td>
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<td>0xE000E380</td>
<td>NVIC_ITNSn</td>
<td>Interrupt Target Non-secure Register n</td>
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<td>0xE000E400</td>
<td>NVIC_IPRn</td>
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### D1.1.9 System Control Block

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<th>Description</th>
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<tr>
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<td>CPUID</td>
<td>CPUID Base Register</td>
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<td>0xE000ED04</td>
<td>ICSR</td>
<td>Interrupt Control and State Register</td>
</tr>
<tr>
<td>0xE000ED08</td>
<td>VTOR</td>
<td>Vector Table Offset Register</td>
</tr>
<tr>
<td>0xE000ED0C</td>
<td>AICR</td>
<td>Application Interrupt and Reset Control Register</td>
</tr>
<tr>
<td>0xE000ED10</td>
<td>SCR</td>
<td>System Control Register</td>
</tr>
<tr>
<td>0xE000ED14</td>
<td>CCR</td>
<td>Configuration and Control Register</td>
</tr>
<tr>
<td>0xE000ED18</td>
<td>SHPR1</td>
<td>System Handler Priority Register 1</td>
</tr>
<tr>
<td>0xE000ED1C</td>
<td>SHPR2</td>
<td>System Handler Priority Register 2</td>
</tr>
<tr>
<td>0xE000ED20</td>
<td>SHPR3</td>
<td>System Handler Priority Register 3</td>
</tr>
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<td>SHCSR</td>
<td>System Handler Control and State Register</td>
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<td>0xE000ED28</td>
<td>CFSR</td>
<td>Configurable Fault Status Register</td>
</tr>
<tr>
<td>0xE000ED2B</td>
<td>MMFSR</td>
<td>MemManage Fault Status Register</td>
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<td>HardFault Status Register</td>
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<td>Debug Fault Status Register</td>
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<tr>
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<td>MMFAR</td>
<td>MemManage Fault Address Register</td>
</tr>
<tr>
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<td>BFAR</td>
<td>BusFault Address Register</td>
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<td>Auxiliary Fault Status Register</td>
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<td>ID_PFR1</td>
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## D1.10 Memory Protection Unit

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<td>MPU_CTRL</td>
<td>MPU Control Register</td>
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<td>MPU_RNR</td>
<td>MPU Region Number Register</td>
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<td>0xE000ED9C</td>
<td>MPU_RBAR</td>
<td>MPU Region Base Address Register</td>
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<td>0xE000EDA0</td>
<td>MPU_RLAR</td>
<td>MPU Region Limit Address Register</td>
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<td>MPU_RBAR_An</td>
<td>MPU Region Base Address Register Alias n</td>
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<tr>
<td>0xE000EDA8</td>
<td>MPU_RLAR_An</td>
<td>MPU Region Limit Address Register Alias n</td>
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<td>MPU_MAIR0</td>
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## D1.11 Security Attribution Unit

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<td>SAU_RNR</td>
<td>SAU Region Number Register</td>
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<td>0xE000EDDC</td>
<td>SAU_RBAR</td>
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## D1.12 Debug Control Block

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<tr>
<td>0xE000EDF0</td>
<td>DHCSR</td>
<td>Debug Halting Control and Status Register</td>
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<td>0xE000EDF4</td>
<td>DCRSR</td>
<td>Debug Core Register Select Register</td>
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<tr>
<td>0xE000EDF8</td>
<td>DCDDR</td>
<td>Debug Core Register Data Register</td>
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<td>0xE000EFC</td>
<td>DECMCR</td>
<td>Debug Exception and Monitor Control Register</td>
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<tr>
<td>0xE000EE04</td>
<td>DAUTHCTRL</td>
<td>Debug Authentication Control Register</td>
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<tr>
<td>0xE000EE08</td>
<td>DSCSR</td>
<td>Debug Security Control and Status Register</td>
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</table>
### D1.1.13 Software Interrupt Generation

<table>
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<th>Description</th>
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<tr>
<td>0xE000EF00</td>
<td>STIR</td>
<td>Software Triggered Interrupt Register</td>
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### D1.1.14 Floating-Point Extension

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<tr>
<td>0xE000EF34</td>
<td>FPCCR</td>
<td>Floating-Point Context Control Register</td>
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<tr>
<td>0xE000EF38</td>
<td>FPCAR</td>
<td>Floating-Point Context Address Register</td>
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<tr>
<td>0xE000EF3C</td>
<td>FPDSCR</td>
<td>Floating-Point Default Status Control Register</td>
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<tr>
<td>0xE000EF40</td>
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<td>Media and VFP Feature Register 0</td>
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<td>0xE000EF44</td>
<td>MVFR1</td>
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<td>Media and VFP Feature Register 2</td>
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### D1.1.15 Cache Maintenance Operations

<table>
<thead>
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<th>Description</th>
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<tbody>
<tr>
<td>0xE000EF50</td>
<td>ICIALLU</td>
<td>Instruction Cache Invalidate All to PoU</td>
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<tr>
<td>0xE000EF58</td>
<td>ICIMVAU</td>
<td>Instruction Cache line Invalidate by Address to PoU</td>
</tr>
<tr>
<td>0xE000EF5C</td>
<td>DCIMVAC</td>
<td>Data Cache line Invalidate by Address to PoC</td>
</tr>
<tr>
<td>0xE000EF60</td>
<td>DCSIW</td>
<td>Data Cache line Invalidate by Set/Way</td>
</tr>
<tr>
<td>0xE000EF64</td>
<td>DCCMVAU</td>
<td>Data Cache line Clean by address to PoU</td>
</tr>
<tr>
<td>0xE000EF68</td>
<td>DCCMVAC</td>
<td>Data Cache line Clean by Address to PoC</td>
</tr>
<tr>
<td>0xE000EF6C</td>
<td>DCCSW</td>
<td>Data Cache line Clean by Set/Way</td>
</tr>
<tr>
<td>0xE000EF70</td>
<td>DCCIMVAC</td>
<td>Data Cache line Clean and Invalidate by Address to PoC</td>
</tr>
<tr>
<td>0xE000EF74</td>
<td>DCCISW</td>
<td>Data Cache line Clean and Invalidate by Set/Way</td>
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<tr>
<td>0xE000EF78</td>
<td>BPIALL</td>
<td>Branch Predictor Invalidate All</td>
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### D1.1.16 Debug Identification Block

<table>
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<th>Description</th>
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<tbody>
<tr>
<td>0xE000EFB0</td>
<td>DLAR</td>
<td>SCS Software Lock Access Register</td>
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<tr>
<td>0xE000EFB4</td>
<td>DSLR</td>
<td>SCS Software Lock Status Register</td>
</tr>
<tr>
<td>0xE000EFB8</td>
<td>DAUTHSTATUS</td>
<td>Debug Authentication Status Register</td>
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<tr>
<td>0xE000EFBC</td>
<td>DDEVARCH</td>
<td>SCS Device Architecture Register</td>
</tr>
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<td>0xE000EFFC</td>
<td>DDEVTYPE</td>
<td>SCS Device Type Register</td>
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<td>DPIR4</td>
<td>SCS Peripheral Identification Register 4</td>
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<td>SCS Peripheral Identification Register 5</td>
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<td>DPIR6</td>
<td>SCS Peripheral Identification Register 6</td>
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<td>DCIDR0</td>
<td>SCS Component Identification Register 0</td>
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### D1.1.17 Implementation Control Block (NS alias)

<table>
<thead>
<tr>
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<th>Register</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xE002E004</td>
<td>ICTR</td>
<td>Interrupt Controller Type Register (NS)</td>
</tr>
<tr>
<td>0xE002E008</td>
<td>ACTLR</td>
<td>Auxiliary Control Register (NS)</td>
</tr>
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<td>0xE002E00C</td>
<td>CPPWR</td>
<td>Coprocessor Power Control Register (NS)</td>
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### D1.1.18 SysTick Timer (NS alias)

<table>
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</thead>
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<tr>
<td>0xE002E010</td>
<td>SYST_CSR</td>
<td>SysTick Control and Status Register (NS)</td>
</tr>
<tr>
<td>0xE002E014</td>
<td>SYST_RVR</td>
<td>SysTick Reload Value Register (NS)</td>
</tr>
<tr>
<td>0xE002E018</td>
<td>SYST_CVR</td>
<td>SysTick Current Value Register (NS)</td>
</tr>
<tr>
<td>0xE002E01C</td>
<td>SYST_CALIB</td>
<td>SysTick Calibration Value Register (NS)</td>
</tr>
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</table>

### D1.1.19 Nested Vectored Interrupt Controller (NS alias)

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<tr>
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<th>Register</th>
<th>Description</th>
</tr>
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<tbody>
<tr>
<td>0xE002E100</td>
<td>NVIC_ISERn</td>
<td>Interrupt Set Enable Register n (NS)</td>
</tr>
<tr>
<td>0xE002E180</td>
<td>NVIC_ICERn</td>
<td>Interrupt Clear Enable Register n (NS)</td>
</tr>
<tr>
<td>0xE002E200</td>
<td>NVIC_ISRn</td>
<td>Interrupt Set Pending Register n (NS)</td>
</tr>
<tr>
<td>0xE002E280</td>
<td>NVIC_ICPRn</td>
<td>Interrupt Clear Pending Register n (NS)</td>
</tr>
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<td>NVIC_IABRn</td>
<td>Interrupt Active Bit Register n (NS)</td>
</tr>
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<td>0xE002E400</td>
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<td>Interrupt Priority Register n (NS)</td>
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### D1.1.20 System Control Block (NS alias)

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</thead>
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<td>VTOR</td>
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<td>AIRCRC</td>
<td>Application Interrupt and Reset Control Register (NS)</td>
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<td>CCR</td>
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</tr>
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<td>System Handler Priority Register 3 (NS)</td>
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### D1.1. Register index

<table>
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<tr>
<th>Address</th>
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<tr>
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</tr>
<tr>
<td>0xE002ED88</td>
<td>CPACR</td>
<td>Coprocessor Access Control Register (NS)</td>
</tr>
</tbody>
</table>

### D1.1.21 Memory Protection Unit (NS alias)

<table>
<thead>
<tr>
<th>Address</th>
<th>Register</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xE002ED90</td>
<td>MPU_TYPE</td>
<td>MPU Type Register (NS)</td>
</tr>
<tr>
<td>0xE002ED94</td>
<td>MPU_CTRL</td>
<td>MPU Control Register (NS)</td>
</tr>
<tr>
<td>0xE002ED98</td>
<td>MPU_RNR</td>
<td>MPU Region Number Register (NS)</td>
</tr>
<tr>
<td>0xE002ED9C</td>
<td>MPU_RBAR</td>
<td>MPU Region Base Address Register (NS)</td>
</tr>
<tr>
<td>0xE002EDA0</td>
<td>MPU_RLAR</td>
<td>MPU Region Limit Address Register (NS)</td>
</tr>
<tr>
<td>0xE002EDA4</td>
<td>MPU_RBAR_An</td>
<td>MPU Region Base Address Register Alias n (NS)</td>
</tr>
<tr>
<td>0xE002EDA8</td>
<td>MPU_RLAR_An</td>
<td>MPU Region Limit Address Register Alias n (NS)</td>
</tr>
<tr>
<td>0xE002EDC0</td>
<td>MPU_MAIR0</td>
<td>MPU Memory Attribute Indirection Register 0 (NS)</td>
</tr>
<tr>
<td>0xE002EDC4</td>
<td>MPU_MAIR1</td>
<td>MPU Memory Attribute Indirection Register 1 (NS)</td>
</tr>
</tbody>
</table>

### D1.1.22 Debug Control Block (NS alias)

<table>
<thead>
<tr>
<th>Address</th>
<th>Register</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xE002EDF0</td>
<td>DHCSR</td>
<td>Debug Halting Control and Status Register (NS)</td>
</tr>
<tr>
<td>0xE002EDF8</td>
<td>DCRDR</td>
<td>Debug Core Register Data Register (NS)</td>
</tr>
<tr>
<td>0xE002EDFC</td>
<td>DEMCR</td>
<td>Debug Exception and Monitor Control Register (NS)</td>
</tr>
</tbody>
</table>
### D1.1.23 Software Interrupt Generation (NS alias)

<table>
<thead>
<tr>
<th>Address</th>
<th>Register</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xE002EF00</td>
<td>STIR</td>
<td>Software Triggered Interrupt Register (NS)</td>
</tr>
</tbody>
</table>

### D1.1.24 Floating-Point Extension (NS alias)

<table>
<thead>
<tr>
<th>Address</th>
<th>Register</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xE002EF34</td>
<td>FPCCR</td>
<td>Floating-Point Context Control Register (NS)</td>
</tr>
<tr>
<td>0xE002EF38</td>
<td>FPCAR</td>
<td>Floating-Point Context Address Register (NS)</td>
</tr>
<tr>
<td>0xE002EF3C</td>
<td>FPDSCR</td>
<td>Floating-Point Default Status Control Register (NS)</td>
</tr>
<tr>
<td>0xE002EF40</td>
<td>MVFR0</td>
<td>Media and VFP Feature Register 0 (NS)</td>
</tr>
<tr>
<td>0xE002EF44</td>
<td>MVFR1</td>
<td>Media and VFP Feature Register 1 (NS)</td>
</tr>
<tr>
<td>0xE002EF48</td>
<td>MVFR2</td>
<td>Media and VFP Feature Register 2 (NS)</td>
</tr>
</tbody>
</table>

### D1.1.25 Cache Maintenance Operations (NS alias)

<table>
<thead>
<tr>
<th>Address</th>
<th>Register</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xE002EF50</td>
<td>ICIALLU</td>
<td>Instruction Cache Invalidate All to PoU (NS)</td>
</tr>
<tr>
<td>0xE002EF58</td>
<td>ICIMVAU</td>
<td>Instruction Cache line Invalidate by Address to PoU (NS)</td>
</tr>
<tr>
<td>0xE002EF5C</td>
<td>DCIMVAC</td>
<td>Data Cache line Invalidate by Address to PoC (NS)</td>
</tr>
<tr>
<td>0xE002EF60</td>
<td>DCISW</td>
<td>Data Cache line Invalidate by Set/Way (NS)</td>
</tr>
<tr>
<td>0xE002EF64</td>
<td>DCCMVAC</td>
<td>Data Cache line Clean by address to PoU (NS)</td>
</tr>
<tr>
<td>0xE002EF68</td>
<td>DCCSW</td>
<td>Data Cache line Clean by Set/Way (NS)</td>
</tr>
<tr>
<td>0xE002EF70</td>
<td>DCCIMVAC</td>
<td>Data Cache line Clean and Invalidate by Address to PoC (NS)</td>
</tr>
<tr>
<td>0xE002EF74</td>
<td>DCCISW</td>
<td>Data Cache line Clean and Invalidate by Set/Way (NS)</td>
</tr>
<tr>
<td>0xE002EF78</td>
<td>BPIALL</td>
<td>Branch Predictor Invalidate All (NS)</td>
</tr>
</tbody>
</table>

### D1.1.26 Debug Identification Block (NS alias)

<table>
<thead>
<tr>
<th>Address</th>
<th>Register</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xE002EFB0</td>
<td>DLAR</td>
<td>SCS Software Lock Access Register (NS)</td>
</tr>
<tr>
<td>0xE002EFB4</td>
<td>DSLR</td>
<td>SCS Software Lock Status Register (NS)</td>
</tr>
<tr>
<td>0xE002EFB8</td>
<td>DAUTHSTATUS</td>
<td>Debug Authentication Status Register (NS)</td>
</tr>
<tr>
<td>0xE002EFBC</td>
<td>DDEVARCH</td>
<td>SCS Device Architecture Register (NS)</td>
</tr>
<tr>
<td>0xE002EFFC</td>
<td>DDEVTYPE</td>
<td>SCS Device Type Register (NS)</td>
</tr>
<tr>
<td>0xE002EFD0</td>
<td>DIPDR4</td>
<td>SCS Peripheral Identification Register 4 (NS)</td>
</tr>
<tr>
<td>0xE002EFD4</td>
<td>DIPDR5</td>
<td>SCS Peripheral Identification Register 5 (NS)</td>
</tr>
<tr>
<td>0xE002EFD8</td>
<td>DIPDR6</td>
<td>SCS Peripheral Identification Register 6 (NS)</td>
</tr>
<tr>
<td>0xE002EFDC</td>
<td>DIPDR7</td>
<td>SCS Peripheral Identification Register 7 (NS)</td>
</tr>
<tr>
<td>0xE002EE0</td>
<td>DIPDR0</td>
<td>SCS Peripheral Identification Register 0 (NS)</td>
</tr>
<tr>
<td>0xE002EE4</td>
<td>DIPDR1</td>
<td>SCS Peripheral Identification Register 1 (NS)</td>
</tr>
<tr>
<td>0xE002EE8</td>
<td>DIPDR2</td>
<td>SCS Peripheral Identification Register 2 (NS)</td>
</tr>
<tr>
<td>0xE002EFC</td>
<td>DIPDR3</td>
<td>SCS Peripheral Identification Register 3 (NS)</td>
</tr>
<tr>
<td>0xE002EFF0</td>
<td>DCIDR0</td>
<td>SCS Component Identification Register 0 (NS)</td>
</tr>
</tbody>
</table>
### Chapter D1. Register Specification

#### D1.1. Register index

<table>
<thead>
<tr>
<th>Address</th>
<th>Register</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xE002EFF4</td>
<td>DCIDR1</td>
<td>SCS Component Identification Register 1 (NS)</td>
</tr>
<tr>
<td>0xE002EFF8</td>
<td>DCIDR2</td>
<td>SCS Component Identification Register 2 (NS)</td>
</tr>
<tr>
<td>0xE002EFFC</td>
<td>DCIDR3</td>
<td>SCS Component Identification Register 3 (NS)</td>
</tr>
</tbody>
</table>

#### D1.1.27 Trace Port Interface Unit

<table>
<thead>
<tr>
<th>Address</th>
<th>Register</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xE0040000</td>
<td>TPIU_SSPSR</td>
<td>TPIU Supported Parallel Port Sizes Register</td>
</tr>
<tr>
<td>0xE0040004</td>
<td>TPIU_CSPSR</td>
<td>TPIU Current Parallel Port Sizes Register</td>
</tr>
<tr>
<td>0xE0040010</td>
<td>TPIU_ACPR</td>
<td>TPIU Asynchronous Clock Prescaler Register</td>
</tr>
<tr>
<td>0xE00400F0</td>
<td>TPIU_SPPR</td>
<td>TPIU Selected Pin Protocol Register</td>
</tr>
<tr>
<td>0xE0040300</td>
<td>TPIU_FFSR</td>
<td>TPIU Formatter and Flush Status Register</td>
</tr>
<tr>
<td>0xE0040304</td>
<td>TPIU_FFCR</td>
<td>TPIU Formatter and Flush Control Register</td>
</tr>
<tr>
<td>0xE0040308</td>
<td>TPIU_PSCR</td>
<td>TPIU Periodic Synchronization Control Register</td>
</tr>
<tr>
<td>0xE0040FB0</td>
<td>TPIU_LAR</td>
<td>TPIU Software Lock Access Register</td>
</tr>
<tr>
<td>0xE0040FB4</td>
<td>TPIU_LSR</td>
<td>TPIU Software Lock Status Register</td>
</tr>
<tr>
<td>0xE0040FC8</td>
<td>TPIU_TYPE</td>
<td>TPIU Device Identifier Register</td>
</tr>
<tr>
<td>0xE0040FCC</td>
<td>TPIU_DEVTYPE</td>
<td>TPIU Device Type Register</td>
</tr>
<tr>
<td>0xE0040FD0</td>
<td>TPIU_PIDR4</td>
<td>TPIU Peripheral Identification Register 4</td>
</tr>
<tr>
<td>0xE0040FD4</td>
<td>TPIU_PIDR5</td>
<td>TPIU Peripheral Identification Register 5</td>
</tr>
<tr>
<td>0xE0040FD8</td>
<td>TPIU_PIDR6</td>
<td>TPIU Peripheral Identification Register 6</td>
</tr>
<tr>
<td>0xE0040FDC</td>
<td>TPIU_PIDR7</td>
<td>TPIU Peripheral Identification Register 7</td>
</tr>
<tr>
<td>0xE0040FE0</td>
<td>TPIU_PIDR0</td>
<td>TPIU Peripheral Identification Register 0</td>
</tr>
<tr>
<td>0xE0040FE4</td>
<td>TPIU_PIDR1</td>
<td>TPIU Peripheral Identification Register 1</td>
</tr>
<tr>
<td>0xE0040FE8</td>
<td>TPIU_PIDR2</td>
<td>TPIU Peripheral Identification Register 2</td>
</tr>
<tr>
<td>0xE0040FEC</td>
<td>TPIU_PIDR3</td>
<td>TPIU Peripheral Identification Register 3</td>
</tr>
<tr>
<td>0xE0040FF0</td>
<td>TPIU_CIDR0</td>
<td>TPIU Component Identification Register 0</td>
</tr>
<tr>
<td>0xE0040FF4</td>
<td>TPIU_CIDR1</td>
<td>TPIU Component Identification Register 1</td>
</tr>
<tr>
<td>0xE0040FF8</td>
<td>TPIU_CIDR2</td>
<td>TPIU Component Identification Register 2</td>
</tr>
<tr>
<td>0xE0040FFC</td>
<td>TPIU_CIDR3</td>
<td>TPIU Component Identification Register 3</td>
</tr>
</tbody>
</table>
D1.2 Alphabetical list of registers
D1.2.1 ACTLR, Auxiliary Control Register

The ACTLR characteristics are:

**Purpose**
- Provides IMPLEMENTATION DEFINED configuration and control options.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
- This register is always implemented.

**Attributes**
- 32-bit read/write register located at 0xE000E008.
- Secure software can access the Non-secure version of this register via ACTLR_NS located at 0xE002E008.
- The location 0xE002E008 is RES0 to software executing in Non-secure state and the debugger.
- This register is not banked between Security states.

**Field descriptions**

The ACTLR bit assignments are:

![ACTLR Bit Assignments](image)

**IMPLEMENTATION DEFINED**, bits [31:0]
- IMPLEMENTATION DEFINED. The contents of this field are IMPLEMENTATION DEFINED.
D1.2.2 AFSR, Auxiliary Fault Status Register

The AFSR characteristics are:

**Purpose**
- Provides IMPLEMENTATION DEFINED fault status information.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
- This register is always implemented.

**Attributes**
- 32-bit read/write register located at $0xE000ED3C$.
- Secure software can access the Non-secure version of this register via AFSR_NS located at $0xE002ED3C$.
- The location $0xE002ED3C$ is RES0 to software executing in Non-secure state and the debugger.
- This register is not banked between Security states.

**Field descriptions**

The AFSR bit assignments are:

![Field Diagram](image)

**IMPLEMENTATION DEFINED, bits [31:0]**

IMPLEMENTATION DEFINED. The contents of this field are IMPLEMENTATION DEFINED.
D1.2.3 AIRCR, Application Interrupt and Reset Control Register

The AIRCR characteristics are:

**Purpose**
Sets or returns interrupt control and reset configuration.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write register located at 0xE000ED0C.
Secure software can access the Non-secure version of this register via AIRCR_NS located at 0xE002ED0C.
The location 0xE002ED0C is RESO to software executing in Non-secure state and the debugger.
This register is banked between Security states on a bit by bit basis.

**Field descriptions**
The AIRCR bit assignments are:

On a read:

VeCTKESyTAT  31  16:15  14  13  12,11  10  8, 7  4, 3  2  1  0

RESO  RES0  RES0  RES0  RES0  VECTCLRACTIVE  SYSRESETREQ  SYSRESETREQS

ENDIANNESS PRIS BHFNMINS PRIGROUP

On a write:

VeCTKEy  31  16:15  14  13  12,11  10  8, 7  4, 3  2  1  0

RESO  RES0  RES0  RES0  RES0  VECTCLRACTIVE  SYSRESETREQ  SYSRESETREQS

ENDIANNESS PRIS BHFNMINS PRIGROUP

**VECTKEY, bits [31:16], on a write**
Vector key. Writes to the AIRCR must be accompanied by a write of the value 0x05FA to this field. Writes to the AIRCR fields that are not accompanied by this value are ignored for the purpose of updating any of the AIRCR values or initiating any AIRCR functionality.

This field is not banked between Security states.

The possible values of this field are:

**0x05FA**
Permit write to AIRCR fields.

**Not 0x05FA**
Accompanying write to AIRCR fields ignored.
VECTKEYSTAT, bits [31:16], on a read
   Vector key status. Returns the bitwise inverse of the value required to be written to VECTKEY.
   This field is not banked between Security states.
   This field reads as 0xFA05.

ENDIANNESS, bit [15]
   Data endianness. Indicates how the PE interprets the memory system data endianness.
   This bit is not banked between Security states.
   The possible values of this bit are:
     0
       Little-endian.
     1
       Big-endian.
   This bit is read-only.
   This bit reads as an IMPLEMENTATION DEFINED value.

PRIS, bit [14]
   Prioritize Secure exceptions. The value of this bit defines whether Secure exception priority boosting is enabled.
   This bit is not banked between Security states.
   The possible values of this bit are:
     0
       Priority ranges of Secure and Non-secure exceptions are identical.
     1
       Non-secure exceptions are de-prioritized.
   To allow lock down of this bit, it is IMPLEMENTATION DEFINED whether this bit is writable.
   This bit is RAZ/WI from Non-secure state.
   This bit resets to zero on a Warm reset.

BFHFNMINs, bit [13]
   BusFault, HardFault, and NMI Non-secure enable. The value of this bit defines whether BusFault and NMI exceptions are Non-secure, and whether exceptions target the Non-secure HardFault exception.
   This bit is not banked between Security states.
   The possible values of this bit are:
     0
       BusFault, HardFault, and NMI are Secure.
     1
       BusFault and NMI are Non-secure and exceptions can target Non-secure HardFault.
   If an implementation resets into Secure state, this bit resets to zero. If an implementation does not support Secure state, this bit is RAO/WI. To allow lock down of this field it is IMPLEMENTATION DEFINED whether this bit is writable. The effect of setting both BFHFNMINs and PRIS to 1 is UNPREDICTABLE.
   This bit is read-only from Non-secure state.
   This bit resets to zero on a Warm reset.

Bits [12:11]
   Reserved, RES0.
PRIGROUP, bits [10:8]
Priority grouping. The value of this field defines the exception priority binary point position for the selected Security state.
This field is banked between Security states.
The possible values of this field are:

0b000
Group priority [7:1], subpriority [0].

0b001
Group priority [7:2], subpriority [1:0].

0b010
Group priority [7:3], subpriority [2:0].

0b011
Group priority [7:4], subpriority [3:0].

0b100
Group priority [7:5], subpriority [4:0].

0b101
Group priority [7:6], subpriority [5:0].

0b110
Group priority [7], subpriority [6:0].

0b111
No group priority, subpriority [7:0].
If the Main Extension is not implemented, this field is RES0.
This field resets to zero on a Warm reset.

Bits [7:4]
Reserved, RES0.

SYSRESETREQS, bit [3]
System reset request Secure only. The value of this bit defines whether the SYSRESETREQ bit is functional for Non-secure use.
This bit is not banked between Security states.
The possible values of this bit are:

0
SYSRESETREQ functionality is available to both Security states.

1
SYSRESETREQ functionality is only available to Secure state.
This bit is RAZ/WI from Non-secure state.
This bit resets to zero on a Warm reset.

SYSRESETREQ, bit [2]
System reset request. This bit allows software or a debugger to request a system reset.
This bit is not banked between Security states.
The possible values of this bit are:

0
Do not request a system reset.
1
   Request a system reset.

   When SYSRESETREQ is set to 1, the Non-secure view of this bit is RAZ/WI.

   This bit resets to zero on a Warm reset.

**VECTCLRACTIVE, bit [1]**

Clear active state.

A debugger write of one to this bit when the PE is halted in Debug state:

- IPSR is cleared to zero.
- The active state for all Non-secure exceptions is cleared.
- If DHCSR.S_SDE==1, the active state for all Secure exceptions is cleared.

This bit is not banked between Security states.

The possible values of this bit are:

0   Do not clear active state.

1   Clear active state.

Writes to this bit while the PE is in Non-debug state are ignored.
This bit reads as zero.

**Bit [0]**

Reserved, RES0.
D1.2.4 APSR, Application Program Status Register

The APSR characteristics are:

**Purpose**
Provides privileged and unprivileged access to the PE Execution state fields.

**Usage constraints**
Privileged and unprivileged access permitted.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write special-purpose register.
This register is not banked between Security states.

**Field descriptions**

The APSR bit assignments are:

```
<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
<th>20</th>
<th>19</th>
<th>16</th>
<th>15</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>N</td>
<td>Z</td>
<td>C</td>
<td>V</td>
<td>Q</td>
<td>RES0</td>
<td>GE</td>
<td>RES0</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

**N, bit [31]**
Negative condition flag. When updated by a flag setting instruction this bit indicates whether the result of the operation when treated as a two’s complement signed integer is negative.

The possible values of this bit are:

0
Result is positive or zero.

1
Result is negative.

See individual instruction pages for details.
This bit resets to an **UNKNOWN** value on a Warm reset.

**Z, bit [30]**
Zero condition flag. When updated by a flag setting instruction this bit indicates whether the result of the operation was zero.

The possible values of this bit are:

0
Result is non-zero.

1
Result is zero.

See individual instruction pages for details.
This bit resets to an **UNKNOWN** value on a Warm reset.

**C, bit [29]**
Carry condition flag. When updated by a flag setting instruction this bit indicates whether the operation resulted in an unsigned overflow or whether the last bit shifted out of the result was set.

The possible values of this bit are:
0
No carry occurred, or last bit shifted was clear.

1
Carry occurred, or last bit shifted was set.
See individual instruction pages for details.
This bit resets to an UNKNOWN value on a Warm reset.

V, bit [28]
Overflow condition flag. When updated by a flag setting instruction this bit indicates whether a signed overflow occurred.
The possible values of this bit are:

0
Signed overflow did not occur.

1
Signed overflow occurred.
See individual instruction pages for details.
This bit resets to an UNKNOWN value on a Warm reset.

Q, bit [27]
Sticky saturation flag. When updated by certain instructions this bit indicates either that an overflow occurred or that the result was saturated. This bit is cumulative and can only be cleared to zero by software.
The possible values of this bit are:

0
Saturation or overflow has not occurred since bit was last cleared.

1
Saturation or overflow has occurred since bit was last cleared.
See individual instruction pages for details.
If the Main Extension is not implemented, this bit is RES0.
This bit resets to an UNKNOWN value on a Warm reset.

Bits [26:20]
Reserved, RES0.

GE, bits [19:16]
Greater than or equal flags. When updated by parallel addition and subtraction instructions these bits record whether the result was greater than or equal to zero. SEL instructions use these bits to determine which register to select a particular byte from.
See individual instruction pages for details.
If the DSP Extension is not implemented, this field is RES0.
This field resets to an UNKNOWN value on a Warm reset.

Bits [15:0]
Reserved, RES0.
D1.2.5 BASEPRI, Base Priority Mask Register

The BASEPRI characteristics are:

**Purpose**
Changes the priority level required for exception preemption.

**Usage constraints**
Privileged access only. Unprivileged access is RAZ/WI, unless otherwise stated.

**Configurations**
Present only if the Main Extension is implemented.
This register is RES0 if the Main Extension is not implemented.

**Attributes**
32-bit read/write special-purpose register.
This register is banked between Security states.

**Field descriptions**

The BASEPRI bit assignments are:

```
  31  30  29  28  27  26  25  24  23  22  21  20  19  18  17  16  15  14  13  12  11  10  9  8
  ^           ^           ^           ^           ^           ^           ^           ^           ^
RES0  BASEPRI

Bits [31:8]
Reserved, RES0.

BASEPRI, bits [7:0]
Base priority mask. BASEPRI changes the priority level required for exception preemption. It has an effect only when BASEPRI has a lower value than the unmasked priority level of the currently executing software.

The possible values of this field are:

0
Disables masking by BASEPRI.

1-255
Priority value.

The number of implemented bits in BASEPRI is the same as the number of implemented bits in each field of the priority registers, and BASEPRI has the same format as those fields.

This field resets to zero on a Warm reset.
D1.2.6 BFAR, BusFault Address Register

The BFAR characteristics are:

**Purpose**
Shows the address associated with a precise data access BusFault.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.

This register is RES0 if the Main Extension is not implemented.

**Attributes**
32-bit read/write register located at 0xE000ED38.

Secure software can access the Non-secure version of this register via BFAR_NS located at 0xE002ED38.

The location 0xE002ED38 is RES0 to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

**Preface**
The Non-secure version of this register is RAZ/WI if AIRCR.BFHFNMINS is set to 0.

**Field descriptions**
The BFAR bit assignments are:

```
ADDRESS, bits [31:0]
```

Data address for a precise BusFault. This register is updated with the address of a location that produced a BusFault. BFSR shows the reason for the fault. This field is valid only when BFSR.BFARVALID is set, otherwise it is UNKNOWN.

In implementations without unique BFAR and MMFAR registers, the value of this register is UNKNOWN if MMFSR.MMARVALID is set.

If AIRCR.BFHFNMINS is zero this field is RAZ/WI from Non-secure state.

This field resets to an UNKNOWN value on a Warm reset.

**Note**
If an implementation shares a common BFAR and MMFAR it must not leak Secure state information to the Non-secure state. One possible implementation is that BFAR shares resource with the Secure MMFAR if AIRCR.BFHFNMINS is zero, and with the Non-secure MMFAR if AIRCR.BFHFNMINS is set.
D1.2.7 BFSR, BusFault Status Register

The BFSR characteristics are:

**Purpose**
Shows the status of bus errors resulting from instruction fetches and data accesses.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

If the Main Extension is implemented, this register is word, halfword, and byte accessible.

If the Main Extension is not implemented, this register is word accessible only, halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.

This register is RES0 if the Main Extension is not implemented.

**Attributes**
8-bit read/write-one-to-clear register located at 0xE000ED29.

Secure software can access the Non-secure version of this register via BFSR_NS located at 0xE002ED29. The location 0xE002ED29 is RES0 to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

This register is part of CFSR.

**Preface**
The Non-secure version of this register is RAZ/WI if AIRCR.BFHNMIN is set to 0.

**Field descriptions**
The BFSR bit assignments are:

```
  7  6  5  4  3  2  1  0
    (0)   BFARVALID  LSPERR  STKERR  UNSTKERR  IBUSERR  PRECISERR  IMPRECISERR
```

**BFARVALID, bit [7]**
BFAR valid. Indicates validity of the contents of the BFAR register.

The possible values of this bit are:

- 0 BFAR content not valid.
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1
BFAR content valid.

If AIRCR.BFHFNMINS is zero this bit is RAZ/WI from Non-secure state.
This bit resets to zero on a Warm reset.

Bit [6]
Reserved, RES0.

LSPERR, bit [5]
Lazy state preservation error. Records whether a BusFault occurred during FP lazy state preservation.
The possible values of this bit are:
0
No BusFault occurred.
1
BusFault occurred.

If AIRCR.BFHFNMINS is zero this bit is RAZ/WI from Non-secure state.
This bit resets to zero on a Warm reset.

STKERR, bit [4]
Stack error. Records whether a derived BusFault occurred during exception entry stacking.
The possible values of this bit are:
0
No derived BusFault occurred.
1
Derived BusFault occurred during exception entry.

If AIRCR.BFHFNMINS is zero this bit is RAZ/WI from Non-secure state.
This bit resets to zero on a Warm reset.

UNSTKERR, bit [3]
Unstack error. Records whether a derived BusFault occurred during exception return unstacking.
The possible values of this bit are:
0
No derived BusFault occurred.
1
Derived BusFault occurred during exception return.

If AIRCR.BFHFNMINS is zero this bit is RAZ/WI from Non-secure state.
This bit resets to zero on a Warm reset.

IMPRECISERR, bit [2]
Imprecise error. Records whether an imprecise data access error has occurred.
The possible values of this bit are:
0
No imprecise data access error has occurred.
1
Imprecise data access error has occurred.
If AIRCR.BFHFNMINS is zero this bit is RAZ/WI from Non-secure state.

This bit resets to zero on a Warm reset.

**PRECISERR, bit [1]**

Precise error. Records whether a precise data access error has occurred.

The possible values of this bit are:

0  
No precise data access error has occurred.

1  
Precise data access error has occurred.

When a precise error is recorded, the associated address is written to the BFAR and BFSR.BFARVALID bit is set.

If AIRCR.BFHFNMINS is zero this bit is RAZ/WI from Non-secure state.

This bit resets to zero on a Warm reset.

**IBUSERR, bit [0]**

Instruction bus error. Records whether a BusFault on an instruction prefetch has occurred.

The possible values of this bit are:

0  
No BusFault on instruction prefetch has occurred.

1  
A BusFault on an instruction prefetch has occurred.

An IBUSERR is only recorded if the instruction is issued for execution.

If AIRCR.BFHFNMINS is zero this bit is RAZ/WI from Non-secure state.

This bit resets to zero on a Warm reset.
D1.2.8 BPIALL, Branch Predictor Invalidate All

The BPIALL characteristics are:

**Purpose**
- Invalidate all entries from branch predictors.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
- This register is always implemented.

**Attributes**
- 32-bit write-only register located at 0xE000EF78.
- Secure software can access the Non-secure version of this register via BPIALL_NS located at 0xE002EF78.
- The location 0xE002EF78 is RES0 to software executing in Non-secure state and the debugger.
- This register is not banked between Security states.

**Field descriptions**

The BPIALL bit assignments are:

Ignored, bits [31:0]
- Ignored. The value written to this field is ignored.
D1.2.9 CCR, Configuration and Control Register

The CCR characteristics are:

**Purpose**
Sets or returns configuration and control data.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write register located at 0xE000ED14.
Secure software can access the Non-secure version of this register via CCR_NS located at 0xE002ED14.
The location 0xE002ED14 is RES0 to software executing in Non-secure state and the debugger.
This register is banked between Security states on a bit by bit basis.

**Field descriptions**
The CCR bit assignments are:

**Bits [31:19]**
Reserved, RES0.

**BP, bit [18]**
Branch prediction enable. Enables program flow prediction for the selected Security state.
This bit is banked between Security states.
The possible values of this bit are:

0  
Program flow prediction disabled for the selected Security state.

1  
Program flow prediction enabled for the selected Security state.
If program flow prediction cannot be disabled, this bit is RAO/WI. If the program flow prediction is not supported, this bit is RAZ/WI.
If the Main Extension is not implemented, this bit is RES0.
This bit resets to zero on a Warm reset.

**IC, bit [17]**
Instruction cache enable. This is a global enable bit for instruction caches in the selected Security state.
This bit is banked between Security states.
The possible values of this bit are:
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0
Instruction caches disabled for the selected Security state.

1
Instruction caches enabled for the selected Security state.
If the PE does not implement instruction caches, this bit is RAZ/WI.
If the Main Extension is not implemented, this bit is RES0.
This bit resets to zero on a Warm reset.

DC, bit [16]
Data cache enable. Enables data caching of all data accesses to Normal memory.
This bit is banked between Security states.
The possible values of this bit are:

0
Data caching disabled.

1
Data caching enabled.
The secure version of this bit controls the Cacheability of accesses to secure memory.
The non-secure version of this bit controls the Cacheability of accesses to non-secure memory.
If the Main Extension is not implemented, this bit is RES0.
This bit resets to zero on a Warm reset.

Bits [15:11]
Reserved, RES0.

STKOFHFNMIGN, bit [10]
Stack overflow in HardFault and NMI ignore. Controls the effect of a stack limit violation while executing at
a requested priority less than 0 for the Security state with which the stack limit register is associated.
This bit is banked between Security states.
The possible values of this bit are:

0
Stack limit faults not ignored.

1
Stack limit faults at requested priorities of less than 0 ignored.
If the Main Extension is not implemented, this bit is RES0.
This bit resets to zero on a Warm reset.

Bit [9]
Reserved, RES1.

BFHFNMIGN, bit [8]
BusFault in HardFault or NMI ignore. Determines the effect of precise BusFaults on handlers running at a
requested priority less than 0.
This bit is not banked between Security states.
The possible values of this bit are:

0
Precise BusFaults not ignored.
1
Precise BusFaults at requested priorities of less than 0 ignored.
If AIRCR.BFHFNMIN is 0, this bit is read-only from Non-secure state.
If the Main Extension is not implemented, this bit is RES0.
This bit resets to zero on a Warm reset.

Bits [7:5]
Reserved, RES0.

**DIV_0_TRP, bit [4]**
Divide by zero trap. Controls the generation of a DIVBYZERO UsageFault when attempting to perform integer division by zero.
This bit is banked between Security states.
The possible values of this bit are:
0
DIVBYZERO UsageFault generation disabled.
1
DIVBYZERO UsageFault generation enabled.
If the Main Extension is not implemented, this bit is RES0.
This bit resets to zero on a Warm reset.

**UNALIGN_TRP, bit [3]**
Unaligned trap. Controls the trapping of unaligned word or halfword accesses.
This bit is banked between Security states.
The possible values of this bit are:
0
Unaligned accesses permitted from LDR, LDRH, STR, and STRH.
1
Any unaligned transaction generates an UNALIGNED UsageFault.
Unaligned load/store multiples and atomic/exclusive accesses always generate an UNALIGNED UsageFault.
If the Main Extension is not implemented, this bit is RES1.
This bit resets to zero on a Warm reset if the Main Extension is implemented.

**Bit [2]**
Reserved, RES0.

**USERSETMPEND, bit [1]**
User set main pending. Determines whether unprivileged accesses are permitted to pend interrupts via the STIR.
This bit is banked between Security states.
The possible values of this bit are:
0
Unprivileged accesses to the STIR generate a fault.
1
Unprivileged accesses to the STIR are permitted.
If the Main Extension is not implemented, this bit is RES0.
This bit resets to zero on a Warm reset.

Bit [0]
Reserved, RES1.
D1.2.10 CCSIDR, Current Cache Size ID register

The CCSIDR characteristics are:

**Purpose**
The CCSIDR provides information about the architecture of the currently selected cache.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If CSSELR points to an unimplemented cache, the value of this register is UNKNOWN.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read-only register located at 0xE000ED80.
Secure software can access the Non-secure version of this register via CCSIDR_NS located at 0xE002ED80.
The location 0xE002ED80 is RES0 to software executing in Non-secure state and the debugger.
This register is banked between Security states.

**Preface**
Provides indirect read access to the architecture of the cache currently selected by CSSELR. The parameters NumSets, Associativity, and LineSize in these registers define the architecturally visible parameters that are required for the cache maintenance by Set/Way instructions. They are not guaranteed to represent the actual microarchitectural features of a design. You cannot make any inference about the actual sizes of caches based on these parameters.

**Field descriptions**
The CCSIDR bit assignments are:

<table>
<thead>
<tr>
<th>31 30 29 28 27</th>
<th>13 12</th>
<th>3 2 0</th>
</tr>
</thead>
<tbody>
<tr>
<td>NumSets</td>
<td>Associativity</td>
<td>LineSize</td>
</tr>
</tbody>
</table>

**WT**, bit [31]
Write-Through. Indicates whether the currently selected cache level supports Write-Through.
The possible values of this bit are:
0
Not supported.
1
Supported.
This bit reads as an IMPLEMENTATION DEFINED value.

**WB**, bit [30]
Writeback. Indicates whether the currently selected cache level supports Write-Back.
The possible values of this bit are:
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RA, bit [29]
Read-allocate. Indicates whether the currently selected cache level supports read-allocation.

The possible values of this bit are:

0
Not supported.

1
Supported.

This bit reads as an IMPLEMENTATION DEFINED value.

WA, bit [28]
Write-Allocate. Indicates whether the currently selected cache level supports write-allocation.

The possible values of this bit are:

0
Not supported.

1
Supported.

This bit reads as an IMPLEMENTATION DEFINED value.

NumSets, bits [27:13]
Number of sets. Indicates (Number of sets in the currently selected cache) - 1. Therefore, a value of 0 indicates that 1 is set in the cache. The number of sets does not have to be a power of 2.

This field reads as an IMPLEMENTATION DEFINED value.

Associativity, bits [12:3]
Associativity. Indicates (Associativity of cache) - 1. A value of 0 indicates an associativity of 1. The associativity does not have to be a power of 2.

This field reads as an IMPLEMENTATION DEFINED value.

LineSize, bits [2:0]
Line size. Indicates (Log(2(Number of words per line in the currently selected cache))) - 2.

This field reads as an IMPLEMENTATION DEFINED value.
**D1.2.11 CFSR, Configurable Fault Status Register**

The CFSR characteristics are:

**Purpose**

Contains the three Configurable Fault Status Registers.

**Usage constraints**

Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are **UNPREDICTABLE**.

**Configurations**

Present only if the Main Extension is implemented.

This register is RES0 if the Main Extension is not implemented.

**Attributes**

- 32-bit read/write-one-to-clear register located at 0xE000ED28.
- Secure software can access the Non-secure version of this register via CFSR_NS located at 0xE002ED28.
- The location 0xE002ED28 is RES0 to software executing in Non-secure state and the debugger.
- This register is banked between Security states on a bit by bit basis.

**Field descriptions**

The CFSR bit assignments are:

<table>
<thead>
<tr>
<th>31</th>
<th>16</th>
<th>15</th>
<th>8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>UFSR</td>
<td>BFSR</td>
<td>MMFSR</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**UFSR, bits [31:16]**

UsageFault Status Register. Provides information on UsageFault exceptions.

This field is banked between Security states.

See UFSR.

This field resets to zero on a Warm reset.

**BFSR, bits [15:8]**

BusFault Status Register. Provides information on BusFault exceptions.

This field is not banked between Security states.

See BFSR.

This field resets to zero on a Warm reset.

**MMFSR, bits [7:0]**

MemManage Fault Status Register. Provides information on MemManage exceptions.

This field is banked between Security states.

See MMFSR.

This field resets to zero on a Warm reset.
D1.2.12 CLIDR, Cache Level ID Register

The CLIDR characteristics are:

**Purpose**
Identifies the type of caches implemented and the level of coherency and unification.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read-only register located at 0xE000ED78.

Secure software can access the Non-secure version of this register via CLIDR_NS located at 0xE002ED78.

The location 0xE002ED78 is RES0 to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

**Field descriptions**

The CLIDR bit assignments are:

| 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  |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| ICB | LoUU | LoC | LoUIS | Ctype7 | Ctype6 | Ctype5 | Ctype4 | Ctype3 | Ctype2 | Ctype1 |

**ICB, bits [31:30]**
Inner cache boundary. This field indicates the boundary between inner and outer domain.

The possible values of this field are:

- **0b00**
  Not disclosed in this mechanism.

- **0b01**
  L1 cache is the highest inner level.

- **0b10**
  L2 cache is the highest inner level.

- **0b11**
  L3 cache is the highest inner level.

This field reads as an IMPLEMENTATION DEFINED value.

**LoUU, bits [29:27]**
Level of Unification Uniprocessor. This field indicates the Level of Unification Uniprocessor for the cache hierarchy.

This field reads as an IMPLEMENTATION DEFINED value.

**LoC, bits [26:24]**
Level of Coherence. This field indicates the Level of Coherence for the cache hierarchy.

This field reads as an IMPLEMENTATION DEFINED value.
LoUIS, bits [23:21]
Level of Unification Inner Shareable. This field indicates the Level of Unification Shareable for the cache hierarchy.

This field reads as an IMPLEMENTATION DEFINED value.

Ctypem, bits [3(m-1)+2:3(m-1)], for m = 1 to 7
Cache type field m. Indicates the type of cache implemented at level m.

The possible values of this field are:

- 0b000
  - No cache.
- 0b001
  - Instruction cache only.
- 0b010
  - Data cache only.
- 0b011
  - Separate instruction and data caches.
- 0b100
  - Unified cache.

All other values are reserved.

If Ctype<m> is set to 0b000, and m < 7, then all of the following apply.

- Level m represents the last level of software-visible cache.
- Ctype<m+1> through to Ctype7 must read as zero.
- Software must treat Ctype<m+1> through Ctype7 as if they are invalid and read as an UNKNOWN value.

This field reads as an IMPLEMENTATION DEFINED value.
D1.2.13  CONTROL, Control Register

The CONTROL characteristics are:

**Purpose**
Provides access to the PE control fields.

**Usage constraints**
Privileged access only, but unprivileged writes are ignored unless otherwise specified.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write special-purpose register.
This register is banked between Security states on a bit by bit basis.

**Field descriptions**

The CONTROL bit assignments are:

```
0  1  2  3  4  31  
RES0  SFPA  FPCA  nPRIV  SPSEL
```

**Bits [31:4]**
Reserved, RES0.

**SFPA, bit [3]**
Secure floating-point active. Indicates that the floating-point registers contain active state that belongs to the Secure state.
This bit is not banked between Security states.
The possible values of this bit are:

- **0**
  The floating-point registers do not contain state that belongs to the Secure state.

- **1**
  The floating-point registers contain state that belongs to the Secure state.
This bit is accessible from both privileged and unprivileged modes, but unprivileged writes are ignored.
This bit is RAZ/WI from Non-secure state.
If the Security Extension is not implemented, this bit is RES0.
If the Floating-point Extension is not implemented, this bit is RES0.
This bit resets to zero on a Warm reset.

**FPCA, bit [2]**
Floating-point context active. Defines whether the FP Extension is active in the current context.
This bit is not banked between Security states.
The possible values of this bit are:

- **0**
  FP Extension is not active.
1

FP Extension is active.

When NSACR.CP10 is set to zero, the Non-secure view of this bit is read-only. If FPCCR.ASPEN is set to 1, enabling automatic floating-point state preservation, then the PE sets this bit to 1 on successful completion of any floating-point instruction.

If the Floating-point Extension is not implemented, this bit is RES0.

This bit resets to zero on a Warm reset.

SPSEL, bit [1]

Stack-pointer select. Defines the stack pointer to be used.

This bit is banked between Security states.

The possible values of this bit are:

0

Use SP_main as the current stack.

1

In Thread mode use SP_process as the current stack.

This bit resets to zero on a Warm reset.

nPRIV, bit [0]

Not privileged. Defines the execution privilege in Thread mode.

This bit is banked between Security states.

The possible values of this bit are:

0

Thread mode has privileged access.

1

Thread mode has unprivileged access only.

If the Main Extension is not implemented, it is IMPLEMENTATION DEFINED whether this field is RW or RAZ/WI.

This bit resets to zero on a Warm reset.
D1.2.14 CPACR, Coprocessor Access Control Register

The CPACR characteristics are:

**Purpose**
Specifies the access privileges for coprocessors and the Floating-point Extension.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.
This register is RES0 if the Main Extension is not implemented.

**Attributes**
32-bit read/write register located at 0xE000ED88.
Secure software can access the Non-secure version of this register via CPACR_NS located at 0xE002ED88.
The location 0xE002ED88 is RES0 to software executing in Non-secure state and the debugger.
This register is banked between Security states.

**Field descriptions**
The CPACR bit assignments are:

```
| 31 | 24 | 23 | 22 | 21 | 20 | 19 | 16 | 15 | 14 | 13 | 12 | 11 | 10 |  9 |  8 |  7 |  6 |  5 |  4 |  3 |  2 |  1 |  0 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|    | RES0 | CP11 | CP10 | RES0 | CP7 | CP6 | CP5 | CP4 | CP3 | CP2 | CP1 | CP0 |
```

**Bits [31:24]**
Reserved, RES0.

**CP11, bits [23:22]**
CP11 Privilege. The value in this field is ignored. If the implementation does not include the FP Extension, this field is RAZ/WI. If the value of this bit is not programmed to the same value as the CP10 field, then the value is UNKNOWN.
This field resets to an UNKNOWN value on a Warm reset.

**CP10, bits [21:20]**
CP10 Privilege. Defines the access rights for the floating-point functionality.
The possible values of this field are:

- **0b00**
  All accesses to the FP Extension result in NOCP UsageFault.

- **0b01**
  Unprivileged accesses to the FP Extension result in NOCP UsageFault.

- **0b11**
  Full access to the FP Extension.
All other values are reserved.
The features controlled by this field are:
The execution of any instructions within the encoding space defined by IsCPInstruction().
Access to any floating-point registers in the range D0-D16.
If the implementation does not include the Floating-point Extension, this field is RAZ/WI. See individual floating-point instruction pages for details.

This field resets to an UNKNOWN value on a Warm reset.

**Bits [19:16]**
- Reserved, RES0.

**CPm, bits [2m+1:2m], for m = 0 to 7**
- Coprocessor m privilege. Controls access privileges for coprocessor m.

The possible values of this field are:

- **0b00**
  - Access denied. Any attempted access generates a NOCP UsageFault.

- **0b01**
  - Privileged access only. An unprivileged access generates a NOCP UsageFault.

- **0b10**
  - Reserved.

- **0b11**
  - Full access.

If coprocessor m is not implemented, this field is RAZ/WI.

This field resets to an UNKNOWN value on a Warm reset.
D1.2.15 CPPWR, Coprocessor Power Control Register

The CPPWR characteristics are:

**Purpose**
Specifies whether coprocessors are permitted to enter a non-retentive power state.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are **UNPREDICTABLE**.

**Configurations**
Present only if the Main Extension is implemented.

This register is **RES0** if the Main Extension is not implemented.

**Attributes**
32-bit read/write register located at **0xE000E00C**.

Secure software can access the Non-secure version of this register via CPPWR_NS located at **0xE002E00C**.

The location **0xE002E00C** is **RES0** to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

**Field descriptions**
The CPPWR bit assignments are:

![CPPWR Bit Assignments Diagram]

**Bits [31:24]**
Reserved, **RES0**.

**SUS11, bit [23]**
State **UNKNOWN** Secure only 11. The value in this field is ignored. If the value of this bit is not programmed to the same value as the **SUS10** field, then the value is **UNKNOWN**.

If **SU10** is always RAZ/WI this field is also RAZ/WI.

This bit is RAZ/WI from Non-secure state.

This bit resets to zero on a Warm reset.

**SU11, bit [22]**
State **UNKNOWN** 11. The value in this field is ignored. If the value of this bit is not programmed to the same value as the **SU10** field, then the value is **UNKNOWN**.

When **SUS10** is set to 1, the Non-secure view of this bit is RAZ/WI. If **SU10** is always RAZ/WI this field is also RAZ/WI.

This bit resets to zero on a Warm reset.
SUS10, bit [21]
State UNKNOWN Secure only 10. This bit indicates and allows modification of whether the SU10 field can be modified from Non-secure state.
The possible values of this bit are:

0  The SU10 field is accessible from both Security states.
1  The SU10 field is only accessible from the Secure state.

If SU10 is always RAZ/WI this field is also RAZ/WI.
This bit is RAZ/WI from Non-secure state.
This bit resets to zero on a Warm reset.

SU10, bit [20]
State UNKNOWN 10. This bit indicates and allows modification of whether the state associated with the floating-point unit is permitted to become UNKNOWN. This can be used as a hint to power control logic that the floating-point unit might be powered down.
The possible values of this bit are:

0  The floating-point state is not permitted to become UNKNOWN.
1  The floating-point state is permitted to become UNKNOWN.

When SUS10 is set to 1, the Non-secure view of this bit is RAZ/WI. It is IMPLEMENTATION DEFINED whether this bit is always RAZ/WI.
This bit resets to zero on a Warm reset.

Bits [19:16]
Reserved, RES0.

SUSm, bit [2m+1], for m = 0 to 7
State UNKNOWN Secure only m. This field indicates and allows modification of whether the SUm field can be modified from Non-secure state.
The possible values of this field are:

0  The SUm field is accessible from both Security states.
1  The SUm field is only accessible from the Secure state.

If SUm is always RAZ/WI this field is also RAZ/WI.
This field is RAZ/WI from Non-secure state.
This field resets to zero on a Warm reset.

SUm, bit [2m], for m = 0 to 7
State UNKNOWN m. This field indicates and allows modification of whether the state associated with coprocessor m is permitted to become UNKNOWN. This can be used as a hint to power control logic that the coprocessor might be powered down.
The possible values of this field are:

0  The coprocessor state is not permitted to become UNKNOWN.
The coprocessor state is permitted to become **UNKNOWN**.

When SUSm is set to 1, the Non-secure view of this bit is RAZ/WI. It is IMPLEMENTATION DEFINED whether this bit is always RAZ/WI.

This field resets to zero on a Warm reset.
D1.2.16 CPUID, CPUID Base Register

The CPUID characteristics are:

**Purpose**
Provides identification information for the PE, including an implementer code for the device and a device ID number.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read-only register located at 0xE000ED00.

Secure software can access the Non-secure version of this register via CPUID_NS located at 0xE002ED00. The location 0xE002ED00 is RES0 to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

**Field descriptions**

The CPUID bit assignments are:

<table>
<thead>
<tr>
<th>31</th>
<th>24</th>
<th>23</th>
<th>20</th>
<th>19</th>
<th>16</th>
<th>15</th>
<th>4</th>
<th>3</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Implementer</td>
<td>Variant</td>
<td>Architecture</td>
<td>PartNo</td>
<td>Revision</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Implementer, bits [31:24]**
Implementer code. This field must hold an implementer code that has been assigned by Arm.

The possible values of this field are:

- **0x41**
  
  'A': Arm Limited.

- **Not 0x41**
  
  Implementer other than Arm Limited.

Arm can assign codes that are not published in this manual. All values not assigned by Arm are reserved and must not be used.

This field reads as an IMPLEMENTATION DEFINED value.

**Variant, bits [23:20]**
Variant number. IMPLEMENTATION DEFINED variant number. Typically, this field is used to distinguish between different product variants, or major revisions of a product.

This field reads as an IMPLEMENTATION DEFINED value.

**Architecture, bits [19:16]**
Architecture version. Defines the Architecture implemented by the PE.

The possible values of this field are:

- **0b1100**
  
  Armv8-M architecture without Main Extension.

- **0b1111**
  
  Armv8-M architecture with Main Extension.
All other values are reserved.
This field reads as an IMPLEMENTATION DEFINED value.

PartNo, bits [15:4]
   Part number. IMPLEMENTATION DEFINED primary part number for the device.
   This field reads as an IMPLEMENTATION DEFINED value.

Revision, bits [3:0]
   Revision number. IMPLEMENTATION DEFINED revision number for the device.
   This field reads as an IMPLEMENTATION DEFINED value.
D1.2.17 CSSELR, Cache Size Selection Register

The CSSELR characteristics are:

**Purpose**
Selects the current Cache Size ID Register, CCSIDR, by specifying the required cache level and the cache type (either instruction or data cache)

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write register located at 0xE000ED84.
Secure software can access the Non-secure version of this register via CSSELR_NS located at 0xE002ED84.
The location 0xE002ED84 is RES0 to software executing in Non-secure state and the debugger.
This register is banked between Security states.

**Field descriptions**
The CSSELR bit assignments are:

| 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 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| RES0 | Level | InD |

**Bits [31:4]**
Reserved, RES0.

**Level, bits [3:1]**
Cache level. Selects which cache level is to be identified. Permitted values are from 0b000, indicating Level 1 cache, to 0b110 indicating Level 7 cache.
The possible values of this field are:

- **0b000**
  Level 1 cache.
- **0b001**
  Level 2 cache.
- **0b010**
  Level 3 cache.
- **0b011**
  Level 4 cache.
- **0b100**
  Level 5 cache.
- **0b101**
  Level 6 cache.
- **0b110**
  Level 7 cache.
All other values are reserved.

Writing a reserved value or value corresponding to an unimplemented level of cache is *constrained unpredictable*.

This field resets to an UNKOWN value on a Warm reset.

**InD, bit [0]**

Instruction not data. Selects whether the instruction or the data cache is to be identified.

The possible values of this bit are:

0

Data or unified cache.

1

Instruction cache.

This bit resets to an UNKNOWN value on a Warm reset.
D1.2.18  CTR, Cache Type Register

The CTR characteristics are:

**Purpose**
Provides information about the architecture of the caches.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read-only register located at $0x{\text{E000ED7C}}$.

Secure software can access the Non-secure version of this register via CTR_NS located at $0x{\text{E002ED7C}}$.

The location $0x{\text{E002ED7C}}$ is RES0 to software executing in Non-secure state and the debugger.

This register is banked between Security states.

**Field descriptions**
The CTR bit assignments are:

When Format!='0b100':

<table>
<thead>
<tr>
<th>Format</th>
<th>RES0</th>
</tr>
</thead>
</table>

When Format=='0b100':

<table>
<thead>
<tr>
<th>Format</th>
<th>CWG</th>
<th>ERG</th>
<th>DminLine</th>
<th>RES1</th>
<th>RES0</th>
<th>IminLine</th>
</tr>
</thead>
</table>

**Format, bits [31:29]**
Cache Type Register format. Indicates whether cache type information is provided.

The possible values of this field are:

$0b000$
No cache type information is provided.

$0b100$
Cache type information is provided.

All other values are reserved.

The value of this field is an IMPLEMENTATION DEFINED choice of either $0b000$ or $0b100$.

If CLIDR is nonzero then this field must read as $0b100$.

This field reads as an IMPLEMENTATION DEFINED value.

**Bits [28:0], when Format!='0b100'**
Reserved, RES0.

**Bit [28], when Format=='0b100'**
Reserved, RES0.
**CWG, bits [27:24], when Format=='0b100'**

Cache Write-Back Granule. \( \log_2 \) of the number of words of the maximum size of memory that can be overwritten as a result of the eviction of a cache entry that has had a memory location in it modified.

The possible values of this field are:

- **0b0000**
  
  Indicates that this register does not provide Cache Write-Back Granule information and either the architectural maximum of 512 words (2KB) must be assumed, or the Cache Write-Back Granule can be determined from maximum cache line size encoded in the Cache Size ID Registers.

- **0b0001-0b1000**
  
  \( \log_2 \) of the number of words.

  All other values are reserved.

  This field reads as an **IMPLEMENTATION DEFINED** value.

**ERG, bits [23:20], when Format=='0b100'**

Exclusives Reservation Granule. \( \log_2 \) of the number of words of the maximum size of the reservation granule that has been implemented for the Load-Exclusive and Store-Exclusive instructions.

The possible values of this field are:

- **0b0000**
  
  Indicates that this register does not provide Exclusives Reservation Granule information and the architectural maximum of 512 words (2KB) must be assumed.

- **0b0001-0b1000**
  
  \( \log_2 \) of the number of words.

  All other values are reserved.

  This field reads as an **IMPLEMENTATION DEFINED** value.

**DminLine, bits [19:16], when Format=='0b100'**

Data cache minimum line length. \( \log_2 \) of the number of words in the smallest cache line of all the data caches and unified caches that are controlled by the PE.

This field reads as an **IMPLEMENTATION DEFINED** value.

**Bits [15:14], when Format=='0b100'**

Reserved, RES1.

**Bits [13:4], when Format=='0b100'**

Reserved, RES0.

**IminLine, bits [3:0], when Format=='0b100'**

Instruction cache minimum line length. \( \log_2 \) of the number of words in the smallest cache line of all the instruction caches that are controlled by the PE.

This field reads as an **IMPLEMENTATION DEFINED** value.
D1.2.19 DAUTHCTRL, Debug Authentication Control Register

The DAUTHCTRL characteristics are:

Purpose
This register allows the IMPLEMENTATION DEFINED authentication interface to be overridden from software.

Usage constraints
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
This register is RES0 if accessed via the debugger.

Configurations
Present if Halting debug or the Main Extension is implemented.
This register is RES0 if both Halting debug and Main Extension are not implemented.
Present only if the Security Extension is implemented.
This register is RES0 if the Security Extension is not implemented.

Attributes
32-bit read/write register located at 0xE000EE04.
This register is RAZ/WI when accessed as Non-secure.
This register is not banked between Security states.

Field descriptions
The DAUTHCTRL bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>Reserved, RES0</td>
</tr>
<tr>
<td>3</td>
<td>INTSPNIDEN, Internal Secure non-invasive debug enable. Overrides the external Secure non-invasive debug authentication interface. The possible values of this bit are:</td>
</tr>
<tr>
<td>2</td>
<td>SPNIDENSEL, Secure non-invasive debug enable select. Selects between DAUTHCTRL and the IMPLEMENTATION DEFINED external authentication interface for control of Secure non-invasive debug. The possible values of this bit are:</td>
</tr>
</tbody>
</table>

Bits [31:4]
Reserved, RES0.

INTSPNIDEN, bit [3]
Internal Secure non-invasive debug enable. Overrides the external Secure non-invasive debug authentication interface.
The possible values of this bit are:
0 Secure Non-invasive debug prohibited.
1 Secure Non-invasive debug allowed.

Ignored if DAUTHCTRL.SPNIDENSEL == 0. See SecureNoninvasiveDebugAllowed().
This bit resets to zero on a Cold reset.

SPNIDENSEL, bit [2]
Secure non-invasive debug enable select. Selects between DAUTHCTRL and the IMPLEMENTATION DEFINED external authentication interface for control of Secure non-invasive debug.
The possible values of this bit are:
0 Secure non-invasive debug controlled by the IMPLEMENTATION DEFINED external authentication interface. In the CoreSight authentication interface, this is controlled by the SPNIDEN signal.

1 Secure non-invasive debug controlled by DAUTHCTRL.INTSPNIDEN.

The PE ignores the value of this bit and Secure non-invasive debug is allowed if DHCSR.S_SDE == 1. See SecureNoninvasiveDebugAllowed().

This bit resets to zero on a Cold reset.

INTSPIDEN, bit [1]
Internal Secure invasive debug enable. Overrides the external Secure invasive debug authentication interfaces.

The possible values of this bit are:

0 Secure halting and self-hosted debug prohibited.

1 Secure halting and self-hosted debug allowed.

Ignored if DAUTHCTRL.SPIDENSEL == 0. See SecureHaltingDebugAllowed() and SecureDebugMonitorAllowed().

This bit resets to zero on a Cold reset.

SPIDENSEL, bit [0]
Secure invasive debug enable select. Selects between DAUTHCTRL and the IMPLEMENTATION DEFINED external authentication interface for control of Secure invasive debug.

The possible values of this bit are:

0 Secure halting and self-hosted debug controlled by the IMPLEMENTATION DEFINED external authentication interface. In the CoreSight authentication interface, both are controlled by the SPIDEN signal.

1 Secure halting and self-hosted debug controlled by DAUTHCTRL.INTSPIDEN.

See SecureHaltingDebugAllowed() and SecureDebugMonitorAllowed().

This bit resets to zero on a Cold reset.
D1.2.20 DAUTHSTATUS, Debug Authentication Status Register

The DAUTHSTATUS characteristics are:

**Purpose**
Provides information about the state of the IMPLEMENTATION DEFINED authentication interface for debug.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
- If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
- Present only if Halting debug is implemented.
- This register is RES0 if Halting debug is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE000EFB8.
- Secure software can access the Non-secure version of this register via DAUTHSTATUS_NS located at 0xE002EFB8. The location 0xE002EFB8 is RES0 to software executing in Non-secure state and the debugger.
- This register is not banked between Security states.

**Field descriptions**

The DAUTHSTATUS bit assignments are:

<table>
<thead>
<tr>
<th>Bit assignments</th>
<th>Description</th>
<th>Possible values</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>Reserved, RES0</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td></td>
<td></td>
</tr>
<tr>
<td>3</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Bits [31:8]**
Reserved, RES0.

**SNID, bits [7:6]**
Secure Non-invasive Debug. Indicates whether Secure non-invasive debug is implemented and allowed.
The possible values of this field are:
- 0b00
  - Security Extension not implemented.
- 0b01
  - Reserved.
- 0b10
  - Security Extension implemented and Secure non-invasive debug prohibited.
- 0b11
  - Security Extension implemented and Secure non-invasive debug allowed.

**SID, bits [5:4]**
Secure Invasive Debug. Indicates whether Secure invasive debug is implemented and allowed.
The possible values of this field are:
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D1.2. Alphabetical list of registers

0b00
Security Extension not implemented.

0b01
Reserved.

0b10
Security Extension implemented and Secure invasive debug prohibited.

0b11
Security Extension implemented and Secure invasive debug allowed.

NSNID, bits [3:2]
Non-secure Non-invasive Debug. Indicates whether Non-secure non-invasive debug is allowed.
The possible values of this field are:

0b0x
Reserved.

0b10
Non-secure non-invasive debug prohibited.

0b11
Non-secure non-invasive debug allowed.

NSID, bits [1:0]
Non-secure Invasive Debug. Indicates whether Non-secure invasive debug is allowed.
The possible values of this field are:

0b0x
Reserved.

0b10
Non-secure invasive debug prohibited.

0b11
Non-secure invasive debug allowed.
D1.2.21 DCCIMVAC, Data Cache line Clean and Invalidate by Address to PoC

The DCCIMVAC characteristics are:

**Purpose**
Clean and invalidate data or unified cache line by address to PoC.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit write-only register located at 0xE000EF70.
Secure software can access the Non-secure version of this register via DCCIMVAC_NS located at 0xE002EF70. The location 0xE002EF70 is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**
The DCCIMVAC bit assignments are:

![ADDRESS bit assignments](image.png)

**ADDRESS, bits [31:0]**
Address. Writing to this field initiates the maintenance operation for the address written.
D1.2.22 DCCISW, Data Cache line Clean and Invalidate by Set/Way

The DCCISW characteristics are:

**Purpose**
Clean and invalidate data or unified cache line by set/way.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit write-only register located at 0xE000EF74.
Secure software can access the Non-secure version of this register via DCCISW_NS located at 0xE002EF74.
The location 0xE002EF74 is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**
The DCCISW bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>SetWay</td>
</tr>
<tr>
<td>4</td>
<td>Level</td>
</tr>
<tr>
<td>3</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>Reserve, RES0</td>
</tr>
</tbody>
</table>

**SetWay, bits [31:4]**
Cache set/way. Contains two fields: Way, bits[31:32-A], the number of the way to operate on. Set, bits[B-1:L], the number of the set to operate on. Bits[L-1:4] are RES0. A = \( \log_2(\text{ASSOCIATIVITY}) \), L = \( \log_2(\text{LINELEN}) \), B = (L + S), S = \( \log_2(\text{NSETS}) \). ASSOCIATIVITY, LINELEN (line length, in bytes), and NSETS (number of sets) have their usual meanings and are the values for the cache level being operated on. The values of A and S are rounded up to the next integer.

**Level, bits [3:1]**
Cache level. Cache level to operate on, minus 1. For example, this field is 0 for operations on L1 cache, or 1 for operations on L2 cache.

**Bit [0]**
Reserved, RES0.
D1.2.23  DCCMVAC, Data Cache line Clean by Address to PoC

The DCCMVAC characteristics are:

**Purpose**
Clean data or unified cache line by address to PoC.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit write-only register located at 0xE000EF68.

Secure software can access the Non-secure version of this register via DCCMVAC_NS located at 0xE002EF68. The location 0xE002EF68 is RES0 to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

**Field descriptions**

The DCCMVAC bit assignments are:

ADDRESS, bits [31:0]
Address. Writing to this field initiates the maintenance operation for the address written.
D1.2.24 DCCMVAU, Data Cache line Clean by address to PoU

The DCCMVAU characteristics are:

**Purpose**
Clean data or unified cache line by address to PoU.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit write-only register located at 0xE000EF64.
Secure software can access the Non-secure version of this register via DCCMVAU_NS located at 0xE002EF64. The location 0xE002EF64 is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**
The DCCMVAU bit assignments are:

```
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
   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
   ADDRESS
```

**ADDRESS, bits [31:0]**
Address. Writing to this field initiates the maintenance operation for the address written.
D1.2.25 DCCSW, Data Cache Clean line by Set/Way

The DCCSW characteristics are:

**Purpose**
Clean data or unified cache line by set/way.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit write-only register located at 0xE000EF6C.
Secure software can access the Non-secure version of this register via DCCSW_NS located at 0xE002EF6C.
The location 0xE002EF6C is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**
The DCCSW bit assignments are:

```
+---------------+---------------+---------------+
| SetWay        | Level         | Bit           |
| 31:3 [4]      | 4:0 [3]       | [0]           |
```

**SetWay, bits [31:4]**
Cache set/way. Contains two fields: Way, bits [31:32-A], the number of the way to operate on. Set, bits [B-1:L], the number of the set to operate on. Bits [L-1:4] are RES0. A = \(\log_2(\text{ASSOCIATIVITY})\), L = \(\log_2(\text{LINELEN})\), B = (L + S), S = \(\log_2(\text{NSETS})\). ASSOCIATIVITY, LINELEN (line length, in bytes), and NSETS (number of sets) have their usual meanings and are the values for the cache level being operated on. The values of A and S are rounded up to the next integer.

**Level, bits [3:1]**
Cache level. Cache level to operate on, minus 1. For example, this field is 0 for operations on L1 cache, or 1 for operations on L2 cache.

**Bit [0]**
Reserved, RES0.
D1.2.26 DCIDR0, SCS Component Identification Register 0

The DCIDR0 characteristics are:

**Purpose**
- Provides CoreSight Unique Component Identifier information for the SCS.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
- If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
- Present only if CoreSight identification is implemented.
- This register is RES0 if CoreSight identification is not implemented.
- Present only if Halting debug is implemented.
- This register is RES0 if Halting debug is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE000EFF0.
- Secure software can access the Non-secure version of this register via DCIDR0_NS located at 0xE002EFF0.
- The location 0xE002EFF0 is RES0 to software executing in Non-secure state and the debugger.
- This register is not banked between Security states.

**Field descriptions**

The DCIDR0 bit assignments are:

|   |   |   |   |   |   |   |   |   |   |   | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|   |   |   |   |   |   |   |   |   |   |   | 8 | 7 |   |   |   |   |   |   |   |   |   |   |   |   |
|   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
| RES0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

**Bits [31:8]**
- Reserved, RES0.

**PRMBL_0, bits [7:0]**
- CoreSight component identification preamble. See the Arm® CoreSight™ Architecture Specification.
- This field reads as 0x0D.
D1.2.27 DCIDR1, SCS Component Identification Register 1

The DCIDR1 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the SCS.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
- If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
- Present only if CoreSight identification is implemented.
- This register is RES0 if CoreSight identification is not implemented.
- Present only if Halting debug is implemented.
- This register is RES0 if Halting debug is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE000EFF4.
- Secure software can access the Non-secure version of this register via DCIDR1_NS located at 0xE002EFF4.
- The location 0xE002EFF4 is RES0 to software executing in Non-secure state and the debugger.
- This register is not banked between Security states.

**Field descriptions**

The DCIDR1 bit assignments are:

<table>
<thead>
<tr>
<th>Bit Position</th>
<th>Bit Assignment</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31-8</td>
<td>RES0</td>
<td>Reserved, RES0</td>
</tr>
<tr>
<td>7-4</td>
<td>CLASS</td>
<td>CoreSight component class. See the <em>Arm® CoreSight™ Architecture Specification</em>.</td>
</tr>
<tr>
<td>3-0</td>
<td>PRMBL_1</td>
<td>CoreSight component identification preamble. See the <em>Arm® CoreSight™ Architecture Specification</em>.</td>
</tr>
</tbody>
</table>

**Bits [31:8]**
- Reserved, RES0.

**CLASS, bits [7:4]**
- CoreSight component class. See the *Arm® CoreSight™ Architecture Specification*.
  - This field reads as 0x9.

**PRMBL_1, bits [3:0]**
- CoreSight component identification preamble. See the *Arm® CoreSight™ Architecture Specification*.
  - This field reads as 0x0.
The DCIDR2 characteristics are:

**Purpose**
- Provides CoreSight Unique Component Identifier information for the SCS.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
- If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
- Present only if CoreSight identification is implemented.
- This register is RES0 if CoreSight identification is not implemented.
- Present only if Halting debug is implemented.
- This register is RES0 if Halting debug is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE000EFF8.
- Secure software can access the Non-secure version of this register via DCIDR2_NS located at 0xE002EFF8.
- The location 0xE002EFF8 is RES0 to software executing in Non-secure state and the debugger.
- This register is not banked between Security states.

**Field descriptions**

The DCIDR2 bit assignments are:

```
+-----------------+-----------------+
| 31              | 30 ... 8        |
| RES0            | 7 ... 0         |
| PRMBL_2         |
```

**Bits [31:8]**
- Reserved, RES0.

**PRMBL_2, bits [7:0]**
- CoreSight component identification preamble. See the Arm® CoreSight™ Architecture Specification.
- This field reads as 0x05.
The DCIDR3 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the SCS.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if Halting debug is implemented.

This register is RES0 if Halting debug is not implemented.

**Attributes**
32-bit read-only register located at 0xE000EFFC.

Secure software can access the Non-secure version of this register via DCIDR3_NS located at 0xE002EFFC.

The location 0xE002EFFC is RES0 to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

**Field descriptions**
The DCIDR3 bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>RES0</td>
</tr>
<tr>
<td>8-7</td>
<td>PRMBL_3</td>
</tr>
</tbody>
</table>

**Bits [31:8]**
Reserved, RES0.

**PRMBL_3, bits [7:0]**
CoreSight component identification preamble. See the Arm® CoreSight™ Architecture Specification.

This field reads as 0xB1.
D1.2.30 DCIMVAC, Data Cache line Invalidate by Address to PoC

The DCIMVAC characteristics are:

**Purpose**
Invalidate data or unified cache line by address to PoC.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit write-only register located at 0xE000EF5C.
Secure software can access the Non-secure version of this register via DCIMVAC_NS located at 0xE002EF5C. The location 0xE002EF5C is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**
The DCIMVAC bit assignments are:

ADDRESS, bits [31:0]
Address. Writing to this field initiates the maintenance operation for the address written.
D1.2.31 DCISW, Data Cache line Invalidate by Set/Way

The DCISW characteristics are:

**Purpose**
Invalidate data or unified cache line by set/way.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit write-only register located at 0xE000EF60.

Secure software can access the Non-secure version of this register via DCISW_NS located at 0xE002EF60.

The location 0xE002EF60 is RES0 to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

**Field descriptions**

The DCISW bit assignments are:

SetWay, bits [31:4]
Cache set/way. Contains two fields: Way, bits[31:32-A], the number of the way to operate on. Set, bits[B-1:L], the number of the set to operate on. Bits[L-1:4] are RES0. A = Log2(ASSOCIATIVITY), L = Log2(LINELEN), B = (L + S), S = Log2(NSETS). ASSOCIATIVITY, LINELEN (line length, in bytes), and NSETS (number of sets) have their usual meanings and are the values for the cache level being operated on. The values of A and S are rounded up to the next integer.

Level, bits [3:1]
Cache level. Cache level to operate on, minus 1. For example, this field is 0 for operations on L1 cache, or 1 for operations on L2 cache.

Bit [0]
Reserved, RES0.
D1.2.32 DCRDR, Debug Core Register Data Register

The DCRDR characteristics are:

**Purpose**
With the DCRSR, provides debug access to the general-purpose registers, special-purpose registers, and the Floating-point Extension registers. If the Main Extension is implemented, it can also be used for message passing between an external debugger and a debug agent running on the PE.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are **UNPREDICTABLE**.

If the Main Extension is not implemented then this register is accessible only to the debugger and **UNKNOWN** to software.

**Configurations**
Present only if Halting debug is implemented.

This register is **RES0** if Halting debug is not implemented.

**Attributes**
32-bit read/write register located at **0xE000EDF8**.

Secure software can access the Non-secure version of this register via DCRDR\_NS located at **0xE002EDF8**.

The location **0xE002EDF8** is **RES0** to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

**Field descriptions**

The DCRDR bit assignments are:

```
  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
     |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |   |
       DBGTMP
```

**DBGTMP, bits [31:0]**

Data temporary buffer. Provides debug access for reading and writing the general-purpose registers, special-purpose registers, and Floating-point Extension registers.

The value of this register is **UNKNOWN** if the PE is in Debug state, the debugger has written to DCRSR since entering Debug state and DHCSR.S\_REGRDY is set to 0. The value of this register is **UNKNOWN** if the Main Extension is not implemented and the PE is in Non-debug state.

This field resets to an **UNKNOWN** value on a Warm reset.
D1.2.33 DCRSR, Debug Core Register Select Register

The DCRSR characteristics are:

**Purpose**
With the DCRDR, provides debug access to the general-purpose registers, special-purpose registers, and the Floating-point Extension registers. A write to the DCRSR specifies the register to transfer, whether the transfer is a read or write, and starts the transfer.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
Writes to this register while the PE is in Non-debug state are ignored.
This register is accessible only to the debugger and RES0 to software.

**Configurations**
Present only if Halting debug is implemented.
This register is RES0 if Halting debug is not implemented.

**Attributes**
32-bit write-only register located at 0xE000EDF4.
This register is not banked between Security states.

**Field descriptions**
The DCRSR bit assignments are:

<table>
<thead>
<tr>
<th>Bit Assignments</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31:17</td>
<td>REGSEL, bits [6:0]</td>
</tr>
<tr>
<td>16</td>
<td>RES0, bits [15:7]</td>
</tr>
<tr>
<td>15</td>
<td>REGWnR, bit [16]</td>
</tr>
<tr>
<td>0</td>
<td>Reserved, RES0</td>
</tr>
</tbody>
</table>

**Bits [31:17]**
Reserved, RES0.

**REGWnR, bit [16]**
Register write/not-read. Specifies the access type for the transfer.
The possible values of this bit are:
0 Read.
1 Write.

**Bits [15:7]**
Reserved, RES0.

**REGSEL, bits [6:0]**
Register selector. Specifies the general-purpose register, special-purpose register, or Floating-point Extension register to transfer.
The possible values of this field are:
0b00000000-0b0001100 General-purpose registers R0-R12.
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D1.2. Alphabetical list of registers

0b0001101
   Current stack pointer, SP.

0b0001110
   LR.

0b0001111
   DebugReturnAddress.

0b0010000
   XPSR.

0b0010001
   Current state main stack pointer, SP_main.

0b0010010
   Current state process stack pointer, SP_process.

0b0010100
   Current state {CONTROL[7:0],FAULTMASK[7:0],BASEPRI[7:0],PRIMASK[7:0]}. If the Main Extension is not implemented, bits [23:8] of the transfer value are RES0.

0b0011000
   Non-secure main stack pointer, MSP_NS. If the Security Extension is not implemented, this value is reserved.

0b0011001
   Non-secure process stack pointer, PSP_NS. If the Security Extension is not implemented, this value is reserved.

0b0011010
   Secure main stack pointer, MSP_S. Accessible only when DHCSR.S_SDE == 1. If the Security Extension is not implemented, this value is reserved.

0b0011011
   Secure process stack pointer, PSP_S. Accessible only when DHCSR.S_SDE == 1. If the Security Extension is not implemented, this value is reserved.

0b0011100
   Secure main stack limit, MSPLIM_S. Accessible only when DHCSR.S_SDE == 1. If the Security Extension is not implemented, this value is reserved.

0b0011101
   Secure process stack limit, PSPLIM_S. Accessible only when DHCSR.S_SDE == 1. If the Security Extension is not implemented, this value is reserved.

0b0011110
   Non-secure main stack limit, MSPLIM_NS. If the Main Extension is not implemented, this value is reserved.

0b0011111
   Non-secure process stack limit, PSPLIM_NS. If the Main Extension is not implemented, this value is reserved.

0b0100001
   FPSCR. If the Floating-point Extension is not implemented, this value is reserved.
0b0100010
{CONTROL_S[7:0],FAULTMASK_S[7:0],BASEPRI_S[7:0],PRIMASK_S[7:0]}. Accessible only when DHCSR.S_SDE == 1.

If the Main Extension is not implemented, bits [23:8] of the transfer value are RES0. If the Security Extension is not implemented, this value is reserved.

0b0100011
{CONTROL_NS[7:0],FAULTMASK_NS[7:0],BASEPRI_NS[7:0],PRIMASK_NS[7:0]}

If the Main Extension is not implemented, bits [23:8] of the transfer value are RES0. If the Security Extension is not implemented, this value is reserved.

0b1000000-0b1011111
FP registers, S0-S31.

If the Floating-point Extension is not implemented, these values are reserved.

All other values are reserved.

If the Floating-point and Security Extensions are implemented, then FPSCR and S0-S31 are not accessible from Non-secure state if DHCSR.S_SDE == 0 and either:

- FPCCR indicates the registers contain values from Secure state.
- NSACR prevents Non-secure access to the registers.

Registers that are not accessible are RAZ/WI.

If this field is written with a reserved value, the PE might behave as if a defined value was written, or ignore the value written, and the value of DCRDR becomes UNKNOWN.
D1.2.34 DDEVARCH, SCS Device Architecture Register

The DDEVARCH characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the SCS.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if Halting debug is implemented.

This register is RES0 if Halting debug is not implemented.

**Attributes**
32-bit read-only register located at 0xE000EFBC.

Secure software can access the Non-secure version of this register via DDEVARCH_NS located at 0xE002EFBC. The location 0xE002EFBC is RES0 to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

**Field descriptions**
The DDEVARCH bit assignments are:

<table>
<thead>
<tr>
<th>31</th>
<th>30-21</th>
<th>20-19</th>
<th>18-15</th>
<th>14-11</th>
<th>10-0</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARCHITECT</td>
<td>REVISION</td>
<td>ARCHVER</td>
<td>ARCHPART</td>
<td>PRESENT</td>
<td></td>
</tr>
</tbody>
</table>

**ARCHITECT, bits [31:21]**
Architect. Defines the architect of the component. Bits [31:28] are the JEP106 continuation code (JEP106 bank ID, minus 1) and bits [27:21] are the JEP106 ID code.

The possible values of this field are:

0x23B
JEP106 continuation code 0x4, ID code 0x3B. Arm Limited.

Other values are defined by the JEDEC JEP106 standard.

This field reads as 0x23B.

**PRESENT, bit [20]**
DEVARCH Present. Defines that the DEVARCH register is present.

The possible values of this bit are:

1
DEVARCH information present.
This bit reads as one.

**REVISION, bits [19:16]**
Revision. Defines the architecture revision of the component.

The possible values of this field are:

- **0b0000**
  - M-profile debug architecture v3.0.
  - This field reads as 0b0000.

**ARCHVER, bits [15:12]**
Architecture Version. Defines the architecture version of the component.

The possible values of this field are:

- **0b0010**
  - M-profile debug architecture v3.
  - ARCHVER and ARCHPART are also defined as a single field, ARCHID, so that ARCHVER is ARCHID[15:12].
  - This field reads as 0b0010.

**ARCHPART, bits [11:0]**
Architecture Part. Defines the architecture of the component.

The possible values of this field are:

- **0xA04**
  - M-profile debug architecture.
  - ARCHVER and ARCHPART are also defined as a single field, ARCHID, so that ARCHPART is ARCHID[11:0].
  - This field reads as 0xA04.
D1.2.35  **DDEVTYPE, SCS Device Type Register**

The DDEVTYPE characteristics are:

**Purpose**
- Provides CoreSight Unique Component Identifier information for the SCS.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are **UNPREDICTABLE**.
- If the Main Extension is not implemented then it is **IMPLEMENTATION DEFINED** whether this register is accessible only to the debugger and **RES0** for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
- Present only if CoreSight identification is implemented.
- This register is **RES0** if CoreSight identification is not implemented.
- Present only if Halting debug is implemented.
- This register is **RES0** if Halting debug is not implemented.

**Attributes**
- 32-bit read-only register located at **0xE000EFCC**.
- Secure software can access the Non-secure version of this register via DDEVTYPE_NS located at **0xE002EFCC**. The location **0xE002EFCC** is **RES0** to software executing in Non-secure state and the debugger.
- This register is not banked between Security states.

**Field descriptions**

The DDEVTYPE bit assignments are:

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
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</tr>
</tbody>
</table>

**Bits [31:8]**
- Reserved, **RES0**.

**SUB, bits [7:4]**
- Sub-type. Component sub-type.
- The possible values of this field are:
  - **0x0**
    - Other.
    - This field reads as **0b0000**.

**MAJOR, bits [3:0]**
- Major type. CoreSight major type.
- The possible values of this field are:
  - **0x0**
    - Miscellaneous.
    - This field reads as **0b0000**.
D1.2.36 DEMCR, Debug Exception and Monitor Control Register

The DEMCR characteristics are:

**Purpose**
Manages vector catch behavior and DebugMonitor handling when debugging.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present if Halting debug or the Main Extension is implemented.

This register is RES0 if both Halting debug and Main Extension are not implemented.

**Attributes**
32-bit read/write register located at 0xE000EDFC.

Secure software can access the Non-secure version of this register via DEMCR_NS located at 0xE002EDFC.

The location 0xE002EDFC is RES0 to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

**Field descriptions**

The DEMCR bit assignments are:

```
| 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  |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| RES0 | RES0 | RES0 | RES0 | TRCENA | SDME | MON_REQ | MON_STEP | MON_PEND | MON_EN | VC_SFERR | VC_HARDERR | VC_CORERESET | VC_MMERR | VC_NOCPERR | VC_CHKERR | VC_STATERR | VC_BUSERR | VC_INTERR | VC_CORERESET | VC_MMERR | VC_NOCPERR | VC_CHKERR | VC_STATERR | VC_BUSERR | VC_INTERR |
```

**Bits [31:25]**
Reserved, RES0.

**TRCENA, bit [24]**
Trace enable. Global enable for all DWT and ITM features.

The possible values of this bit are:

0  
DWT and ITM features disabled.

1  
DWT and ITM features enabled.

If the DWT and ITM units are not implemented, this bit is RES0. See the descriptions of DWT and ITM for details of which features this bit controls.
Setting this bit to 0 might not stop all events. To ensure that all events are stopped, software must set all DWT and ITM feature enable bits to 0, and ensure that all trace generated by the DWT and ITM has been flushed, before setting this bit to 0.

It is IMPLEMENTATION DEFINED whether this bit affects how the system processes trace.

Arm recommends that this bit is set to 1 when using an ETM even if any implemented DWT and ITM are not being used.

This bit resets to zero on a Cold reset.

**Bits [23:21]**

Reserved, RES0.

**SDME, bit [20]**

Secure DebugMonitor enable. Indicates whether the DebugMonitor targets the Secure or the Non-secure state and whether debug events are allowed in Secure state.

The possible values of this bit are:

0  Debug events prohibited in Secure state and the DebugMonitor exception targets Non-secure state.

1  Debug events allowed in Secure state and the DebugMonitor exception targets Secure state.

When DebugMonitor exception is not pending or active, this bit reflects the value of SecureDebugMonitorAllowed(), otherwise, the previous value is retained.

This bit is read-only.

If the Security Extension is not implemented, this bit is RES0.

If the Main Extension is not implemented, this bit is RES0.

**MON_REQ, bit [19]**

Monitor request. DebugMonitor semaphore bit.

The PE does not use this bit. The monitor software defines the meaning and use of this bit.

If the Main Extension is not implemented, this bit is RES0.

This bit resets to zero on a Warm reset.

**MON_STEP, bit [18]**

Monitor step. Enable DebugMonitor exception stepping.

The possible values of this bit are:

0  Stepping disabled.

1  Stepping enabled.

The effect of changing this bit at an execution priority that is lower than the priority of the DebugMonitor exception is UNPREDICTABLE.

If the Main Extension is not implemented, this bit is RES0.

This bit resets to zero on a Warm reset.

**MON_PEND, bit [17]**

Monitor pend. Sets or clears the pending state of the DebugMonitor exception.

The possible values of this bit are:
0
  Clear the status of the DebugMonitor exception to not pending.

1
  Set the status of the DebugMonitor exception to pending.

When the DebugMonitor exception is pending it becomes active subject to the exception priority rules. The
effect of setting this bit to 1 is not affected by the value of the MON_EN bit. This means that software or a
debugger can set MON_PEND to 1 and pend a DebugMonitor exception, even when MON_EN is set to 0.

If the Main Extension is not implemented, this bit is RES0.

This bit resets to zero on a Warm reset.

**MON_EN, bit [16]**
Monitor enable. Enable the DebugMonitor exception.

The possible values of this bit are:

0
  DebugMonitor exception disabled.

1
  DebugMonitor exception enabled.

If a debug event halts the PE, the PE ignores the value of this bit.

If DEMCR.SDME is one this bit is RAZ/WI from Non-secure state

If the Main Extension is not implemented, this bit is RES0.

This bit resets to zero on a Warm reset.

**Bits [15:12]**
Reserved, RES0.

**VC_SFERR, bit [11]**

The possible values of this bit are:

0
  Halting debug trap on SecureFault disabled.

1
  Halting debug trap on SecureFault enabled.

The PE ignores the value of this bit if DHCSR.C_DEBUGEN == 0, HaltingDebugAllowed() == FALSE, or
DHCSR.S_SDE == 0.

If the Security Extension is not implemented, this bit is RES0.

If the Main Extension is not implemented, this bit is RES0.

If Halting debug is not implemented, this bit is RES0.

This bit resets to zero on a Cold reset.

**VC_HARDERR, bit [10]**

The possible values of this bit are:

0
  Halting debug trap on HardFault disabled.

1
  Halting debug trap on HardFault enabled.
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D1.2. Alphabetical list of registers

The PE ignores the value of this bit if DHCSR.C_DEBUGEN == 0, HaltingDebugAllowed() == FALSE, or the Security Extension is implemented, DHCSR.S_SDE == 0 and the exception targets Secure state.

If Halting debug is not implemented, this bit is res0.

This bit resets to zero on a Cold reset.

**VC_INTERR**, bit [9]

Vector Catch interrupt errors. Enable Halting debug vector catch for faults arising from lazy state preservation, stack violations and context stacking or unstacking during exception entry or return.

The possible values of this bit are:

0  Halting debug trap on faults disabled.

1  Halting debug trap on faults enabled.

The PE ignores the value of this bit if DHCSR.C_DEBUGEN == 0, HaltingDebugAllowed() == FALSE, or the Security Extension is implemented, DHCSR.S_SDE == 0 and the exception targets Secure state.

If the Main Extension is not implemented, this bit is res0.

If Halting debug is not implemented, this bit is res0.

This bit resets to zero on a Cold reset.

**VC_BUSERR**, bit [8]


The possible values of this bit are:

0  Halting debug trap on BusFault disabled.

1  Halting debug trap on BusFault enabled.

The PE ignores the value of this bit if DHCSR.C_DEBUGEN == 0, HaltingDebugAllowed() == FALSE, or the Security Extension is implemented, DHCSR.S_SDE == 0 and the exception targets Secure state.

If the Main Extension is not implemented, this bit is res0.

If Halting debug is not implemented, this bit is res0.

This bit resets to zero on a Cold reset.

**VC_STATERR**, bit [7]

Vector Catch state errors. Enable Halting debug trap on a UsageFault exception caused by a state information error, for example an Undefined Instruction exception.

The possible values of this bit are:

0  Halting debug trap on UsageFault caused by state information error disabled.

1  Halting debug trap on UsageFault caused by state information error enabled.

The PE ignores the value of this bit if DHCSR.C_DEBUGEN == 0, HaltingDebugAllowed() == FALSE, or the Security Extension is implemented, DHCSR.S_SDE == 0 and the exception targets Secure state.

If the Main Extension is not implemented, this bit is res0.

If Halting debug is not implemented, this bit is res0.

This bit resets to zero on a Cold reset.
VC_CHKERR, bit [6]
Vector Catch check errors. Enable Halting debug trap on a UsageFault exception caused by an alignment check error or divide-by-zero trap.

The possible values of this bit are:

0  Halting debug trap on UsageFault caused by checking error disabled.

1  Halting debug trap on UsageFault caused by checking error enabled.

The PE ignores the value of this bit if DHCSR.C_DEBUGEN == 0, HaltingDebugAllowed() == FALSE, or the Security Extension is implemented, DHCSR.S_SDE == 0 and the exception targets Secure state.

If the Main Extension is not implemented, this bit is RES0.

If Halting debug is not implemented, this bit is RES0.

This bit resets to zero on a Cold reset.

VC_NOCPERR, bit [5]
Vector Catch NOCP errors. Enable Halting debug trap on a UsageFault caused by an access to a coprocessor.

The possible values of this bit are:

0  Halting debug trap on UsageFault caused by access to a coprocessor disabled.

1  Halting debug trap on UsageFault caused by access to a coprocessor enabled.

The PE ignores the value of this bit if DHCSR.C_DEBUGEN == 0, HaltingDebugAllowed() == FALSE, or the Security Extension is implemented, DHCSR.S_SDE == 0 and the exception targets Secure state.

If the Main Extension is not implemented, this bit is RES0.

If Halting debug is not implemented, this bit is RES0.

This bit resets to zero on a Cold reset.

VC_MMERR, bit [4]
Vector Catch MemManage errors. Enable Halting debug trap on a MemManage exception.

The possible values of this bit are:

0  Halting debug trap on MemManage disabled.

1  Halting debug trap on MemManage enabled.

The PE ignores the value of this bit if DHCSR.C_DEBUGEN == 0, HaltingDebugAllowed() == FALSE, or the Security Extension is implemented, DHCSR.S_SDE == 0 and the exception targets Secure state.

If the Main Extension is not implemented, this bit is RES0.

If Halting debug is not implemented, this bit is RES0.

This bit resets to zero on a Cold reset.

Bits [3:1]
Reserved, RES0.

VC_CORERESET, bit [0]
Vector Catch Core reset. Enable Reset Vector Catch. This causes a Warm reset to halt a running system.

The possible values of this bit are:
Chapter D1. Register Specification
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0
  Halting debug trap on reset disabled.

1
  Halting debug trap on reset enabled.

If DHCSR.C_DEBUGEN == 0 or HaltingDebugAllowed() == FALSE, the PE ignores the value of this bit. Otherwise, when this bit is set to 1 a Warm reset will pend a Vector Catch debug event. The debug event is pended even the PE resets into Secure state and DHCSR.S_SDE == 0.

If Halting debug is not implemented, this bit is RES0.

This bit resets to zero on a Cold reset.
D1.2.37 DFSR, Debug Fault Status Register

The DFSR characteristics are:

**Purpose**
Shows which debug event occurred.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present if Halting debug or the Main Extension is implemented.

This register is RES0 if both Halting debug and Main Extension are not implemented.

**Attributes**
32-bit read/write-one-to-clear register located at 0xE000ED30.

Secure software can access the Non-secure version of this register via DFSR_NS located at 0xE002ED30.

The location 0xE002ED30 is RES0 to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

**Field descriptions**

The DFSR bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>RES0</td>
</tr>
<tr>
<td>30</td>
<td>EXTERNAL</td>
</tr>
<tr>
<td>29</td>
<td>VCATCH</td>
</tr>
<tr>
<td>28</td>
<td>DWTTRAP</td>
</tr>
<tr>
<td>27</td>
<td>HALTED</td>
</tr>
<tr>
<td>26</td>
<td>BKPT</td>
</tr>
</tbody>
</table>

**Bits [31:5]**
Reserved, RES0.

**EXTERNAL, bit [4]**
External event. Sticky flag indicating whether an External debug request debug event has occurred.

The possible values of this bit are:

0  Debug event has not occurred.

1  Debug event has occurred.

This bit resets to zero on a Cold reset.

**VCATCH, bit [3]**
Vector Catch event. Sticky flag indicating whether a Vector catch debug event has occurred.

The possible values of this bit are:

0  Debug event has not occurred.
1

Debug event has occurred.

If Halting debug is not implemented, this bit is RES0.

This bit resets to zero on a Cold reset.

**DWTTRAP, bit [2]**

Watchpoint event. Sticky flag indicating whether a Watchpoint debug event has occurred.

The possible values of this bit are:

0

Debug event has not occurred.

1

Debug event has occurred.

If the DWT is not implemented, this bit is RES0.

This bit resets to zero on a Cold reset.

**BKPT, bit [1]**

Breakpoint event. Sticky flag indicating whether a Breakpoint debug event has occurred.

The possible values of this bit are:

0

Debug event has not occurred.

1

Debug event has occurred.

This bit resets to zero on a Cold reset.

**HALTED, bit [0]**

Halt or step event. Sticky flag indicating that a Halt request debug event or Step debug event has occurred.

The possible values of this bit are:

0

Debug event has not occurred.

1

Debug event has occurred.

This bit resets to zero on a Cold reset.
The DHCSR characteristics are:

**Purpose**
Controls Halting debug.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

It is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software.

**Configurations**
Present only if Halting debug is implemented.

This register is RES0 if Halting debug is not implemented.

**Attributes**
32-bit read/write register located at 0xE000EDF0.

Secure software can access the Non-secure version of this register via DHCSR_NS located at 0xE002EDF0.

The location 0xE002EDF0 is RES0 to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

**Field descriptions**
The DHCSR bit assignments are:

On a read:

![DHCSR bit assignments diagram]

On a write:

![DHCSR bit assignments diagram]

**DBGKEY, bits [31:16], on a write**
Debug key. A debugger must write 0xA05F to this field to enable write access to the remaining bits, otherwise the PE ignores the write access.

The possible values of this field are:

**0xA05F**
Writes accompanied by this value update bits[15:0].

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D1.2.38 DHCSR, Debug Halting Control and Status Register

The DHCSR characteristics are:

**Purpose**
Controls Halting debug.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

It is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software.

**Configurations**
Present only if Halting debug is implemented.

This register is RES0 if Halting debug is not implemented.

**Attributes**
32-bit read/write register located at 0xE000EDF0.

Secure software can access the Non-secure version of this register via DHCSR_NS located at 0xE002EDF0.

The location 0xE002EDF0 is RES0 to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

**Field descriptions**
The DHCSR bit assignments are:

On a read:

![DHCSR bit assignments diagram]

On a write:

![DHCSR bit assignments diagram]

**DBGKEY, bits [31:16], on a write**
Debug key. A debugger must write 0xA05F to this field to enable write access to the remaining bits, otherwise the PE ignores the write access.

The possible values of this field are:

**0xA05F**
Writes accompanied by this value update bits[15:0].
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Not 0xA05F
Write ignored.

Bits [31:27], on a read
Reserved, RES0.

S_RESTART_ST, bit [26], on a read
Restart sticky status. Indicates the PE has processed a request to clear DHCSR.C_HALT to 0. That is, either a write to DHCSR that clears DHCSR.C_HALT from 1 to 0, or an External Restart Request.

The possible values of this bit are:

0 PE has not left Debug state since the last read of DHCSR.
1 PE has left Debug state since the last read of DHCSR.

If the PE is not halted when C_HALT is cleared to zero, it is UNPREDICTABLE whether this bit is set to 1. If DHCSR.C_DEBUGEN == 0 this bit reads as an UNKNOWN value.

This bit clears to zero when read.

Note
If the request to clear C_HALT is made simultaneously with a request to set C_HALT, for example a restart request and external debug request occur together, then the PE notionally leaves Debug state and immediately halts again and S_RESTART_ST is set to 1.

S_RESET_ST, bit [25], on a read
Reset sticky status. Indicates whether the PE has been reset since the last read of the DHCSR.

The possible values of this bit are:

0 No reset since last DHCSR read.
1 At least one reset since last DHCSR read.

This bit clears to zero when read.

This bit resets to one on a Warm reset.

S_RETIRE_ST, bit [24], on a read
Retire sticky status. Set to 1 every time the PE retires one of more instructions.

The possible values of this bit are:

0 No instruction retired since last DHCSR read.
1 At least one instruction retired since last DHCSR read.

This bit clears to zero when read.

This bit resets to an UNKNOWN value on a Warm reset.

Bits [23:21], on a read
Reserved, RES0.

S_SDE, bit [20], on a read
Secure debug enabled. Indicates whether Secure invasive debug is allowed.

The possible values of this bit are:
Secure invasive debug prohibited.

Secure invasive debug allowed.

If the PE is in Non-debug state, this bit reflects the value of SecureHaltingDebugAllowed().

If the PE is in Debug state then this bit is 1 if the PE entered Debug state from either Non-secure state with SecureHaltingDebugAllowed() == TRUE or from Secure state, and 0 otherwise. The value of this bit does not change while the PE remains in Debug state.

If the Security Extension is not implemented, this bit is RES0.

S_LOCKUP, bit [19], on a read
Lockup status. Indicates whether the PE is in Lockup state.

The possible values of this bit are:

0 Not locked up.

1 Locked up.

This bit can only be read as 1 by a remote debugger, using the DAP. The value of 1 indicates that the PE is running but locked up. The bit clears to 0 when the PE enters Debug state.

S_SLEEP, bit [18], on a read
Sleeping status. Indicates whether the PE is sleeping.

The possible values of this bit are:

0 Not sleeping.

1 Sleeping.

The debugger must set the C_HALT bit to 1 to gain control, or wait for an interrupt or other wakeup event to wakeup the system.

S_HALT, bit [17], on a read
Halted status. Indicates whether the PE is in Debug state.

The possible values of this bit are:

0 In Non-debug state.

1 In Debug state.

S_REGRDY, bit [16], on a read
Register ready status. Handshake flag to transfers through the DCRDR.

The possible values of this bit are:

0 Write to DCRSR performed, but transfer not yet complete.

1 Transfer complete, or no outstanding transfer.

This bit is valid only when the PE is in Debug state, otherwise this bit is UNKNOWN.

This bit resets to an UNKNOWN value on a Warm reset.
Bits [15:6]
Reserved, RES0.

C_SNAPSTALL, bit [5]
Snap stall control. Allow imprecise entry to Debug state.

The possible values of this bit are:

0
No action.

1
Allows imprecise entry to Debug state, for example by forcing any stalled load or store instruction to be abandoned.

Setting this bit to 1 allows a debugger to request an imprecise entry to Debug state. Writing 1 to this bit makes the state of the memory system UNPREDICTABLE. Therefore if a debugger writes 1 to this bit it must reset the system before leaving Debug state.

The effect of setting this bit to 1 is UNPREDICTABLE unless the DHCSR write also sets C_DEBUGEN and C_HALT to 1. This means that if the PE is not already in Debug state, it enters Debug state when the stalled instruction completes.

If the Security Extension is implemented, then writes to this bit are ignored when DHCSR.S_SDE == 0.

If DHCSR.C_DEBUGEN == 0 or HaltingDebugAllowed() == FALSE, the PE ignores this bit and behaves as if it is set to 0.

If the Main Extension is not implemented, this bit is RES0.

This bit resets to zero on a Cold reset.

Note
A debugger can write to the DHCSR to clear this bit to 0. However, this does not remove the UNPREDICTABLE state of the memory system caused by setting C_SNAPSTALL to 1. The architecture does not guarantee that setting this bit to 1 will force an entry to Debug state. Arm strongly recommends that a value of 1 is never written to C_SNAPSTALL when the PE is in Debug state.

Bit [4]
Reserved, RES0.

C_MASKINTS, bit [3]
Mask interrupts control. When debug is enabled, the debugger can write to this bit to mask PendSV, SysTick and external configurable interrupts.

The possible values of this bit are:

0
Do not mask.

1
Mask PendSV, SysTick and external configurable interrupts.

The effect of any single write to DHCSR that changes the value of this bit is UNPREDICTABLE unless one of:

• Before the write, DHCSR.{S_HALT,C_HALT} are both set to 1 and the write also writes 1 to DHCSR.C_HALT.
• Before the write, DHCSR.C_DEBUGEN == 0 or HaltingDebugAllowed() == FALSE, and the write writes 0 to DHCSR.C_MASKINTS.

This means that a single write to DHCSR must not clear DHCSR.C_HALT to 0 and change the value of the C_MASKINTS bit.
If the Security Extension is implemented and DHCSR.S_SDE == 0, this bit does not affect interrupts targeting Secure state.

If DHCSR.C_DEBUGEN == 0 or HaltingDebugAllowed() == FALSE, the PE ignores this bit and behaves as if it is set to 0.

If DHCSR.C_DEBUGEN == 0 this bit reads as an UNKNOWN value.

This bit resets to an UNKNOWN value on a Cold reset.

Note

This bit does not affect NMI.

C_STEP, bit [2]

Step control. Enable single instruction step.

The possible values of this bit are:

0

No effect.

1

Single step enabled.

The effect of a single write to DHCSR that changes the value of this bit is UNPREDICTABLE unless one of:

• Before the write, DHCSR.{S_HALT,C_HALT} are both set to 1.

• Before the write, DHCSR.C_DEBUGEN == 0 or HaltingDebugAllowed() == FALSE, and the write writes 0 to DHCSR.C_STEP.

The PE ignores this bit and behaves as if it set to 0 if any of:

• DHCSR.C_DEBUGEN == 0 or HaltingDebugAllowed() == FALSE.

• The Security Extension is implemented, DHCSR.S_SDE == 0 and the PE is in Secure state.

If DHCSR.C_DEBUGEN == 0 this bit reads as an UNKNOWN value.

This bit resets to an UNKNOWN value on a Cold reset.

C_HALT, bit [1]

Halt control. PE to enter Debug state halt request.

The possible values of this bit are:

0

Causes the PE to leave Debug state, if in Debug state.

1

Halt the PE.

The PE sets C_HALT to 1 when a debug event pends an entry to Debug state.

The PE ignores this bit and behaves as if it is set to 0 if any of:

• DHCSR.C_DEBUGEN == 0 or HaltingDebugAllowed() == FALSE.

• The Security Extension is implemented, DHCSR.S_SDE == 0 and the PE is in Secure state.

If DHCSR.C_DEBUGEN == 0 this bit reads as an UNKNOWN value.

This bit resets to zero on a Warm reset.

C_DEBUGEN, bit [0]

Debug enable control. Enable Halting debug.

The possible values of this bit are:
0
Disabled.

1
Enabled.

If a debugger writes to DHCSR to change the value of this bit from 0 to 1, it must also write 0 to the C_MASKINTS bit, otherwise behavior is UNPREDICTABLE.

If this bit is set to 0:

- The PE behaves as if DHCSR.{C_MASKINTS, C_STEP, C_HALT} are all set to 0.
- DHCSR.{S_RESTART_ST, C_MASKINTS, C_STEP, C_HALT} are UNKNOWN on reads of DHCSR.

This bit is read/write to the debugger. Writes from software are ignored.

This bit resets to zero on a Cold reset.
D1.2.39 DLAR, SCS Software Lock Access Register

The DLAR characteristics are:

**Purpose**
Provides CoreSight Software Lock control for the SCS, see the Arm® CoreSight™ Architecture Specification for details.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
This register is RAZ/WI if accessed via the debugger.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if the optional Software Lock is implemented.
This register is RAZ/WI if the Software Lock is not implemented.

**Attributes**
32-bit write-only register located at 0xE000EFB0.
Secure software can access the Non-secure version of this register via DLAR_NS located at 0xE002EFB0.
The location 0xE002EFB0 is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**
The DLAR bit assignments are:

```
+-------------------+-------------------+-------------------+-------------------+-------------------+-------------------+
| KEY              | KEY              | KEY              | KEY              | KEY              | KEY              |
| 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     |
```

**KEY, bits [31:0]**
Lock Access control.

Writing the key value 0xC5ACCE55 to this field unlocks the lock, enabling write accesses to the registers of this component through a memory-mapped interface.

Writing any other value to this register locks the lock, disabling write accesses to the registers of this component through a memory mapped interface.
D1.2.40 DLSR, SCS Software Lock Status Register

The DLSR characteristics are:

**Purpose**
Provides CoreSight Software Lock status information for the SCS, see the *Arm® CoreSight™ Architecture Specification* for details.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
This register is RAZ/WI if accessed via the debugger.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if the optional Software Lock is implemented.
This register is RAZ/WI if the Software Lock is not implemented.

**Attributes**
32-bit read-only register located at 0xE000EFB4.
Secure software can access the Non-secure version of this register via DLSR_NS located at 0xE002EFB4.
The location 0xE002EFB4 is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**
The DLSR bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>Reserved, RES0.</td>
</tr>
<tr>
<td>30</td>
<td>nTT, bit [2]. Not thirty-two bit. See the <em>Arm® CoreSight™ Architecture Specification</em>. This bit reads as zero.</td>
</tr>
<tr>
<td>2</td>
<td>SLK, bit [1]. Software Lock status. See the <em>Arm® CoreSight™ Architecture Specification</em>. The possible values of this bit are:</td>
</tr>
<tr>
<td>1</td>
<td>0: Lock clear. Software writes are permitted to the registers of the component.</td>
</tr>
<tr>
<td></td>
<td>1: Lock set. Software writes to the registers of this component are ignored, and reads have no side-effects. For a debugger read of this register, or when the Software Lock is not implemented, this bit is RES0. This bit resets to one on a Warm reset.</td>
</tr>
</tbody>
</table>

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SLI, bit [0]
Software Lock implemented. See the Arm® CoreSight™ Architecture Specification.

The possible values of this bit are:

0
Software Lock not implemented or debugger access.

1
Software Lock is implemented and software access.

For a debugger read of this register, or when the Software Lock is not implemented, this bit is RAZ.

This bit reads as an IMPLEMENTATION DEFINED value.
D1.2.41 DPIDR0, SCS Peripheral Identification Register 0

The DPIDR0 characteristics are:

**Purpose**
- Provides CoreSight Unique Component Identifier information for the SCS.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
- If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
- Present only if CoreSight identification is implemented.
  - This register is RES0 if CoreSight identification is not implemented.
- Present only if Halting debug is implemented.
  - This register is RES0 if Halting debug is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE000EFE0.
  - Secure software can access the Non-secure version of this register via DPIDR0_NS located at 0xE002EFE0.
  - The location 0xE002EFE0 is RES0 to software executing in Non-secure state and the debugger.
  - This register is not banked between Security states.

**Field descriptions**

The DPIDR0 bit assignments are:

<table>
<thead>
<tr>
<th>Bit Assignment</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31:8</td>
<td>Reserved, RES0.</td>
</tr>
<tr>
<td>7:0</td>
<td>Part number bits [7:0]. See the Arm® CoreSight™ Architecture Specification.</td>
</tr>
</tbody>
</table>

This field reads as an IMPLEMENTATION DEFINED value.
D1.2.42  DPIDR1, SCS Peripheral Identification Register 1

The DPIDR1 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the SCS.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if Halting debug is implemented.
This register is RES0 if Halting debug is not implemented.

**Attributes**
32-bit read-only register located at 0xE000EFE4.
Secure software can access the Non-secure version of this register via DPIDR1_NS located at 0xE002EFE4.
The location 0xE002EFE4 is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**
The DPIDR1 bit assignments are:

```
| 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 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | RES0 | DES_0 | PART_1 |
```

**Bits [31:8]**
Reserved, RES0.

**DES_0, bits [7:4]**
JEP106 identification code bits [3:0]. See the Arm® CoreSight™ Architecture Specification.
This field reads as an IMPLEMENTATION DEFINED value.

**PART_1, bits [3:0]**
This field reads as an IMPLEMENTATION DEFINED value.
D1.2.43 DPIDR2, SCS Peripheral Identification Register 2

The DPIDR2 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the SCS.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if Halting debug is implemented.
This register is RES0 if Halting debug is not implemented.

**Attributes**
32-bit read-only register located at 0xE000EFE8.
Secure software can access the Non-secure version of this register via DPIDR2_NS located at 0xE002EFE8.
The location 0xE002EFE8 is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**
The DPIDR2 bit assignments are:

<table>
<thead>
<tr>
<th>Bit Position</th>
<th>Bit Assignment</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>RES0</td>
</tr>
<tr>
<td>8-7</td>
<td>REVISION</td>
</tr>
<tr>
<td>4-3</td>
<td>DES_1</td>
</tr>
<tr>
<td>2</td>
<td>JEDEC</td>
</tr>
<tr>
<td>1</td>
<td></td>
</tr>
<tr>
<td>0</td>
<td></td>
</tr>
</tbody>
</table>

**Bits [31:8]**
Reserved, RES0.

**REVISION, bits [7:4]**
Component revision. See the Arm® CoreSight™ Architecture Specification.
This field reads as an IMPLEMENTATION DEFINED value.

**JEDEC, bit [3]**
JEDEC assignee value is used. See the Arm® CoreSight™ Architecture Specification.
This bit reads as one.

**DES_1, bits [2:0]**
This field reads as an IMPLEMENTATION DEFINED value.
D1.2.44  DPIDR3, SCS Peripheral Identification Register 3

The DPIDR3 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the SCS.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if Halting debug is implemented.
This register is RES0 if Halting debug is not implemented.

**Attributes**
32-bit read-only register located at 0xE000EFEC.
Secure software can access the Non-secure version of this register via DPIDR3_NS located at 0xE002EFEC.
The location 0xE002EFEC is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**
The DPIDR3 bit assignments are:

| 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  |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|    |    |    |    |    |    |    |    |    | RES0 |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |

**Bits [31:8]**
Reserved, RES0.

**REVAND, bits [7:4]**
RevAnd. See the Arm® CoreSight™ Architecture Specification.
This field reads as an IMPLEMENTATION DEFINED value.

**CMOD, bits [3:0]**
Customer Modified. See the Arm® CoreSight™ Architecture Specification.
This field reads as an IMPLEMENTATION DEFINED value.
D1.2.45 DPIDR4, SCS Peripheral Identification Register 4

The DPIDR4 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the SCS.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if Halting debug is implemented.

This register is RES0 if Halting debug is not implemented.

**Attributes**
32-bit read-only register located at 0xE000EFD0.

Secure software can access the Non-secure version of this register via DPIDR4_NS located at 0xE002EFD0.

The location 0xE002EFD0 is RES0 to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

**Field descriptions**

The DPIDR4 bit assignments are:

| 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 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| RES0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| SIZE | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |
| DES_2 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

**Bits [31:8]**
Reserved, RES0.

**SIZE, bits [7:4]**
4KB count. See the *Arm® CoreSight™ Architecture Specification*.

This field reads as zero.

**DES_2, bits [3:0]**
JEP106 continuation code. See the *Arm® CoreSight™ Architecture Specification*.

This field reads as an IMPLEMENTATION DEFINED value.
D1.2.46  DPIDR5, SCS Peripheral Identification Register 5

The DPIDR5 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the SCS.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if Halting debug is implemented.
This register is RES0 if Halting debug is not implemented.

**Attributes**
32-bit read-only register located at 0xE000EFD4.
Secure software can access the Non-secure version of this register via DPIDR5_NS located at 0xE002EFD4.
The location 0xE002EFD4 is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**
The DPIDR5 bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>RESERVED, RES0</td>
</tr>
</tbody>
</table>

**Bits [31:0]**
Reserved, RES0.
D1.2.47 DPIDR6, SCS Peripheral Identification Register 6

The DPIDR6 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the SCS.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if Halting debug is implemented.
This register is RES0 if Halting debug is not implemented.

**Attributes**
32-bit read-only register located at 0xE000EFD8.
Secure software can access the Non-secure version of this register via DPIDR6_NS located at 0xE002EFD8.
The location 0xE002EFD8 is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**
The DPIDR6 bit assignments are:

```
| 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 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| RES0 |
```

**Bits [31:0]**
Reserved, RES0.
D1.2.48  DPIDR7, SCS Peripheral Identification Register 7

The DPIDR7 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the SCS.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if Halting debug is implemented.

This register is RES0 if Halting debug is not implemented.

**Attributes**
32-bit read-only register located at 0xE000EFDC.

Secure software can access the Non-secure version of this register via DPIDR7_NS located at 0xE002EFDC.

The location 0xE002EFDC is RES0 to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

**Field descriptions**

The DPIDR7 bit assignments are:

```
 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
   RES0
```

**Bits [31:0]**
Reserved, RES0.
D1.2.49 DSCSR, Debug Security Control and Status Register

The DSCSR characteristics are:

**Purpose**
- Provides control and status information for Secure debug.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
- This register is accessible only to the debugger and RES0 to software.

**Configurations**
- Present only if the Security Extension is implemented.
- This register is RES0 if the Security Extension is not implemented.
- Present only if Halting debug is implemented.
- This register is RES0 if Halting debug is not implemented.

**Attributes**
- 32-bit read/write register located at 0xE000EE08.
- This register is not banked between Security states.

**Field descriptions**

The DSCSR bit assignments are:

```
<table>
<thead>
<tr>
<th></th>
<th>31</th>
<th>18</th>
<th>17</th>
<th>16</th>
<th>15</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>RES0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>CDSKEY</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>SBRSELEN</td>
</tr>
<tr>
<td>CDS</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>SBRSEL</td>
</tr>
</tbody>
</table>
```

**Bits [31:18]**
- Reserved, RES0.

**CDSKEY, bit [17]**
- CDS write-enable key. Writes to the CDS bit are ignored unless CDSKEY is concurrently written to zero.
- The possible values of this bit are:
  - 0: Concurrent write to CDS not ignored.
  - 1: Concurrent write to CDS ignored.
- This bit reads-as-one.

**CDS, bit [16]**
- Current domain Secure. This field indicates the current Security state of the processor.
- The possible values of this bit are:
  - 0: PE is in Non-secure state.
  - 1: PE is in Secure state.
This bit is only writable if DHCSR.S_SDE is 1, the access to the register originates from the debugger, the PE is halted in Debug state, and CDSKEY is concurrently written to zero.

**Bits [15:2]**
Reserved, RES0.

**SBRSEL, bit [1]**
Secure banked register select. If SBRSELEN is 1 this bit selects whether the Non-secure or the Secure versions of the memory-mapped banked registers are accessible to the debugger.

The possible values of this bit are:

0
Selects the Non-secure versions.

1
Selects the Secure versions.

This bit behaves as RAZ/WI if DHCSR.S_SDE is 0.
This bit resets to zero on a Cold reset.

**SBRSELEN, bit [0]**
Secure banked register select enable. Controls whether the SBRSEL field or the current Security state of the processor selects which version of the memory-mapped banked registers are accessible to the debugger.

The possible values of this bit are:

0
The current Security state of the PE determines which memory-mapped Banked registers are accessed by the debugger.

1
DSCSR.SBRSEL selects which memory-mapped Banked registers are accessed by the debugger.

This bit behaves as RAO/WI if DHCSR.S_SDE is 0.
This bit resets to zero on a Cold reset.

**Note**
This method of banked register selection means that the register aliasing is not used for accesses from the debugger. Accesses to the aliased addresses from the debugger have the same behavior as reserved addresses.
D1.2.50  DWT_CIDR0, DWT Component Identification Register 0

The DWT_CIDR0 characteristics are:

**Purpose**
- Provides CoreSight Unique Component Identifier information for the DWT.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
- If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
- Present only if CoreSight identification is implemented.
- This register is RES0 if CoreSight identification is not implemented.
- Present only if the DWT is implemented.
- This register is RES0 if the DWT is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE0001FF0.
- This register is not banked between Security states.

**Field descriptions**

The DWT_CIDR0 bit assignments are:

![Bit assignments](image)

**Bits [31:8]**
- Reserved, RES0.

**PRMBL_0, bits [7:0]**
- CoreSight component identification preamble. See the Arm® CoreSight™ Architecture Specification.
- This field reads as 0x0D.
D1.2.51 DWT_CIDR1, DWT Component Identification Register 1

The DWT_CIDR1 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the DWT.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
- If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
- Present only if CoreSight identification is implemented.
  - This register is RES0 if CoreSight identification is not implemented.
- Present only if the DWT is implemented.
  - This register is RES0 if the DWT is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE0001FF4.
  - This register is not banked between Security states.

**Field descriptions**

The DWT_CIDR1 bit assignments are:

<table>
<thead>
<tr>
<th>Bit Assignment</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>31:0</td>
<td>Reserved, RES0</td>
<td>0x0</td>
</tr>
<tr>
<td>8:4</td>
<td>CLASS</td>
<td>0x9</td>
</tr>
<tr>
<td>3:0</td>
<td>PRMBL_1</td>
<td>0x0</td>
</tr>
</tbody>
</table>

**Bits [31:8]**
Reserved, RES0.

**CLASS, bits [7:4]**
CoreSight component class. See the Arm® CoreSight™ Architecture Specification.
This field reads as 0x9.

**PRMBL_1, bits [3:0]**
CoreSight component identification preamble. See the Arm® CoreSight™ Architecture Specification.
This field reads as 0x0.
D1.2.52 DWT_CIDR2, DWT Component Identification Register 2

The DWT_CIDR2 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the DWT.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if the DWT is implemented.
This register is RES0 if the DWT is not implemented.

**Attributes**
32-bit read-only register located at 0xE0001FF8.
This register is not banked between Security states.

**Field descriptions**

The DWT_CIDR2 bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>RES0</td>
</tr>
<tr>
<td>8-7</td>
<td>PRMBL_2</td>
</tr>
</tbody>
</table>

**Bits [31:8]**
Reserved, RES0.

**PRMBL_2, bits [7:0]**
CoreSight component identification preamble. See the Arm® CoreSight™ Architecture Specification.
This field reads as 0x05.
### D1.2.53 DWT_CIDR3, DWT Component Identification Register 3

The DWT_CIDR3 characteristics are:

**Purpose**
- Provides CoreSight Unique Component Identifier information for the DWT.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
- If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
- Present only if CoreSight identification is implemented.
- This register is RES0 if CoreSight identification is not implemented.
- Present only if the DWT is implemented.
- This register is RES0 if the DWT is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE0001FFC.
- This register is not banked between Security states.

**Field descriptions**

The DWT_CIDR3 bit assignments are:

```
+-----------------+-----------------+-----------------+-----------------+
| 31              | 30              | 29              | 28              |
| RES0            | 27              | 26              | 25              |
|                 | 24              | 23              | 22              |
|                 | 21              | 20              | 19              |
|                 | 18              | 17              | 16              |
|                 | 15              | 14              | 13              |
|                 | 12              | 11              | 10              |
|                 | 09              | 08              | 07              |
+-----------------+-----------------+-----------------+-----------------+
```

**Bits [31:8]**
- Reserved, RES0.

**PRMBL_3, bits [7:0]**
- CoreSight component identification preamble. See the *Arm® CoreSight™ Architecture Specification*.
- This field reads as 0xB1.
D1.2.54 DWT_COMPn, DWT Comparator Register, n = 0 - 14

The DWT_COMP{0..14} characteristics are:

**Purpose**
Provides a reference value for use by watchpoint comparator n.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if the DWT is implemented.
This register is RES0 if the DWT is not implemented.

**Attributes**
32-bit read/write register located at 0xE0001020 + 16n.
This register is not banked between Security states.

**Field descriptions**
The DWT_COMP{0..14} bit assignments are:

When DWT_FUNCTIONn.MATCH == 0b0001:

![CYCVALUE diagram]

When DWT_FUNCTIONn.MATCH == 0b001x:

![PCVALUE diagram]

When DWT_FUNCTIONn.MATCH == 0b10xx:

![DVALUE diagram]

When DWT_FUNCTIONn.MATCH == 0bx1xx:

![DADDR diagram]

**CYCVALUE**, bits [31:0], when DWT_FUNCTIONn.MATCH == 0b0001
Cycle value. Reference value for comparison with cycle count.
This field resets to an UNKNOWN value on a Cold reset.
PC VALUE, bits [31:1], when DWT_FUNCTIONn.MATCH == 0b001x
PM value. Reference value for comparison with Program Counter.

This field resets to an UNKNOWN value on a Cold reset.

Bit [0], when DWT_FUNCTIONn.MATCH == 0b001x
Reserved, RES0.

DADDR, bits [31:0], when DWT_FUNCTIONn.MATCH == 0bx1xx
Data address. Reference value for comparison with load or store address.

For halfword address comparisons, DADDR[0] is RES0. For byte address comparisons, DADDR[1:0] are RES0.

This field resets to an UNKNOWN value on a Cold reset.

DVALUE, bits [31:0], when DWT_FUNCTIONn.MATCH == 0b10xx
Data value. Reference value for comparison with load or store data.

For halfword or word comparisons, the data value is in little-endian order. That is, the least significant byte of this register is compared with the byte targeting the lowest address in memory.

For byte or halfword comparisons, if the value of the byte or halfword is not replicated across all byte or halfword lanes, the value used for the comparison is UNKNOWN.

This field resets to an UNKNOWN value on a Cold reset.
D1.2.55 DWT_CPICNT, DWT CPI Count Register

The DWT_CPICNT characteristics are:

**Purpose**
Counts additional cycles required to execute multicycle instructions and instruction fetch stalls.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.
This register is RES0 if the Main Extension is not implemented.
Present only if the DWT is implemented.
This register is RES0 if the DWT is not implemented.
Present only if DWT_CTRL.NOPRFCNT == 0.
This register is RES0 if DWT_CTRL.NOPRFCNT == 1.

**Attributes**
32-bit read/write register located at 0xE0001008.
This register is not banked between Security states.

**Field descriptions**

The DWT_CPICNT bit assignments are:

<table>
<thead>
<tr>
<th>31</th>
<th>8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>RES0</td>
<td></td>
<td></td>
<td>CPICNT</td>
</tr>
</tbody>
</table>

**Bits [31:8]**
Reserved, RES0.

**CPICNT, bits [7:0]**
Base instruction overhead counter.
Counts one on each cycle when all of the following are true:

- DWT_CTRL.CPIEVTENA == 1 and DEMCR.TRCENA == 1.
- No instruction is executed.
- No load-store operation is in progress, see DWT_LSUCNT.
- No exception-entry or exception-exit operation is in progress, see DWT_EXCCNT.
- The PE is not in a power-saving mode, see DWT_SLEEPCNT.
- Either SecureNoninvasiveDebugAllowed() == TRUE, or the PE is in Non-secure state and Noninva- siveDebugAllowed() == TRUE.

The definition of "no instruction is executed" is IMPLEMENTATION DEFINED. Arm recommends that this counts each cycle on which no instruction is retired.

Initialized to zero when the counter is disabled and DWT_CTRL.CPIEVTENA is written with 1. An Event Counter packet is emitted on counter overflow.
This field resets to an UNKNOWN value on a Cold reset.
DWT_CTRL, DWT Control Register

The DWT_CTRL characteristics are:

**Purpose**
Provides configuration and status information for the DWT unit, and used to control features of the unit.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if the DWT is implemented.
This register is RES0 if the DWT is not implemented.

**Attributes**
32-bit read/write register located at 0xE0001000.
This register is not banked between Security states.

**Field descriptions**
The DWT_CTRL bit assignments are:

NUMCOMP, bits [31:28]
Number of comparators. Number of DWT comparators implemented.
A value of zero indicates no comparator support.
This field reads as an IMPLEMENTATION DEFINED value.

NOTRCPKT, bit [27]
No trace packets. Indicates whether the implementation does not support trace.
The possible values of this bit are:

0
Trace supported.

1
Trace not supported.
If this bit is RAZ, the NOCYCCNT bit must also RAZ.
If the Main Extension is not implemented, this bit is RES1.
This bit reads as an IMPLEMENTATION DEFINED value.

**NOEXTRIG, bit [26]**
No External Triggers. Shows whether the implementation does not support external triggers.
Reserved, RES0.

**NOCYCCNT, bit [25]**
No cycle count. Indicates whether the implementation does not include a cycle counter.
The possible values of this bit are:
- 0  Cycle counter implemented.
- 1  Cycle counter not implemented.
If the Main Extension is not implemented, this bit is RES1.
This bit reads as an IMPLEMENTATION DEFINED value.

**NOPRFCNT, bit [24]**
No profile counters. Indicates whether the implementation does not include the profiling counters.
The possible values of this bit are:
- 0  Profiling counters implemented.
- 1  Profiling counters not implemented.
If the Main Extension is not implemented, this bit is RES1.
This bit reads as an IMPLEMENTATION DEFINED value.

**CYCDISS, bit [23]**
Cycle counter disabled secure. Controls whether the cycle counter is disabled in Secure state.
The possible values of this bit are:
- 0  No effect.
- 1  Disable incrementing of the cycle counter when the PE is in Secure state.
RES0 if the NOCYCCNT bit is RAO.
If the Main Extension is not implemented, this bit is RES0.
This bit resets to zero on a Cold reset.

**CYCEVTENA, bit [22]**
Cycle event enable. Enables Event Counter packet generation on POSTCNT underflow.
The possible values of this bit are:
- 0  No Event Counter packets generated when POSTCNT underflows.
- 1  If PCSAMPLENA set to 0, an Event Counter packet is generated when POSTCNT underflows.
RES0 if the NOTRCPKT bit is RAO or the NOCYCCNT bit is RAO.
If the Main Extension is not implemented, this bit is RES0.
This bit resets to zero on a Cold reset.

**FOLDEVTENA, bit [21]**
Fold event enable. Enables DWT_FOLDCNT counter.
The possible values of this bit are:

0  
DWT_FOLDCNT disabled.

1  
DWT_FOLDCNT enabled.

RES0 if the NOPRFCNT bit is RAO. The reset value is 0.
If the Main Extension is not implemented, this bit is RES0.
This bit resets to zero on a Cold reset.

**LSUEVTENA, bit [20]**
LSU event enable. Enables DWT_LSUCNT counter.
The possible values of this bit are:

0  
DWT_LSUCNT disabled.

1  
DWT_LSUCNT enabled.

RES0 if the NOPRFCNT bit is RAO.
If the Main Extension is not implemented, this bit is RES0.
This bit resets to zero on a Cold reset.

**SLEEPEVTENA, bit [19]**
Sleep event enable. Enable DWT_SLEEPCNT counter.
The possible values of this bit are:

0  
DWT_SLEEPCNT disabled.

1  
DWT_SLEEPCNT enabled.

RES0 if the NOPRFCNT bit is RAO.
If the Main Extension is not implemented, this bit is RES0.
This bit resets to zero on a Cold reset.

**EXCEVTENA, bit [18]**
Exception event enable. Enables DWT_EXCCNT counter.
The possible values of this bit are:

0  
DWT_EXCCNT disabled.

1  
DWT_EXCCNT enabled.

RES0 if the NOPRFCNT bit is RAO.
If the Main Extension is not implemented, this bit is RES0.
This bit resets to zero on a Cold reset.
CPIEVTA, bit [17]
CPI event enable. Enables DWT_CPICNT counter.
The possible values of this bit are:
0  DWT_CPICNT disabled.
1  DWT_CPICNT enabled.
RES0 if the NOPRFCNT bit is RAO.
If the Main Extension is not implemented, this bit is RES0.
This bit resets to zero on a Cold reset.

EXCTRCENA, bit [16]
Exception trace enable. Enables generation of Exception Trace packets.
The possible values of this bit are:
0  Exception Trace packet generation disabled.
1  Exception Trace packet generation enabled.
RES0 if the NOTRCPKT bit is RAO.
If the Main Extension is not implemented, this bit is RES0.
This bit resets to zero on a Cold reset.

Bits [15:13]
Reserved, RES0.

PCSAMPLENA, bit [12]
PC sample enable. Enables use of POSTCNT counter as a timer for Periodic PC Sample packet generation.
The possible values of this bit are:
0  Periodic PC Sample packet generation disabled.
1  Periodic PC Sample packet generated on POSTCNT underflow.
RES0 if the NOTRCPKT bit is RAO or the NOCYCCNT bit is RAO.
If the Main Extension is not implemented, this bit is RES0.
This bit resets to zero on a Cold reset.

SYNCTAP, bits [11:10]
Synchronization tap. Selects the position of the synchronization packet request counter tap on the CYCCNT counter. This determines the rate of Synchronization packet requests made by the DWT.
The possible values of this field are:
0b00  Synchronization packet request disabled.
0b01  Synchronization counter tap at CYCCNT[24].
0b10  Synchronization counter tap at CYCCNT[26].
Chapter D1. Register Specification
D1.2. Alphabetical list of registers

0b11
Synchronization counter tap at CYCCNT[28].
RES0 if the NOCYCCNT bit is RAO.
If the Main Extension is not implemented, this field is RES0.
This field resets to an UNKNOWN value on a Cold reset.

CYCTAP, bit [9]
Cycle count tap. Selects the position of the POSTCNT tap on the CYCCNT counter.
The possible values of this bit are:
0
  POSTCNT tap at CYCCNT[6].
1
  POSTCNT tap at CYCCNT[10].
RES0 if the NOCYCCNT bit is RAO.
If the Main Extension is not implemented, this bit is RES0.
This bit resets to an UNKNOWN value on a Cold reset.

POSTINIT, bits [8:5]
POSTCN T initial. Initial value for the POSTCNT counter.
RES0 if the NOCYCCNT bit is RAO.
If the Main Extension is not implemented, this field is RES0.
This field resets to an UNKNOWN value on a Cold reset.

POSTPRESET, bits [4:1]
POSTCNT preset. Reload value for the POSTCNT counter.
RES0 if the NOCYCCNT bit is RAO.
If the Main Extension is not implemented, this field is RES0.
This field resets to an UNKNOWN value on a Cold reset.

CYCCNTENA, bit [0]
CYCCNT enable. Enables CYCCNT.
The possible values of this bit are:
0
  CYCCNT disabled.
1
  CYCCNT enabled.
RES0 if the NOCYCCNT bit is RAO.
If the Main Extension is not implemented, this bit is RES0.
This bit resets to zero on a Cold reset.
D1.2.57  DWT_CYCCNT, DWT Cycle Count Register

The DWT_CYCCNT characteristics are:

**Purpose**
Shows or sets the value of the processor cycle counter, CYCCNT.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.
This register is RES0 if the Main Extension is not implemented.
Present only if the DWT is implemented.
This register is RES0 if the DWT is not implemented.
Present only if DWT_CTRL.NOCYCCNT == 0.
This register is RES0 if DWT_CTRL.NOCYCCNT == 1.

**Attributes**
32-bit read/write register located at 0xE0001004.
This register is not banked between Security states.

**Field descriptions**

The DWT_CYCCNT bit assignments are:

![32-bit field diagram]

**CYCCNT, bits [31:0]**
Incrementing cycle counter value. Increments one on each processor clock cycle when DWT_CTRL.CYCCNTENA == 1 and DEMCR.TRCENA == 1. On overflow, CYCCNT wraps to zero.
This field resets to an UNKNOWN value on a Cold reset.
D1.2.58 DWT_DEVARCH, DWT Device Architecture Register

The DWT_DEVARCH characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the DWT.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if the DWT is implemented.
This register is RES0 if the DWT is not implemented.

**Attributes**
32-bit read-only register located at 0xE0001FBC.
This register is not banked between Security states.

**Field descriptions**
The DWT_DEVARCH bit assignments are:

```
  31   21  20  19  16  15  12  11  0
  \  \        \        \        \         
ARC   VER REVI   ARCH  REVI   ARCH  REVI   ARCH  REVI   ARCH  REVI   ARCH  REVI   ARCH  
        PRESENT
```

**ARCHITECT**, bits [31:21]
Architect. Defines the architect of the component. Bits [31:28] are the JEP106 continuation code (JEP106 bank ID, minus 1) and bits [27:21] are the JEP106 ID code.
The possible values of this field are:

0x23B
JEP106 continuation code 0x4, ID code 0x3B. Arm Limited.
Other values are defined by the JEDEC JEP106 standard.
This field reads as 0x23B.

**PRESENT**, bit [20]
DEVARCH Present. Defines that the DEVARCH register is present.
The possible values of this bit are:

1
DEVARCH information present.
This bit reads as one.
REVISION, bits [19:16]
Revision. Defines the architecture revision of the component.
The possible values of this field are:

0b0000
DWT architecture v2.0.
This field reads as 0b0000.

ARCHVER, bits [15:12]
Architecture Version. Defines the architecture version of the component.
The possible values of this field are:

0b0001
DWT architecture v2.
ARCHVER and ARCHPART are also defined as a single field, ARCHID, so that ARCHVER is ARCHID[15:12].
This field reads as 0b0001.

ARCHPART, bits [11:0]
Architecture Part. Defines the architecture of the component.
The possible values of this field are:

0xA02
DWT architecture.
ARCHVER and ARCHPART are also defined as a single field, ARCHID, so that ARCHPART is ARCHID[11:0].
This field reads as 0xA02.
D1.2.59  DWT_DEVTYPE, DWT Device Type Register

The DWT_DEVTYPE characteristics are:

**Purpose**

Provides CoreSight Unique Component Identifier information for the DWT.

**Usage constraints**

Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**

Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if the DWT is implemented.

This register is RES0 if the DWT is not implemented.

**Attributes**

32-bit read-only register located at 0xE0001FCC.

This register is not banked between Security states.

**Field descriptions**

The DWT_DEVTYPE bit assignments are:

![Bit assignments diagram]

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8  |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| RES0 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 | SUB | MAJOR |

**Bits [31:8]**

Reserved, RES0.

**SUB, bits [7:4]**

Sub-type. Component sub-type.

The possible values of this field are:

0x0

Other.

This field reads as 0b0000.

**MAJOR, bits [3:0]**

Major type. Component major type.

The possible values of this field are:

0x0

Miscellaneous.

This field reads as 0b0000.
D1.2.60 DWT_EXCCNT, DWT Exception Overhead Count Register

The DWT_EXCCNT characteristics are:

**Purpose**
Counts the total cycles spent in exception processing.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
- Present only if the Main Extension is implemented.
  - This register is RES0 if the Main Extension is not implemented.
- Present only if the DWT is implemented.
  - This register is RES0 if the DWT is not implemented.
- Present only if DWT_CTRL.NOPRFCNT == 0.
  - This register is RES0 if DWT_CTRL.NOPRFCNT == 1.

**Attributes**
- 32-bit read/write register located at 0xE000100C.
- This register is not banked between Security states.

**Field descriptions**

The DWT_EXCCNT bit assignments are:

```
<table>
<thead>
<tr>
<th>31</th>
<th>8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>RES0</td>
<td>EXCCNT</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

**Bits [31:8]**
- Reserved, RES0.

**EXCCNT, bits [7:0]**
- The exception overhead counter.
  - Counts one on each cycle when all of the following are true:
    - DWT_CTRL.EXCEVTENA == 1 and DEMCR.TRCEENA == 1.
    - No instruction is executed, see DWT_CPICNT.
    - An exception-entry or exception-exit related operation is in progress.
    - Either SecureNoninvasiveDebugAllowed() == TRUE, or NS-Req for the operation is set to Non-secure and NoninvasiveDebugAllowed() == TRUE.

Exception-entry or exception-exit related operations include the stacking of registers on exception entry, lazy state preservation, unstacking of registers on exception exit, and preemption.

Initialized to zero when the counter is disabled and DWT_CTRL.EXCEVTENA is written with 1. An Event Counter packet is emitted on counter overflow.

This field resets to an UNKNOWN value on a Cold reset.
D1.2.61 DWT_FOLDCNT, DWT Folded Instruction Count Register

The DWT_FOLDCNT characteristics are:

**Purpose**
Increments for each additional instruction executed in the current cycle.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are **UNPREDICTABLE**.

**Configurations**
Present only if the Main Extension is implemented.
This register is **RES0** if the Main Extension is not implemented.
Present only if the DWT is implemented.
This register is **RES0** if the DWT is not implemented.
Present only if DWT_CTRL.NOPRFCNT == 0.
This register is **RES0** if DWT_CTRL.NOPRFCNT == 1.

**Attributes**
32-bit read/write register located at 0xE0001018.
This register is not banked between Security states.

**Field descriptions**
The DWT_FOLDCNT bit assignments are:

```
<table>
<thead>
<tr>
<th>31</th>
<th>8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>RES0</td>
<td></td>
<td>FOLDCNT</td>
<td></td>
</tr>
</tbody>
</table>
```

**Bits [31:8]**
Resolved, **RES0**.

**FOLDCNT, bits [7:0]**
Folded instruction counter.
Counts on each cycle when all of the following are true:
- DWT_CTRL.FOLDEVTENA == 1 and DEMCR.TRCENA == 1.
- At least two instructions are executed, see DWT_CPICNT.
- Either SecureNoninvasiveDebugAllowed() == TRUE, or the PE is in Non-secure state and NoninvasiveDebugAllowed() == TRUE.

The counter is incremented by the number of instructions executed, minus one.
Initialized to zero when the counter is disabled and DWT_CTRL.FOLDEVTENA is written with 1. An event is emitted on counter overflow.
This field resets to an **UNKNOWN** value on a Cold reset.
D1.2.62 DWT_FUNCTION{n}, DWT Comparator Function Register, n = 0 - 14

The DWT_FUNCTION{0..14} characteristics are:

**Purpose**
Controls the operation of watchpoint comparator \( n \).

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if the DWT is implemented.
This register is RES0 if the DWT is not implemented.

**Attributes**
32-bit read/write register located at \( 0xE0001028 + 16n \).
This register is not banked between Security states.

**Field descriptions**
The DWT_FUNCTION{0..14} bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>ID</td>
</tr>
<tr>
<td>27</td>
<td>MATCHED</td>
</tr>
<tr>
<td>26</td>
<td>DATAVSIZE</td>
</tr>
<tr>
<td>25</td>
<td>ACTION</td>
</tr>
<tr>
<td>24</td>
<td>RES0</td>
</tr>
<tr>
<td>23</td>
<td>RES0</td>
</tr>
<tr>
<td>22</td>
<td>RES0</td>
</tr>
<tr>
<td>21</td>
<td>RES0</td>
</tr>
<tr>
<td>20</td>
<td>ID</td>
</tr>
<tr>
<td>19</td>
<td>MATCHED</td>
</tr>
<tr>
<td>18</td>
<td>DATAVSIZE</td>
</tr>
<tr>
<td>17</td>
<td>ACTION</td>
</tr>
<tr>
<td>16</td>
<td>RES0</td>
</tr>
<tr>
<td>15</td>
<td>RES0</td>
</tr>
<tr>
<td>14</td>
<td>RES0</td>
</tr>
<tr>
<td>13</td>
<td>RES0</td>
</tr>
<tr>
<td>12</td>
<td>MATCH</td>
</tr>
</tbody>
</table>

**ID, bits [31:27]**
Identify capability. Identifies the capabilities for MATCH for comparator \( n \).
The possible values of this field are:

- \( 0b00000 \)
  - Reserved.
- \( 0b01000 \)
  - Data Address, and Data Address With Value.
- \( 0b01001 \)
  - Cycle Counter, Data Address, and Data Address With Value.
- \( 0b01010 \)
  - Instruction Address, Data Address, and Data Address With Value.
- \( 0b01011 \)
  - Cycle Counter, Instruction Address, Data Address and Data Address With Value.
- \( 0b11000 \)
  - Data Address, Data Address Limit, and Data Address With Value.
- \( 0b11010 \)
  - Instruction Address, Instruction Address Limit, Data Address, Data Address Limit, and Data Address With Value.
0b11100
Data Address, Data Address Limit, Data Value, Linked Data Value, and Data Address With Value.

0b11110
Instruction Address, Instruction Address Limit, Data Address, Data Address Limit, Data value, Linked Data Value, and Data Address With Value.

All other values are reserved.

Comparator 0 never supports linking. If more than one comparator is implemented, then at least one comparator must support linking. Arm recommends that odd-numbered comparators support linking.

Cycle Counter matching is only supported if the Main Extension is implemented and DWT_CTRL.NOCYCCNT == 0, meaning the cycle counter is implemented. Comparator 0 must support Cycle Counter matching if the cycle counter is implemented.

Data Address With Value is supported for the first four comparators only, and only if the Main Extension and ITM are implemented, and DWT_CTRL.NOTRCPKT == 0. Data Value and Linked Data Value not supported if the Main Extension is not implemented.

This field is read-only.

This field reads as an IMPLEMENTATION DEFINED value.

Bits [26:25]
Reserved, RES0.

MATCHED, bit [24]
Comparator matched. Set to 1 when the comparator matches.

The possible values of this bit are:

0
No match.

1
Match. The comparator has matched since the last read of this register.

For an Instruction Address Limit or Data Address Limit comparator, this bit is UNKNOWN on reads.

This bit is read-only.

This bit clears to zero when read.

This bit resets to an UNKNOWN value on a Cold reset.

Bits [23:12]
Reserved, RES0.

DATASIZE, bits [11:10]
Data value size. Defines the size of the object being watched for by Data Value and Data Address comparators.

The possible values of this field are:

0b00
1 byte.

0b01
2 bytes.

0b10
4 bytes.

All other values are reserved.

For an Instruction Address or Instruction Address Limit comparator, DATASIZE must be 0b01 (2 bytes). If this comparator is part of an data address range pair, DATASIZE must be 0b00 (1 byte).
For a Data Address comparator, DWT_COMPn must be aligned to the size specified by DATAVSIZE. For a Data Value or Linked Data Value comparator:

- For halfword comparisons, DWT_COMPn [31:16] must be equal to DWT_COMPn[15:0] .
- For byte comparisons, DWT_COMPn [31:24], DWT_COMPn [23:16], and DWT_COMPn [15:18] must be equal to DWT_COMPn [7:0].

This field resets to an UNKNOWN value on a Cold reset.

**Bits [9:6]**

Reserved, RES0.

**ACTION, bits [5:4]**

Action on match. Defines the action on a match. This field is ignored and the comparator generates no actions if it is disabled by MATCH.

The possible values of this field are:

- **0b00**
  - Trigger only.

- **0b01**
  - Generate debug event.

- **0b10**
  - For a Cycle Counter, Instruction Address, Data Address, Data Value or Linked Data Value comparator, generate a Data Trace Match packet.
  
  For a Data Address With Value comparator, generate a Data Trace Data Value packet.

- **0b11**
  - For a Data Address Limit comparator, generate a Data Trace Data Address packet.
  
  For a Cycle Counter, Instruction Address Limit, or Data Address comparator, generate a Data Trace PC Value packet.
  
  For a Data Address With Value comparator, generate both a Data Trace PC Value packet and a Data Trace Data Value packet.

If the Main Extension is not implemented, the values **0b10** and **0b11** are reserved.

This field resets to an UNKNOWN value on a Cold reset.

**MATCH, bits [3:0]**

Match type. Controls the type of match generated by this comparator.

The possible values of this field are:

- **0b0000**
  - Disabled. Never generates a match.

- **0b0001**
  - Cycle Counter. Matches if DWT_CYCCNT equals the comparator value. The comparator is checked each time DWT_CYCCNT is written to, directly or indirectly.
  
  Only supported if the Main Extension is implemented, DWT_FUNCTION<0>.ID<0> == 1 and DWT_CTRL.NOCYCCNT == 0.

- **0b0010**
  - Instruction Address. If not linked to, an instruction matches if the address of the first byte of the instruction matches the comparator address.
  
  Only supported if DWT_FUNCTION<0>.ID<1> == 1.
0b0011
Instruction Address Limit. An instruction matches if the address of the first byte of the instruction lies between the lower comparator address (specified by comparator \(<n-1>\)) and the limit comparator address (specified by this comparator, \(<n>\)). Both addresses are inclusive to the range. Comparator \(<n-1>\) must be programmed for Instruction Address (0b0010) or Disabled (0b0000), and the lower address must be strictly less-than the limit comparator address, otherwise it is UNPREDICTABLE whether or not any comparator generates matches.

Only supported if DWT_FUNCTION\(<n>\).ID<4> == 1 and DWT_FUNCTION\(<n>\).ID<1> == 1.

0b0100
Data Address. If not linked to by a Data Address Limit comparator, an access matches if any accessed byte lies between the comparator address and a limit defined by the DATAVSIZE field. Supported for all comparators.

0b0101
Data Address, writes. As 0b0100, except that only write accesses generate a match.

0b0110
Data Address, reads. As 0b0100, except that only read accesses generate a match.

0b0111
Data Address Limit. An access matches if any byte made by the access lies between the lower address (specified by comparator \(<n-1>\)) and the limit address (specified by this comparator, \(<n>\)). Both addresses are inclusive to the range. Comparator \(<n-1>\) must be programmed for Data Address (0b01xx, not 0b0111), Data Address With Data Value (0b11xx, not 0b1111), or Disabled (0b0000), and the lower address must be strictly less-than the limit comparator address, otherwise it is UNPREDICTABLE whether or not any comparator generates matches. DWT_FUNCTION\(<n-1>\).MATCH[1:0] determines the matching access types.

Only supported if DWT_FUNCTION\(<n>\).ID<4> == 1.

0b1000
Data Value. An access matches if the value accessed matches the comparator value.

Only supported if the Main Extension is implemented and DWT_FUNCTION\(<n>\).ID<2> == 1.

0b1001
Data Value, writes. As 0b1000, except that only write accesses generate a match.

0b1010
Data Value, reads. As 0b1000, except that only read accesses generate a match.

0b1011
Linked Data Value. An access matches if the value accessed matches the comparator value (specified by comparator \(<n>\)) and the linked data address (specified by comparator \(<n-1>\)) for the same access matches. Comparator \(<n-1>\) must be programmed for Data Address (0b01xx, not 0b0111), or Data Address With Value (0b11xx, not 0b1111), or Disabled (0b0000), and the two comparators must be the same, otherwise it is UNPREDICTABLE whether or not any comparator generates matches. DWT_FUNCTION\(<n-1>\).MATCH[1:0] determines the matching access types.

Only supported if the Main Extension is implemented and DWT_FUNCTION\(<n>\).ID<4> == 1 and DWT_FUNCTION\(<n>\).ID<2> == 1.

0b1100
Data Address With Value. As 0b01xx, except that the data value is traced.

Supported for the first four comparators only, and only if DWT_CTRL.NOTRCPKT == 0 and ITM is also implemented.

0b1101
Data Address With Value, writes. As 0b1100, except that only write accesses generate a match.
0b1110
  Data Address With Value, reads. As 0b1100, except that only read accesses generate a match.

Any value not supported by the comparator is reserved. For a pair of linked comparators, \(<n>\) and \(<n-1>\), 
\(\text{DWT\_FUNCTION}<n-1>.\text{MATCH}[1:0]\) determines the matching access types. See MATCH table for further details.

This field resets to zero on a Cold reset.
D1.2.63  DWT_LAR, DWT Software Lock Access Register

The DWT_LAR characteristics are:

**Purpose**
Provides CoreSight Software Lock control for the DWT, see the Arm® CoreSight™ Architecture Specification for details.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
This register is RAZ/WI if accessed via the debugger.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if the DWT is implemented.
This register is RES0 if the DWT is not implemented.
Present only if the optional Software Lock is implemented.
This register is RAZ/WI if the Software Lock is not implemented.

**Attributes**
32-bit write-only register located at 0xE0001FB0.
This register is not banked between Security states.

**Field descriptions**
The DWT_LAR bit assignments are:

```
 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
   KEY
```

**KEY, bits [31:0]**
Lock Access control.

Writing the key value 0xC5ACCE55 to this field unlocks the lock, enabling write accesses to the registers of this component through a memory-mapped interface.

Writing any other value to this register locks the lock, disabling write accesses to the registers of this component through a memory mapped interface.
D1.2.64  DWT_LSR, DWT Software Lock Status Register

The DWT_LSR characteristics are:

**Purpose**

Provides CoreSight Software Lock status information for the DWT, see the Arm® CoreSight™ Architecture Specification for details.

**Usage constraints**

Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

This register is RAZ/WI if accessed via the debugger.

**Configurations**

Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if the DWT is implemented.

This register is RES0 if the DWT is not implemented.

Present only if the optional Software Lock is implemented.

This register is RAZ/WI if the Software Lock is not implemented.

**Attributes**

32-bit read-only register located at 0xE0001FB4.

This register is not banked between Security states.

**Field descriptions**

The DWT_LSR bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31:3</td>
<td>Reserved, RES0.</td>
</tr>
<tr>
<td>1</td>
<td>SLK, bit [1] Software Lock status. See the Arm® CoreSight™ Architecture Specification. The possible values of this bit are:</td>
</tr>
<tr>
<td>0</td>
<td>Lock clear. Software writes are permitted to the registers of this component.</td>
</tr>
<tr>
<td>1</td>
<td>Lock set. Software writes to the registers of this component are ignored, and reads have no side effects.</td>
</tr>
</tbody>
</table>
For a debugger read of this register, or when the Software Lock is not implemented, this bit is RES0. This bit resets to one on a Cold reset.

**SLI, bit [0]**

Software Lock implemented. See the Arm® CoreSight™ Architecture Specification.

The possible values of this bit are:

- **0**
  - Software Lock not implemented or debugger access.

- **1**
  - Software Lock is implemented and software access.

For a debugger read of this register, or when the Software Lock is not implemented, this bit is RAZ. This bit reads as an IMPLEMENTATION DEFINED value.
D1.2.65 DWT_LSUCNT, DWT LSU Count Register

The DWT_LSUCNT characteristics are:

**Purpose**
Increments on the additional cycles required to execute all load or store instructions.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.
This register is RES0 if the Main Extension is not implemented.
Present only if the DWT is implemented.
This register is RES0 if the DWT is not implemented.
Present only if DWT_CTRL.NOPRFCNT == 0.
This register is RES0 if DWT_CTRL.NOPRFCNT == 1.

**Attributes**
32-bit read/write register located at 0xE0001014.
This register is not banked between Security states.

**Field descriptions**
The DWT_LSUCNT bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>REST</td>
</tr>
<tr>
<td>8-7</td>
<td>Reserved, RES0.</td>
</tr>
<tr>
<td>0</td>
<td>LSUCNT</td>
</tr>
</tbody>
</table>

**Bits [31:8]**
Reserved, RES0.

**LSUCNT, bits [7:0]**
Load-store overhead counter.
Counts one on each cycle when all of the following are true:
- DWT_CTRL.LSUEVTENA == 1 and DEMCR.TRCENA == 1.
- No instruction is executed, see DWT_CPICNT.
- No exception-entry or exception-exit operation is in progress, see DWT_EXCCNT.
- A load-store operation is in progress.
- Either SecureNoninvasiveDebugAllowed() == TRUE, or NS-Req for the operation is set to Non-secure and NoninvasiveDebugAllowed() == TRUE.

Initialized to zero when the counter is disabled and DWT_CTRL.LSUEVTENA is written with 1. An Event Counter packet is emitted on counter overflow.
This field resets to an UNKNOWN value on a Cold reset.
D1.2.66 DWT_PCSR, DWT Program Counter Sample Register

The DWT_PCSR characteristics are:

**Purpose**
Samples the current value of the Program Counter.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
- If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
- Present only if the DWT is implemented.
- This register is RES0 if the DWT is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE000101C.
- This register is not banked between Security states.

**Field descriptions**

The DWT_PCSR bit assignments are:

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
<th>25</th>
<th>24</th>
<th>23</th>
<th>22</th>
<th>21</th>
<th>20</th>
<th>19</th>
<th>18</th>
<th>17</th>
<th>16</th>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
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<td></td>
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<td></td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td>EIASAMPLE</td>
<td></td>
<td></td>
<td></td>
<td></td>
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<td></td>
<td></td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>

**EIASAMPLE, bits [31:0]**
Executed instruction address sample. Recently executed instruction address sample value.

The possible values of this field are:

**0xFFFFFFFF**
One of the following is true:
- The PE is halted in Debug state.
- The Security Extension is implemented, the sampled instruction was executed in Secure state, and SecureNoninvasiveDebugAllowed() == FALSE.
- NoninvasiveDebugAllowed() == FALSE.
- DEMCR.TRCENA == 0.
- The address of a recently-executed instruction is not available.

**Not 0xFFFFFFFF**
Instruction address of a recently executed instruction. Bit [0] of the sample instruction address is 0.

The conditions when the address of a recently-executed instruction is not available are IMPLEMENTATION DEFINED.
D1.2.67  DWT_PIDR0, DWT Peripheral Identification Register 0

The DWT_PIDR0 characteristics are:

**Purpose**

Provides CoreSight Unique Component Identifier information for the DWT.

**Usage constraints**

Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**

Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if the DWT is implemented.

This register is RES0 if the DWT is not implemented.

**Attributes**

32-bit read-only register located at 0xE0001FE0.

This register is not banked between Security states.

**Field descriptions**

The DWT_PIDR0 bit assignments are:

```
  31   30   29   28   27   26   25   24   23   22   21   20   19   18   17   16   15   14   13   12   11   10   09   08   07   06   05   04   03   02   01   00
     RES0     8   7   6   5   4   3   2   1   0
```

**Bits [31:8]**

Reserved, RES0.

**PART_0, bits [7:0]**

Part number bits [7:0]. See the Arm® CoreSight™ Architecture Specification.

This field reads as an IMPLEMENTATION DEFINED value.
D1.2.68 DWT_PIDR1, DWT Peripheral Identification Register 1

The DWT_PIDR1 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the DWT.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
- If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
- Present only if CoreSight identification is implemented.
- This register is RES0 if CoreSight identification is not implemented.
- Present only if the DWT is implemented.
- This register is RES0 if the DWT is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE0001FE4.
- This register is not banked between Security states.

**Field descriptions**
The DWT_PIDR1 bit assignments are:

```
  31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10  9  8
RES0 DES_0 PART_1
```

**Bits [31:8]**
- Reserved, RES0.

**DES_0, bits [7:4]**
- This field reads as an IMPLEMENTATION DEFINED value.

**PART_1, bits [3:0]**
- This field reads as an IMPLEMENTATION DEFINED value.
D1.2.69  DWT_PIDR2, DWT Peripheral Identification Register 2

The DWT_PIDR2 characteristics are:

**Purpose**
- Provides CoreSight Unique Component Identifier information for the DWT.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
- If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
- Present only if CoreSight identification is implemented.
- This register is RES0 if CoreSight identification is not implemented.
- Present only if the DWT is implemented.
- This register is RES0 if the DWT is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE0001FE8.
- This register is not banked between Security states.

**Field descriptions**

The DWT_PIDR2 bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>RES0</td>
<td>Reserved, RES0.</td>
</tr>
<tr>
<td>8</td>
<td>REVISION</td>
<td>Component revision. See the Arm® CoreSight™ Architecture Specification.</td>
</tr>
<tr>
<td>7-4</td>
<td></td>
<td>This field reads as an IMPLEMENTATION DEFINED value.</td>
</tr>
<tr>
<td>3</td>
<td>JEDEC</td>
<td>JEDEC assignee value is used. See the Arm® CoreSight™ Architecture Specification.</td>
</tr>
</tbody>
</table>
| 2-0 | DES_1  | JEP106 identification code bits [6:4]. See the Arm® CoreSight™ Architecture Specification. 

This field reads as one.

**Bits [31:8]**
- Reserved, RES0.

**REVISION, bits [7:4]**
- Component revision. See the Arm® CoreSight™ Architecture Specification.
- This field reads as an IMPLEMENTATION DEFINED value.

**JEDEC, bit [3]**
- JEDEC assignee value is used. See the Arm® CoreSight™ Architecture Specification.
- This bit reads as one.

**DES_1, bits [2:0]**
- This field reads as an IMPLEMENTATION DEFINED value.
D1.2.70  DWT_PIDR3, DWT Peripheral Identification Register 3

The DWT_PIDR3 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the DWT.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if the DWT is implemented.
This register is RES0 if the DWT is not implemented.

**Attributes**
32-bit read-only register located at 0xE0001FEC.
This register is not banked between Security states.

**Field descriptions**
The DWT_PIDR3 bit assignments are:

|   | 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 |
|   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | RES0 |
|   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | REVAND |
|   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | CMOD |

**Bits [31:8]**
Reserved, RES0.

**REVAND, bits [7:4]**
RevAnd. See the Arm® CoreSight™ Architecture Specification.
This field reads as an IMPLEMENTATION DEFINED value.

**CMOD, bits [3:0]**
Customer Modified. See the Arm® CoreSight™ Architecture Specification.
This field reads as an IMPLEMENTATION DEFINED value.
D1.2.71 DWT_PIDR4, DWT Peripheral Identification Register 4

The DWT_PIDR4 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the DWT.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if the DWT is implemented.

This register is RES0 if the DWT is not implemented.

**Attributes**
32-bit read-only register located at 0xE0001FD0.

This register is not banked between Security states.

**Field descriptions**

The DWT_PIDR4 bit assignments are:

|   |             | 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 |
|---|-------------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|---|
|   | Bits [31:8] | RES0 | | | | | | | | | | | | | | | | | | | | | | | | | | | |
|   | Reserved, RES0. |

**SIZE, bits [7:4]**
4KB count. See the *Arm® CoreSight™ Architecture Specification.*

This field reads as zero.

**DES_2, bits [3:0]**
JEP106 continuation code. See the *Arm® CoreSight™ Architecture Specification.*

This field reads as an IMPLEMENTATION DEFINED value.
D1.2.72   DWT_PIDR5, DWT Peripheral Identification Register 5

The DWT_PIDR5 characteristics are:

**Purpose**

Provides CoreSight Unique Component Identifier information for the DWT.

**Usage constraints**

Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**

Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if the DWT is implemented.

This register is RES0 if the DWT is not implemented.

**Attributes**

32-bit read-only register located at 0xE0001FD4.

This register is not banked between Security states.

**Field descriptions**

The DWT_PIDR5 bit assignments are:

```
  31 30  29  28  27  26  25  24  23  22  21  20  19  18  17  16  15  14  13  12  11  10  09  08  07  06  05  04  03  02  01  00
    RES0
```

**Bits [31:0]**

Reserved, RES0.
D1.2.73 DWT_PIDR6, DWT Peripheral Identification Register 6

The DWT_PIDR6 characteristics are:

**Purpose**
- Provides CoreSight Unique Component Identifier information for the DWT.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
- If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
- Present only if CoreSight identification is implemented.
- This register is RES0 if CoreSight identification is not implemented.
- Present only if the DWT is implemented.
- This register is RES0 if the DWT is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE0001FD8.
- This register is not banked between Security states.

**Field descriptions**

The DWT_PIDR6 bit assignments are:

<table>
<thead>
<tr>
<th>Bit Width</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:0]</td>
<td>Reserved, RES0</td>
</tr>
</tbody>
</table>

Reserved, RES0.
DWT_PIDR7, DWT Peripheral Identification Register 7

The DWT_PIDR7 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the DWT.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if the DWT is implemented.
This register is RES0 if the DWT is not implemented.

**Attributes**
32-bit read-only register located at 0xE0001FDC.
This register is not banked between Security states.

**Field descriptions**
The DWT_PIDR7 bit assignments are:

<table>
<thead>
<tr>
<th>31</th>
<th>Bits [31:0]</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Reserved, RES0.</td>
</tr>
</tbody>
</table>
D1.2.75  DWT_SLEEPCNT, DWT Sleep Count Register

The DWT_SLEEPCNT characteristics are:

**Purpose**
Counts the total number of cycles that the processor is sleeping.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.
This register is RES0 if the Main Extension is not implemented.
Present only if the DWT is implemented.
This register is RES0 if the DWT is not implemented.
Present only if DWT_CTRL.NOPRFCNT == 0.
This register is RES0 if DWT_CTRL.NOPRFCNT == 1.

**Attributes**
32-bit read/write register located at 0xE0001010.
This register is not banked between Security states.

**Field descriptions**

The DWT_SLEEPCNT bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31:8</td>
<td>Reserved, RES0.</td>
</tr>
<tr>
<td>7:0</td>
<td>Sleep counter.</td>
</tr>
</tbody>
</table>

Counts one on each cycle when all of the following are true:

- DWT_CTRL.SLEEPEVTENA == 1 and DEMCR.TRCENA == 1.
- No instruction is executed, see DWT_CPCNT.
- No load-store operation is in progress, see DWT_LSUCNT.
- No exception-entry or exception-exit operation is in progress, see DWT_EXCCNT.
- The PE is in a power-saving mode.
- Either SecureNoninvasiveDebugAllowed() == TRUE, or the PE is in Non-secure state and NoninvasiveDebugAllowed() == TRUE.

Power-saving modes include WFI, WFE, and Sleep-on-exit.

All power-saving features are IMPLEMENTATION DEFINED and therefore when this counter counts is IMPLEMENTATION DEFINED. In particular, it is IMPLEMENTATION DEFINED whether the counter increments if the PE is in a power-saving mode and SCR.SLEEPDEEP is set.
Initialized to zero when the counter is disabled and DWT_CTRL.SLEEPEVTENA is written with 1. An Event Counter packet is emitted on counter overflow.

This field resets to an UNKNOWN value on a Cold reset.

**Note**

Arm recommends that this counter counts all cycles when the PE is sleeping and SCR.SLEEPDEEP is clear, regardless of whether a WFI or WFE instruction, or Sleep-on-exit, caused the entry to the power-saving mode.
D1.2.76  EPSR, Execution Program Status Register

The EPSR characteristics are:

**Purpose**
Holds Execution state bits.

**Usage constraints**
Privileged access only. Unprivileged access is RAZ/WI, unless otherwise stated.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write special-purpose register.
This register is not banked between Security states.

**Field descriptions**

The EPSR bit assignments are:

<table>
<thead>
<tr>
<th>31</th>
<th>27</th>
<th>26</th>
<th>25</th>
<th>24</th>
<th>16</th>
<th>15</th>
<th>10</th>
<th>9</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>RES0</td>
<td>IT/ICI</td>
<td>T</td>
<td>RES0</td>
<td>IT/ICI</td>
<td>RES0</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Bits [31:27]**
Reserved, RES0.

**T, bit [24]**
T32 state bit. Determines the current instruction set state.
The possible values of this bit are:

0  Execution of any instruction generates an INVSTATE UsageFault.
1  Instructions decoded as T32 instructions.

This bit resets to an UNKNOWN value on a Warm reset.

**Bits [23:16]**
Reserved, RES0.

**IT/ICI, bits [15:10, 26:25]**
If-then and interrupt continuation. Depending on value, this field encodes either the current condition and position in an IT block sequence, or information on the outstanding register list for an interrupted exception-continuable multicycle load or store instruction.
The field IT[7:0] is equivalent to EPSR[15:10,26:25]. The field ICI[7:0] is equivalent to EPSR[26:25,15:10].

If the Main Extension is not implemented, this field is RES0.
This field resets to zero on a Warm reset.

**Bits [9:0]**
Reserved, RES0.
D1.2.77 EXC_RETURN, Exception Return Payload

The EXC_RETURN characteristics are:

**Purpose**
Value provided in LR on entry to an exception, and used with a BX or load to PC to perform an exception return.

**Usage constraints**
None.

**Configurations**
All.

**Attributes**
32-bit payload.

**Field descriptions**

The EXC_RETURN bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>PREFIX, bits [31:24]</td>
</tr>
<tr>
<td>24</td>
<td>Prefix. Indicates that this is an EXC_RETURN value.</td>
</tr>
<tr>
<td>23</td>
<td>This field reads as 0b11111111.</td>
</tr>
<tr>
<td>22</td>
<td>Reserved, RES1.</td>
</tr>
<tr>
<td>6</td>
<td>S, bit [6]</td>
</tr>
<tr>
<td>5</td>
<td>Secure or Non-secure stack. Indicates whether a Secure or Non-secure stack is used to restore stack frame on exception return.</td>
</tr>
<tr>
<td>4</td>
<td>The possible values of this bit are:</td>
</tr>
<tr>
<td>3</td>
<td>0 Non-secure stack used.</td>
</tr>
<tr>
<td>2</td>
<td>1 Secure stack used.</td>
</tr>
<tr>
<td>1</td>
<td>If the Security Extension is not implemented, this bit is UNPREDICTABLE.</td>
</tr>
<tr>
<td>0</td>
<td>DCRS, bit [5]</td>
</tr>
<tr>
<td>7</td>
<td>Default callee register stacking. Indicates whether the default stacking rules apply, or whether the callee registers are already on the stack.</td>
</tr>
<tr>
<td>6</td>
<td>The possible values of this bit are:</td>
</tr>
<tr>
<td>5</td>
<td>0 Stacking of the callee saved registers skipped.</td>
</tr>
<tr>
<td>4</td>
<td>1 Default rules for stacking the callee registers followed.</td>
</tr>
</tbody>
</table>

PREFIX, bits [31:24]
Prefix. Indicates that this is an EXC_RETURN value.

This field reads as 0b11111111.

Bits [23:7]
Reserved, RES1.

S, bit [6]
Secure or Non-secure stack. Indicates whether a Secure or Non-secure stack is used to restore stack frame on exception return.

The possible values of this bit are:

0 Non-secure stack used.

1 Secure stack used.

If the Security Extension is not implemented, this bit is UNPREDICTABLE.

DCRS, bit [5]
Default callee register stacking. Indicates whether the default stacking rules apply, or whether the callee registers are already on the stack.

The possible values of this bit are:

0 Stacking of the callee saved registers skipped.

1 Default rules for stacking the callee registers followed.
FType, bit [4]
Stack frame type. Indicates whether the stack frame is a standard integer only stack frame or an extended floating-point stack frame.

The possible values of this bit are:

0
Extended stack frame.

1
Standard stack frame.

If the Floating-point Extension is not implemented, this bit is RES1.

Mode, bit [3]
Mode. Indicates the Mode that was stacked from.

The possible values of this bit are:

0
Handler mode.

1
Thread mode.

SPSEL, bit [2]
Stack pointer selection. The value of this bit indicates the transitory value of the CONTROL.SPSEL bit associated with the Security state of the exception as indicated by EXC_RETURN.ES.

The possible values of this bit are:

0
Main stack pointer.

1
Process stack pointer.

Bit [1]
Reserved, RES0.

ES, bit [0]
Exception Secure. The security domain the exception was taken to.

The possible values of this bit are:

0
Non-secure.

1
Secure.

If the Security Extension is not implemented, this bit is UNPREDICTABLE.
D1.2.78 FAULTMASK, Fault Mask Register

The FAULTMASK characteristics are:

**Purpose**
- Provides access to the PE FAULTMASK register.

**Usage constraints**
- Privileged access only. Unprivileged access is RAZ/WI, unless otherwise stated.

**Configurations**
- Present only if the Main Extension is implemented.
  - This register is RES0 if the Main Extension is not implemented.

**Attributes**
- 32-bit read/write special-purpose register.
  - This register is banked between Security states.

**Field descriptions**

The FAULTMASK bit assignments are:

```
+----------------+-------------------+
|    31           |       0           |
| 31:1 Reserved   | 0                 |
|                  | FM               |
+----------------+-------------------+
```

**Bits [31:1]**
- Reserved, RES0.

**FM, bit [0]**
- Fault mask enable. The Secure and Non-secure FAULTMASK registers individually boost the current execution priority based on the settings of AIRCR.PRIS and AIRCR.BFHFNMINS. If AIRCR.BFHFNMINS is zero, AIRCR.PRIS is zero, and FAULTMASK_NS.FM is one, the execution priority is boosted to 0. If AIRCR.BFHFNMINS is zero, AIRCR.PRIS is one, and FAULTMASK_NS.FM is one, the execution priority is boosted to 0x80. If AIRCR.BFHFNMINS is zero and FAULTMASK_S is one, the execution priority is boosted to -1. If AIRCR.BFHFNMINS is one and FAULTMASK_NS is one, the execution priority is boosted to -1. If AIRCR.BFHFNMINS is one and FAULTMASK_S is one, the execution priority is boosted to -3.

The possible values of this bit are:

- **0**
  - No effect.

- **1**
  - Boost priority.

On an exception return from a raw execution priority greater or equal to zero, the FM bit corresponding to EXC_RETURN.ES is cleared.

This bit resets to zero on a Warm reset.
D1.2.79  FNC_RETURN, Function Return Payload

The FNC_RETURN characteristics are:

**Purpose**
Value provided in LR on entry to Non-secure state from a Secure BLXNS.

**Usage constraints**
None.

**Configurations**
All.

**Attributes**
32-bit payload.

**Field descriptions**

The FNC_RETURN bit assignments are:

![Bit assignments diagram]

- **PREFIX, bits [31:24]**
  This field reads as 0b11111110.

- **ONES, bits [23:1]**
  This field reads as 0b11111111111111111111111.

- **S, bit [0]**
  Secure. Indicates whether the function call was from the Non-secure or Secure state. Because FNC_RETURN is only used when calling from the Secure state, this bit is always set to 1. However, some function chaining cases can result in an SG instruction clearing this bit, so the architecture ignores the state of this bit when processing a branch to FNC_RETURN.

  The possible values of this bit are:

  0  
  From Non-secure state.

  1  
  From Secure state.
D1.2.80 FPCAR, Floating-Point Context Address Register

The FPCAR characteristics are:

**Purpose**
Holds the location of the unpopulated floating-point register space allocated on an exception stack frame.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Floating-point Extension is implemented.
This register is RES0 if the Floating-point Extension is not implemented.

**Attributes**
32-bit read/write register located at 0xE000EF38.
Secure software can access the Non-secure version of this register via FPCAR_NS located at 0xE002EF38.
The location 0xE002EF38 is RES0 to software executing in Non-secure state and the debugger.
This register is banked between Security states.

**Field descriptions**
The FPCAR bit assignments are:

```
ADDRESS  RES0
```

**ADDRESS, bits [31:3]**
Address. The location of the unpopulated floating-point register space allocated on an exception stack frame.
This field resets to an UNKNOWN value on a Warm reset.

**Bits [2:0]**
Reserved, RES0.
D1.2.81 FPCCR, Floating-Point Context Control Register

The FPCCR characteristics are:

**Purpose**
Holds control data for the Floating Point Unit.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are **UNPREDICTABLE**.

**Configurations**
Present only if the Floating-point Extension is implemented.

This register is **RES0** if the Floating-point Extension is not implemented.

**Attributes**
32-bit read/write register located at **0xE000EF34**.

Secure software can access the Non-secure version of this register via FPCCR_NS located at **0xE002EF34**.

The location **0xE002EF34** is **RES0** to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

**Field descriptions**
The FPCCR bit assignments are:

```
0123456789101125
RES0
262728293031
ASPEN
LSPEN
LSPENS
CLRONRET
CLRONRETS
UFRDY
SPLIMVIOL
MONRDY
LSPACT
USER
THREAD
HFRDY
MMRDY
BFRDY
SFRDY
```

**ASPEN, bit [31]**
Automatic state preservation enable. When this bit is set to 1, execution of a floating-point instruction sets the CONTROL.FPCA bit to 1.

This bit is banked between Security states.

The possible values of this bit are:

0
Executing an FP instruction has no effect on CONTROL.FPCA.

1
Executing an FP instruction sets CONTROL.FPCA to 1.

Setting this bit to 1 means the hardware automatically preserves floating-point context on exception entry and restores it on exception return.

This bit resets to one on a Warm reset.

**LSPEN, bit [30]**
Lazy state preservation enable. Enables lazy context save of floating-point state.

The possible values of this bit are:
Chapter D1. Register Specification

D1.2. Alphabetical list of registers

0  Disable automatic lazy context save.

1  Enable automatic lazy context save.

Writes to this bit from Non-secure state are ignored if LSPENS is set to 1.
This bit resets to one on a Warm reset.

LSPENS, bit [29]
Lazy state preservation enable Secure. This bit controls whether the LSPEN bit is writable from the
Non-secure state. This behaves as RAZ/WI when accessed from the Non-secure state.
The possible values of this bit are:

0  LSPEN is readable and writable from both Security states.

1  LSPEN is readable from both Security states, but writes to LSPEN are ignored from the Non-secure
state.
This bit is RAZ/WI from Non-secure state.
This bit resets to zero on a Warm reset.

CLRONRET, bit [28]
Clear on return. Clear floating-point caller saved registers on exception return.
The possible values of this bit are:

0  Disabled.

1  Enabled.

When set to 1 the caller saved floating-point registers S0 to S15, and FPSCR are cleared on exception return
(including tail chaining) if CONTROL.FPCA is set to 1 and FPCCR_S.LSPACT is set to 0. Writes to this bit
from Non-secure state are ignored if CLRONRETS is set to one.
This bit resets to zero on a Warm reset.

CLRONRETS, bit [27]
Clear on return, Secure only. This bit controls whether the CLRONRET bit is writable from the Non-secure
state.
The possible values of this bit are:

0  The CLRONRET field is accessibly from both Security states.

1  The Non-secure view of the CLRONRET field is read-only.
This bit is RAZ/WI from Non-secure state.
This bit resets to zero on a Warm reset.

TS, bit [26]
Treat as Secure. Treat floating-point registers as Secure enable.
The possible values of this bit are:

0  Disabled.
1

Enabled.

When set to 0 the floating-point registers are treated as Non-secure even when the PE is in Secure state and, therefore, the callee saved registers are never pushed to the stack. If the floating-point registers never contain data that needs to be protected, clearing this flag can reduce interrupt latency. As this field changes how secure stack frames are interpreted, UNPREDICTABLE behavior can result if the state of this bit is not consistent with the current Secure stacks. Therefore, firmware must take care when modifying this value. This field behaves as RAZ/WI from the Non-secure state.

This bit is RAZ/WI from Non-secure state.

This bit resets to zero on a Warm reset.

Bits [25:11]

Reserved, RES0.

UFRDY, bit [10]

UsageFault enable. Indicates whether the software executing, when the PE allocated the floating-point stack frame, was able to set the UsageFault exception to pending.

This bit is banked between Security states.

The possible values of this bit are:

0

Not able to set the UsageFault exception to pending.

1

Able to set the UsageFault exception to pending.

This bit resets to an UNKNOWN value on a Warm reset.

SPLIMVIOL, bit [9]

Stack pointer limit violation. This bit indicates whether the floating-point context violates the stack pointer limit that was active when lazy state preservation was activated. SPLIMVIOL modifies the lazy floating-point state preservation behavior.

This bit is banked between Security states.

The possible values of this bit are:

0

The existing behavior is retained.

1

The memory accesses associated with the floating-point state preservation are not performed. However if the floating-point state is Secure and FPPCR.TS is set to 1 the registers are still zeroed and the floating-point state is lost.

This bit resets to an UNKNOWN value on a Warm reset.

MONRDY, bit [8]

DebugMonitor ready. Indicates whether the software executing, when the PE allocated the floating-point stack frame, was able to set the DebugMonitor exception to pending.

The possible values of this bit are:

0

Not able to set the DebugMonitor exception to pending.

1

Able to set the DebugMonitor exception to pending.
If DEMCR.SDME is one this bit is RAZ/WI from Non-secure state
This bit resets to an UNKNOWN value on a Warm reset.

**SFRDY, bit [7]**
SecureFault ready. Indicates whether the software executing, when the PE allocated the floating-point stack frame, was able to set the SecureFault exception to pending.
This bit is RAZ/WI from Non-secure state.
This bit resets to an UNKNOWN value on a Warm reset.

**BFRDY, bit [6]**
BusFault ready. Indicates whether the software executing, when the PE allocated the floating-point stack frame, was able to set the BusFault exception to pending.
The possible values of this bit are:

0  Not able to set the BusFault exception to pending.
1  Able to set the BusFault exception to pending.

If AIRCR.BFHFNMINS is zero this bit is RAZ/WI from Non-secure state.
This bit resets to an UNKNOWN value on a Warm reset.

**MMRDY, bit [5]**
MemManage ready. Indicates whether the software executing, when the PE allocated the floating-point stack frame, was able to set the MemManage exception to pending.
This bit is banked between Security states.
The possible values of this bit are:

0  Not able to set the MemManage exception to pending.
1  Able to set the MemManage exception to pending.

This bit resets to an UNKNOWN value on a Warm reset.

**HFRDY, bit [4]**
HardFault ready. Indicates whether the software executing, when the PE allocated the floating-point stack frame, was able to set the HardFault exception to pending.
The possible values of this bit are:

0  Not able to set the HardFault exception to pending.
1  Able to set the HardFault exception to pending.

If AIRCR.BFHFNMINS is zero this bit is RAZ/WI from Non-secure state.
This bit resets to an UNKNOWN value on a Warm reset.

**THREAD, bit [3]**
Thread mode. Indicates the PE mode when it allocated the floating-point stack frame.
This bit is banked between Security states.
The possible values of this bit are:
0  
   Handler mode.

1  
   Thread mode.

This bit is for fault handler information only and does not interact with the exception model.

This bit resets to an UNKNOWN value on a Warm reset.

S, bit [2]  
Security. Security status of the floating-point context. This bit is only present in the Secure version of the register. This bit is updated whenever lazy state preservation is activated, or when a floating-point instruction is executed.

The possible values of this bit are:

0  
   Indicates the floating-point context belongs to the Non-secure state.

1  
   Indicates the floating-point context belongs to the Secure state.

This bit is RAZ/WI from Non-secure state.

This bit resets to one on a Warm reset.

USER, bit [1]  
User privilege. Indicates the privilege level of the software executing when the PE allocated the floating-point stack frame.

This bit is banked between Security states.

The possible values of this bit are:

0  
   Privileged.

1  
   Unprivileged.

This bit resets to an UNKNOWN value on a Warm reset.

LSPACT, bit [0]  
Lazy state preservation active. Indicates whether lazy preservation of the floating-point state is active.

This bit is banked between Security states.

The possible values of this bit are:

0  
   Lazy state preservation is not active.

1  
   Lazy state preservation is active.

This bit resets to zero on a Warm reset.
D1.2.82 FPDSCR, Floating-Point Default Status Control Register

The FPDSCR characteristics are:

Purpose
Holds the default values for the floating-point status control data that the PE assigns to FPSCR when it creates a new floating-point context.

Usage constraints
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

Configurations
Present only if the Floating-point Extension is implemented.
This register is RES0 if the Floating-point Extension is not implemented.

Attributes
32-bit read/write register located at 0xE000EF3C.
Secure software can access the Non-secure version of this register via FPDSCR_NS located at 0xE002EF3C.
The location 0xE002EF3C is RES0 to software executing in Non-secure state and the debugger.
This register is banked between Security states.

Field descriptions

The FPDSCR bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Name</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>Reserved</td>
</tr>
<tr>
<td>27</td>
<td>AHP</td>
</tr>
<tr>
<td>26</td>
<td>FZ</td>
</tr>
<tr>
<td>25</td>
<td>DN</td>
</tr>
<tr>
<td>24</td>
<td>Reserved</td>
</tr>
<tr>
<td>23</td>
<td>Reserved</td>
</tr>
<tr>
<td>22</td>
<td>Reserved</td>
</tr>
<tr>
<td>21</td>
<td>Reserved</td>
</tr>
</tbody>
</table>

Bits [31:27] Reserved, RES0.

AHP, bit [26]
Alternative half-precision. Default value for FPSCR.AHP.
This bit resets to zero on a Warm reset.

DN, bit [25]
Default NaN. Default value for FPSCR.DN.
This bit resets to zero on a Warm reset.

FZ, bit [24]
Flush-to-zero. Default value for FPSCR.FZ.
This bit resets to zero on a Warm reset.

RMode, bits [23:22]
Rounding mode. Default value for FPSCR.RMode.
This field resets to zero on a Warm reset.

Bits [21:0] Reserved, RES0.
**D1.2.83 FPSCR, Floating-point Status and Control Register**

The FPSCR characteristics are:

**Purpose**
Provides control of the Floating-point unit.

**Usage constraints**
Privileged access only. Unprivileged access is RAZ/WI, unless otherwise stated.

**Configurations**
Present only if the Floating-point Extension is implemented.

This register is RES0 if the Floating-point Extension is not implemented.

**Attributes**
32-bit read/write special-purpose register.
This register is not banked between Security states.

**Preface**
Writes to FPSCR can have side-effects on various aspects of processor operation. All of these side-effects are synchronous to FPSCR write. This means that they are guaranteed not to be visible to earlier instructions in the execution stream, and they are guaranteed to be visible to later instructions in the execution stream.

**Field descriptions**

The FPSCR bit assignments are:

```
  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
  N Z C V [0] DNFZ RES0 RES0 AHP RMode IDC IXC IOC ZC OFC UFC
```

**N, bit [31]**
Negative condition flag. When updated by a VCMP instruction, this bit indicates whether the result was less than.

The possible values of this bit are:

0  
Compare result was not less than.

1  
Compare result was less than.

See VCMP for details.

This bit resets to an UNKNOWN value on a Warm reset.

**Z, bit [30]**
Zero condition flag. When updated by a VCMP instruction, this bit indicates whether the result was equal.

The possible values of this bit are:

0  
Compare result was not equal.
Chapter D1. Register Specification
D1.2. Alphabetical list of registers

1

Compare result was equal.
See VCMP for details.
This bit resets to an UNKNOWN value on a Warm reset.

C, bit [29]
Carry condition flag. When updated by a VCMP instruction, this bit indicates whether the result was not less than.
The possible values of this bit are:

0

Compare result was less than.

1

Compare result was not less than.
See VCMP for details.
This bit resets to an UNKNOWN value on a Warm reset.

V, bit [28]
Overflow condition flag. When updated by a VCMP instruction, this bit indicates whether the result was unordered.
The possible values of this bit are:

0

Compare result was not unordered.

1

Compare result was unordered.
See VCMP for details.
This bit resets to an UNKNOWN value on a Warm reset.

Bit [27]
Reserved, RES0.

AHP, bit [26]
Alternative half-precision control bit. This bit controls how the PE interprets 16-bit floating-point values.
The possible values of this bit are:

0

IEEE half-precision format selected.

1

Alternative half-precision format selected.
This bit resets to an UNKNOWN value on a Warm reset.

DN, bit [25]
Default NaN mode control bit. This bit determines whether floating-point operations propagate NaNs or use the Default NaN.
The possible values of this bit are:

0

NaN operands propagate through to the output of a floating-point operation.

1

Any operation involving one of more NaNs returns the Default NaN.
This bit resets to an **UNKNOWN** value on a Warm reset.

**FZ, bit [24]**
Flush-to-zero mode control. This bit determines whether denormal floating-point values are treated as though zero.
The possible values of this bit are:

0
Flush-to-zero mode disabled. Behavior of the Floating-point unit is fully compliant with the IEEE754 standard.

1
Flush-to-zero mode enabled.
This bit resets to an **UNKNOWN** value on a Warm reset.

**RMode, bits [23:22]**
Rounding mode control field. This field determines what rounding mode is applied to floating-point operations.
The possible values of this field are:

0b00
Round to Nearest (RN) mode.

0b01
Round towards Plus Infinity (RP) mode.

0b10
Round towards Minus Infinity (RM) mode.

0b11
Round towards Zero (RZ) mode.
This field resets to an **UNKNOWN** value on a Warm reset.

**Bits [21:8]**
Reserved, **RES0**.

**IDC, bit [7]**
Input Denormal cumulative exception bit. This sticky flag records whether a floating-point input denormal exception has been detected since last cleared.
The possible values of this bit are:

0
Input Denormal exception has not occurred since 0 was last written to this bit.

1
Input Denormal exception has occurred since 0 was last written to this bit.
This bit resets to an **UNKNOWN** value on a Warm reset.

**Bits [6:5]**
Reserved, **RES0**.

**IXC, bit [4]**
Inexact cumulative exception bit. This sticky flag records whether a floating-point inexact exception has been detected since last cleared.
The possible values of this bit are:

0
Inexact exception has not occurred since 0 was last written to this bit.
1
  Inexact exception has occurred since 0 was last written to this bit.

This bit resets to an UNKNOWN value on a Warm reset.

**UFC, bit [3]**
Underflow cumulative exception bit. This sticky flag records whether a floating-point Underflow exception has been detected since last cleared.

The possible values of this bit are:

0
  Underflow exception has not occurred since 0 was last written to this bit.

1
  Underflow exception has occurred since 0 was last written to this bit.

**OFC, bit [2]**
Overflow cumulative exception bit. This sticky flag records whether a floating-point overflow exception has been detected since last cleared.

The possible values of this bit are:

0
  Overflow exception has not occurred since 0 was last written to this bit.

1
  Overflow exception has occurred since 0 was last written to this bit.

This bit resets to an UNKNOWN value on a Warm reset.

**DZC, bit [1]**
Divide by Zero cumulative exception bit. This sticky flag records whether a floating-point divide by zero exception has been detected since last cleared.

The possible values of this bit are:

0
  Division by Zero exception has not occurred since 0 was last written to this bit.

1
  Division by Zero exception has occurred since 0 was last written to this bit.

This bit resets to an UNKNOWN value on a Warm reset.

**IOC, bit [0]**
Invalid Operation cumulative exception bit. This sticky flag records whether a floating-point invalid operation exception has been detected since last cleared.

The possible values of this bit are:

0
  Invalid Operation exception has not occurred since 0 was last written to this bit.

1
  Invalid Operation exception has occurred since 0 was last written to this bit.

This bit resets to an UNKNOWN value on a Warm reset.
The FP_CIDR0 characteristics are:

**Purpose**

Provides CoreSight Unique Component Identifier information for the Flash Patch and Breakpoint Unit.

**Usage constraints**

Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**

Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if the FPB is implemented.

This register is RES0 if the FPB is not implemented.

**Attributes**

32-bit read-only register located at 0xE0002FF0.

This register is not banked between Security states.

**Field descriptions**

The FP_CIDR0 bit assignments are:

```
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
RES0
PRMBL_0
```

**Bits [31:8]**

Reserved, RES0.

**PRMBL_0, bits [7:0]**

CoreSight component identification preamble. See the Arm® CoreSight™ Architecture Specification.

This field reads as 0x0D.
D1.2.85  FP_CIDR1, FP Component Identification Register 1

The FP_CIDR1 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the Flash Patch and Breakpoint Unit.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if the FPB is implemented.
This register is RES0 if the FPB is not implemented.

**Attributes**
32-bit read-only register located at 0xE0002FF4.
This register is not banked between Security states.

**Field descriptions**
The FP_CIDR1 bit assignments are:

```
<table>
<thead>
<tr>
<th>31</th>
<th>8</th>
<th>7</th>
<th>4</th>
<th>3</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>RES0</td>
<td>CLASS</td>
<td>PRMBL_1</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

**Bits [31:8]**
Reserved, RES0.

**CLASS, bits [7:4]**
CoreSight component class. See the Arm® CoreSight™ Architecture Specification.
This field reads as 0x9.

**PRMBL_1, bits [3:0]**
CoreSight component identification preamble. See the Arm® CoreSight™ Architecture Specification.
This field reads as 0x0.
### D1.2.86 FP_CIDR2, FP Component Identification Register 2

The FP_CIDR2 characteristics are:

**Purpose**

Provides CoreSight Unique Component Identifier information for the Flash Patch and Breakpoint Unit.

**Usage constraints**

Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**

Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if the FPB is implemented.

This register is RES0 if the FPB is not implemented.

**Attributes**

32-bit read-only register located at 0xE0002FF8.

This register is not banked between Security states.

#### Field descriptions

The FP_CIDR2 bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>RES0</td>
</tr>
<tr>
<td>8</td>
<td>7</td>
</tr>
<tr>
<td>0</td>
<td>PRMBL_2</td>
</tr>
</tbody>
</table>

**Bits [31:8]**

Reserved, RES0.

**PRMBL_2, bits [7:0]**

CoreSight component identification preamble. See the *Arm® CoreSight™ Architecture Specification*.

This field reads as 0x05.
D1.2.87 FP_CIDR3, FP Component Identification Register 3

The FP_CIDR3 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the Flash Patch and Breakpoint Unit.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if the FPB is implemented.

This register is RES0 if the FPB is not implemented.

**Attributes**
32-bit read-only register located at 0xE0002FFC.

This register is not banked between Security states.

**Field descriptions**

The FP_CIDR3 bit assignments are:

```
<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>RES</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>8</td>
<td>7</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Bits [31:8]**
Reserved, RES0.

**PRMBL_3, bits [7:0]**
CoreSight component identification preamble. See the Arm® CoreSight™ Architecture Specification.

This field reads as 0xB1.
The FP_COMP{0..125} characteristics are:

**Purpose**
- Holds an address for comparison.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
- If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
- Present only if the FPB is implemented.
- This register is RES0 if the FPB is not implemented.

**Attributes**
- 32-bit read/write register located at 0xE0002008 + 4n.
- This register is not banked between Security states.

### Field descriptions

The FP_COMP{0..125} bit assignments are:

```
| 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 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
```

**BPADDR, bits [31:1]**
- Breakpoint address. Specifies bits[31:1] of the breakpoint instruction address.

**BE, bit [0]**
- Breakpoint enable. Selects between remapping and breakpoint functionality.
  - The possible values of this bit are:
    0 - Breakpoint disabled.
    1 - Breakpoint enabled.
  - For backwards compatibility, when disabling a breakpoint software must write zero to the whole register.
  - This bit resets to zero on a Cold reset.
D1.2.89 FP_CTRL, Flash Patch Control Register

The FP_CTRL characteristics are:

**Purpose**
Provides FPB implementation information, and the global enable for the FPB unit.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if the FPB is implemented.

This register is RES0 if the FPB is not implemented.

**Attributes**
32-bit read/write register located at \(0xE0002000\).

This register is not banked between Security states.

**Field descriptions**

The FP_CTRL bit assignments are:

```

+----------------+----------------+----------------+----------------+----------------+
| 31  | 28  | 27  | 15  | 14  | 12  | 11  | 8   | 7   | 4   | 3   | 2   | 1   | 0   |
| REV | RES0| NUM_LIT| NUM_CODE| RES0| REV | RES0| NUM_LIT| NUM_CODE| RES0| REV | RES0| NUM_LIT| NUM_CODE| RES0|

NUM_CODE

KEY

ENABLE
```

**REV, bits [31:28]**
Revision. Flash Patch and Breakpoint Unit architecture revision.

The possible values of this field are:

- \(0b0001\)
  - Flash Patch Breakpoint version 2 implemented.

All other values are reserved.

This field is read-only.

This field reads as \(0b0001\).

**Bits [27:15]**
Reserved, RES0.

**NUM_CODE, bits [14:12,7:4]**
Number of implemented code comparators. Indicates the number of implemented instruction address comparators. Zero indicates no Instruction Address comparators are implemented. The Instruction Address comparators are numbered from 0 to \(NUM_CODE - 1\).

This field is read-only.

This field reads as an IMPLEMENTATION DEFINED value.
NUM_LIT, bits [11:8]  
Number of literal comparators. This field is RAZ/WI. Remapping is not supported in Armv8-M.

Bits [3:2]  
Reserved, RES0.

KEY, bit [1]  
FP_CTRL write-enable key. Writes to the FP_CTRL are ignored unless KEY is concurrently written to one.  
The possible values of this bit are:

0  
Concurrent write to FP_CTRL ignored.

1  
Concurrent write to FP_CTRL permitted.

This bit reads-as-zero.

ENABLE, bit [0]  
Flash Patch global enable. Enables the FPB.  
The possible values of this bit are:

0  
All FPB functionality disabled.

1  
FPB enabled.

This bit resets to zero on a Cold reset.
D1.2.90 FP_DEVARCH, FPB Device Architecture Register

The FP_DEVARCH characteristics are:

**Purpose**

Provides CoreSight Unique Component Identifier information for the Flash Patch and Breakpoint Unit.

**Usage constraints**

Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**

Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if the FPB is implemented.

This register is RES0 if the FPB is not implemented.

**Attributes**

32-bit read-only register located at 0xE0002FBC.

This register is not banked between Security states.

**Field descriptions**

The FP_DEVARCH bit assignments are:

<table>
<thead>
<tr>
<th>31</th>
<th>21</th>
<th>20</th>
<th>19</th>
<th>16</th>
<th>15</th>
<th>12</th>
<th>11</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARCHITECT</td>
<td>REVISION</td>
<td>ARCHVER</td>
<td>ARCHPART</td>
<td>PRESENT</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**ARCHITECT, bits [31:21]**

Architect. Defines the architect of the component. Bits [31:28] are the JEP106 continuation code (JEP106 bank ID, minus 1) and bits [27:21] are the JEP106 ID code.

The possible values of this field are:

0x23B

JEP106 continuation code 0x4, ID code 0x3B. Arm Limited.

Other values are defined by the JEDEC JEP106 standard.

This field reads as 0x23B.

**PRESENT, bit [20]**

DEVARCH Present. Defines that the DEVARCH register is present.

The possible values of this bit are:

1

DEVARCH information present.

This bit reads as one.
Chapter D1. Register Specification
D1.2. Alphabetical list of registers

REVISION, bits [19:16]
Revision. Defines the architecture revision of the component.
The possible values of this field are:

0b0000
FPB architecture v2.0.

This field reads as 0b0000.

ARCHVER, bits [15:12]
Architecture Version. Defines the architecture version of the component.
The possible values of this field are:

0b0001
FPB architecture v2.

ARCHVER and ARCHPART are also defined as a single field, ARCHID, so that ARCHVER is ARCHID[15:12].
This field reads as 0b0001.

ARCHPART, bits [11:0]
Architecture Part. Defines the architecture of the component.
The possible values of this field are:

0xA03
FPB architecture.

ARCHVER and ARCHPART are also defined as a single field, ARCHID, so that ARCHPART is ARCHID[11:0].
This field reads as 0xA03.
D1.2.91 FP_DEVTYPE, FPB Device Type Register

The FP_DEVTYPE characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the Flash Patch and Breakpoint Unit.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if the FPB is implemented.
This register is RES0 if the FPB is not implemented.

**Attributes**
32-bit read-only register located at 0xE0002FCC.
This register is not banked between Security states.

**Field descriptions**

The FP_DEVTYPE bit assignments are:

```
  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
```

**Bits [31:8]**
Reserved, RES0.

**SUB, bits [7:4]**
Sub-type. Component sub-type.
The possible values of this field are:
0x0
Other.
This field reads as 0b0000.

**MAJOR, bits [3:0]**
Major type. Component major type.
The possible values of this field are:
0x0
Miscellaneous.
This field reads as 0b0000.
D1.2.92 FP_LAR, FPB Software Lock Access Register

The FP_LAR characteristics are:

**Purpose**
Provides CoreSight Software Lock control for the FPB, see the Arm® CoreSight™ Architecture Specification for details.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

This register is RAZ/WI if accessed via the debugger.

**Configurations**
Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if the FPB is implemented.

This register is RES0 if the FPB is not implemented.

Present only if the optional Software Lock is implemented.

This register is RAZ/WI if the Software Lock is not implemented.

**Attributes**
32-bit write-only register located at 0xE0002FB0.

This register is not banked between Security states.

**Field descriptions**
The FP_LAR bit assignments are:

```
 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
   KEY
```

**KEY, bits [31:0]**
Lock Access control.

Writing the key value 0xC5ACCE55 to this field unlocks the lock, enabling write accesses to the registers of this component through a memory-mapped interface.

Writing any other value to this register locks the lock, disabling write accesses to the registers of this component through a memory mapped interface.
D1.2.93 FP_LSR, FPB Software Lock Status Register

The FP_LSR characteristics are:

**Purpose**
Provides CoreSight Software Lock status information for the FPB, see the Arm® CoreSight™ Architecture Specification for details.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
This register is RAZ/WI if accessed via the debugger.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if the FPB is implemented.
This register is RES0 if the FPB is not implemented.
Present only if the optional Software Lock is implemented.
This register is RAZ/WI if the Software Lock is not implemented.

**Attributes**
32-bit read-only register located at 0xE0002FB4.
This register is not banked between Security states.

**Field descriptions**
The FP_LSR bit assignments are:

```
| 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 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | RES0 |
|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | nTT |
|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | SLK |
|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | SLI |
```

**Bits [31:3]**
Reserved, RES0.

**nTT, bit [2]**
Not thirty-two bit. See the Arm® CoreSight™ Architecture Specification.
This bit reads as zero.

**SLK, bit [1]**
Software Lock status. See the Arm® CoreSight™ Architecture Specification.
The possible values of this bit are:

- **0**: Lock clear. Software writes are permitted to the registers of this component.
- **1**: Lock set. Software writes to the registers of this component are ignored, and reads have no side-effects.
For a debugger read of this register, or when the Software Lock is not implemented, this bit is RES0.
This bit resets to one on a Cold reset.

**SLL, bit [0]**
Software Lock implemented. See the Arm® CoreSight™ Architecture Specification.
The possible values of this bit are:

0
Software Lock not implemented or debugger access.

1
Software Lock is implemented and software access.

For a debugger read of this register, or when the Software Lock is not implemented, this bit is RAZ.
This bit reads as an IMPLEMENTATION DEFINED value.
D1.2.94 FP_PIDR0, FP Peripheral Identification Register 0

The FP_PIDR0 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the Flash Patch and Breakpoint Unit.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if the FPB is implemented.
This register is RES0 if the FPB is not implemented.

**Attributes**
32-bit read-only register located at 0xE0002FE0.
This register is not banked between Security states.

**Field descriptions**
The FP_PIDR0 bit assignments are:

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
<th>25</th>
<th>24</th>
<th>23</th>
<th>22</th>
<th>21</th>
<th>20</th>
<th>19</th>
<th>18</th>
<th>17</th>
<th>16</th>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>RES0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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</tr>
<tr>
<td>7</td>
<td>6</td>
<td>5</td>
<td>4</td>
<td>3</td>
<td>2</td>
<td>1</td>
<td>0</td>
<td></td>
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<td></td>
<td></td>
</tr>
<tr>
<td>PART_0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Bits [31:8]**
Reserved, RES0.

**PART_0, bits [7:0]**
Part number bits [7:0]. See the Arm® CoreSight™ Architecture Specification.
This field reads as an IMPLEMENTATION DEFINED value.
D1.2.95 FP_PIDR1, FP Peripheral Identification Register 1

The FP_PIDR1 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the Flash Patch and Breakpoint Unit.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if the FPB is implemented.
This register is RES0 if the FPB is not implemented.

**Attributes**
32-bit read-only register located at 0xE0002FE4.
This register is not banked between Security states.

**Field descriptions**
The FP_PIDR1 bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>Part number [11:8]</td>
</tr>
<tr>
<td>8-7</td>
<td>JEP106 identification code [3:0]. See the Arm® CoreSight™ Architecture Specification.</td>
</tr>
<tr>
<td>0</td>
<td>Reserved, RES0.</td>
</tr>
</tbody>
</table>

**Bits [31:8]**
Reserved, RES0.

**DES_0, bits [7:4]**
JEP106 identification code bits [3:0]. See the Arm® CoreSight™ Architecture Specification.
This field reads as an IMPLEMENTATION DEFINED value.

**PART_1, bits [3:0]**
This field reads as an IMPLEMENTATION DEFINED value.
D1.2.96 FP_PIDR2, FP Peripheral Identification Register 2

The FP_PIDR2 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the Flash Patch and Breakpoint Unit.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if the FPB is implemented.
This register is RES0 if the FPB is not implemented.

**Attributes**
32-bit read-only register located at 0xE0002FE8.
This register is not banked between Security states.

**Field descriptions**
The FP_PIDR2 bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31:8</td>
<td>Reserved, RES0</td>
</tr>
<tr>
<td>7:4</td>
<td>Component revision. See the Arm® CoreSight™ Architecture Specification.</td>
</tr>
<tr>
<td>3</td>
<td>JEDEC assignee value is used. See the Arm® CoreSight™ Architecture Specification.</td>
</tr>
</tbody>
</table>
D1.2.97 FP_PIDR3, FP Peripheral Identification Register 3

The FP_PIDR3 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the Flash Patch and Breakpoint Unit.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if the FPB is implemented.
This register is RES0 if the FPB is not implemented.

**Attributes**
32-bit read-only register located at 0xE0002FEC.
This register is not banked between Security states.

**Field descriptions**
The FP_PIDR3 bit assignments are:

<table>
<thead>
<tr>
<th>Bit Assignment</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31:8</td>
<td>Reserved, RES0</td>
</tr>
<tr>
<td>7:4</td>
<td>REVAND</td>
</tr>
<tr>
<td>3:0</td>
<td>CMOD</td>
</tr>
</tbody>
</table>

**Bits [31:8]**
Reserved, RES0.

**REVAND, bits [7:4]**
RevAnd. See the Arm® CoreSight™ Architecture Specification.
This field reads as an IMPLEMENTATION DEFINED value.

**CMOD, bits [3:0]**
Customer Modified. See the Arm® CoreSight™ Architecture Specification.
This field reads as an IMPLEMENTATION DEFINED value.
D1.2.98 FP_PIDR4, FP Peripheral Identification Register 4

The FP_PIDR4 characteristics are:

**Purpose**

Provides CoreSight Unique Component Identifier information for the Flash Patch and Breakpoint Unit.

**Usage constraints**

Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**

Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if the FPB is implemented.

This register is RES0 if the FPB is not implemented.

**Attributes**

32-bit read-only register located at 0xE0002FD0.

This register is not banked between Security states.

**Field descriptions**

The FP_PIDR4 bit assignments are:

```
| 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 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | RES0|    |    |    |    |    |    |    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | SIZE|    |    |    |    |    |    |    |    |    |    |    |    |
|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |
```

**Bits [31:8]**

Reserved, RES0.

**SIZE, bits [7:4]**

4KB count. See the *Arm® CoreSight™ Architecture Specification*.

This field reads as zero.

**DES_2, bits [3:0]**

JEP106 continuation code. See the *Arm® CoreSight™ Architecture Specification*.

This field reads as an IMPLEMENTATION DEFINED value.
D1.2.99 FP_PIDR5, FP Peripheral Identification Register 5

The FP_PIDR5 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the Flash Patch and Breakpoint Unit.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if the FPB is implemented.

This register is RES0 if the FPB is not implemented.

**Attributes**
32-bit read-only register located at 0xE0002FD4.

This register is not banked between Security states.

**Field descriptions**
The FP_PIDR5 bit assignments are:

![Bit assignments diagram]

**Bits [31:0]**
Reserved, RES0.
Chapter D1. Register Specification
D1.2. Alphabetical list of registers

D1.2.100  FP_PIDR6, FP Peripheral Identification Register 6

The FP_PIDR6 characteristics are:

**Purpose**

Provides CoreSight Unique Component Identifier information for the Flash Patch and Breakpoint Unit.

**Usage constraints**

Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**

Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if the FPB is implemented.

This register is RES0 if the FPB is not implemented.

**Attributes**

32-bit read-only register located at 0xE0002FD8.

This register is not banked between Security states.

**Field descriptions**

The FP_PIDR6 bit assignments are:

```
+---------+---------+---------+---------+---------+---------+---------+---------+
| 31      | 30      | 29      | 28      | 27      | 26      | 25      | 24      |
| RES0    | RES0    | RES0    | RES0    | RES0    | RES0    | RES0    | RES0    |
```

**Bits [31:0]**

Reserved, RES0.
D1.2.101  FP_PIDR7, FP Peripheral Identification Register 7

The FP_PIDR7 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the Flash Patch and Breakpoint Unit.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if the FPB is implemented.

This register is RES0 if the FPB is not implemented.

**Attributes**
32-bit read-only register located at 0xE0002FDC.

This register is not banked between Security states.

**Field descriptions**

The FP_PIDR7 bit assignments are:

**Bits [31:0]**
Reserved, RES0.
D1.2.102 FP_REMAP, Flash Patch Remap Register

The FP_REMAP characteristics are:

**Purpose**
Indicates whether the implementation supports Flash Patch remap and, if it does, holds the target address for remap.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if the FPB is implemented.

This register is RES0 if the FPB is not implemented.

**Attributes**
32-bit read-only register located at 0xE0002004.
This register is not banked between Security states.

**Field descriptions**
The FP_REMAP bit assignments are:

```
  31 30 29 28
   RES0 REMAP RES0
     RMPSPT
```

**Bits [31:30]**
Reserved, RES0.

**RMPSPT, bit [29]**
Remap supported. This field is RAZ. Remapping is not supported in Armv8-M.

**REMAP, bits [28:5]**
Remap address.
Reserved, RES0.

**Bits [4:0]**
Reserved, RES0.
D1.2.103  HFSR, HardFault Status Register

The HFSR characteristics are:

**Purpose**
- Shows the cause of any HardFaults.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
- Present only if the Main Extension is implemented.
- This register is RES0 if the Main Extension is not implemented.

**Attributes**
- 32-bit read/write-one-to-clear register located at 0xE000ED2C.
- Secure software can access the Non-secure version of this register via HFSR_NS located at 0xE002ED2C.
- The location 0xE002ED2C is RES0 to software executing in Non-secure state and the debugger.
- This register is not banked between Security states.

**Field descriptions**

The HFSR bit assignments are:

```
<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>DEBUGEVT</td>
</tr>
<tr>
<td>30</td>
<td>FORCED</td>
</tr>
<tr>
<td>29</td>
<td>VECTTBL</td>
</tr>
</tbody>
</table>
```

**DEBUGEVT, bit [31]**
- Debug event. Indicates when a debug event has occurred.
- The possible values of this bit are:
  - 0: No debug event has occurred.
  - 1: Debug event has occurred. The Debug Fault Status Register has been updated.
- The PE sets this bit to 1 only when Halting debug is disabled and a debug event occurs. When AICR.BFHFNMIN is set to zero, the Non-secure view of this bit is RAZ/WI.
- This bit resets to zero on a Warm reset.

**FORCED, bit [30]**
- Forced. Indicates that a fault with configurable priority has been escalated to a HardFault exception, because it could not be made active, because of priority, or because it was disabled.
- The possible values of this bit are:
  - 0: No priority escalation has occurred.
  - 1: Processor has escalated a configurable-priority exception to HardFault.
When AIRCR.BFHFNMIN is set to zero, the Non-secure view of this bit is RAZ/WI.

This bit resets to zero on a Warm reset.

**Bits [29:2]**
Reserved, RES0.

**VECTTBL, bit [1]**
Vector table. Indicates when a fault has occurred because of a vector table read error on exception processing.

The possible values of this bit are:

0  
No vector table read fault has occurred.

1  
Vector table read fault has occurred.

When AIRCR.BFHFNMIN is set to zero, the Non-secure view of this bit is RAZ/WI.

This bit resets to zero on a Warm reset.

**Bit [0]**
Reserved, RES0.
D1.2.104 ICIALLU, Instruction Cache Invalidate All to PoU

The ICIALLU characteristics are:

**Purpose**
Invalidate all instruction caches to PoU.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit write-only register located at 0xE000EF50.
Secure software can access the Non-secure version of this register via ICIALLU_NS located at 0xE002EF50.
The location 0xE002EF50 is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**
The ICIALLU bit assignments are:

```
  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

  Ignored
```

**Ignored, bits [31:0]**
The value written to this field is ignored. Ignored.
D1.2.105  ICIMVAU, Instruction Cache line Invalidate by Address to PoU

The ICIMVAU characteristics are:

**Purpose**
Invalidate instruction cache line by address to PoU.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit write-only register located at 0xE000EF58.
Secure software can access the Non-secure version of this register via ICIMVAU_NS located at 0xE002EF58. The location 0xE002EF58 is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**

The ICIMVAU bit assignments are:

ADDRESS, bits [31:0]
Address. Writing to this field initiates the maintenance operation for the address written.
D1.2.106 ICSR, Interrupt Control and State Register

The ICSR characteristics are:

**Purpose**
Controls and provides status information for NMI, PendSV, SysTick and interrupts.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write register located at 0xE000ED04.
Secure software can access the Non-secure version of this register via ICSR_NS located at 0xE002ED04.
The location 0xE002ED04 is RES0 to software executing in Non-secure state and the debugger.
This register is banked between Security states on a bit by bit basis.

**Field descriptions**
The ICSR bit assignments are:

PENDNMISET, bit [31], on a write
Pend NMI set. Allows the NMI exception to be set as pending.
This bit is not banked between Security states.
The possible values of this bit are:

0
No effect.

1
Sets the NMI exception pending.
If both PENDNMISET and PENDNMICLR are written to one simultaneously, the pending state of the NMI exception becomes UNKNOWN.
This bit is write-one-to-set. Writes of zero are ignored.
If AIRCR.BFHFNMIN is zero this bit is RAZ/WI from Non-secure state.

PENDNMISET, bit [31], on a read
Pend NMI set. Indicates whether the NMI exception is pending.
This bit is not banked between Security states.
The possible values of this bit are:
D1.2. Alphabetical list of registers

NMI exception not pending.

NMI exception pending.

If AIRCR.BFHFNMINS is zero this bit is RAZ/WI from Non-secure state.

This bit resets to zero on a Warm reset.

PENDNMICLR, bit [30]

Pend NMI clear. Allows the NMI exception pending state to be cleared.

This bit is not banked between Security states.

The possible values of this bit are:

0 No effect.

1 Clear pending status.

This bit is write-only, and reads-as-zero.

This bit is write-one-to-clear. Writes of zero are ignored.

If AIRCR.BFHFNMINS is zero this bit is RAZ/WI from Non-secure state.

Bit [29]

Reserved, RES0.

PENDSVSET, bit [28], on a write

Pend PendSV set. Allows the PendSV exception for the selected Security state to be set as pending.

This bit is banked between Security states.

The possible values of this bit are:

0 No effect.

1 Sets the PendSV exception pending.

If both PENDSVSET and PENDSVCLR are written to one simultaneously, the pending state of the associated PendSV exception becomes UNKNOWN.

This bit is write-one-to-set. Writes of zero are ignored.

PENDSVSET, bit [28], on a read

Pend PendSV set. Indicates whether the PendSV for the selected Security state exception is pending.

This bit is banked between Security states.

The possible values of this bit are:

0 PendSV exception not pending.

1 PendSV exception pending.

This bit resets to zero on a Warm reset.

PENDSVCLR, bit [27]

Pend PendSV clear. Allows the PendSV exception pending state to be cleared for the selected Security state.
This bit is banked between Security states.
The possible values of this bit are:

0
   No effect.
1
   Clear pending status.

This bit is write-only, and reads-as-zero.
This bit is write-one-to-clear. Writes of zero are ignored.

**PENDSTSET, bit [26], on a write**
Pend SysTick set. Allows the SysTick for the selected Security state exception to be set as pending.
This bit is not banked between Security states.
The possible values of this bit are:

0
   No effect.
1
   Sets the SysTick exception for the selected Security state pending.

If only one SysTick timer is implemented and ICSR.STTNS is clear, this bit is RAZ/WI from Non-secure state.
If no SysTick timer is implemented this bit is RES0.

**PENDSTSET, bit [26], on a read**
Pend SysTick set. Indicates whether the SysTick for the selected Security state exception is pending.
This bit is not banked between Security states.
The possible values of this bit are:

0
   SysTick exception not pending.
1
   SysTick exception pending.

If both PENDSTSET and PENDSTCLR are written to one simultaneously, the pending state of the associated SysTick exception becomes UNKNOWN.
If only one SysTick timer is implemented and ICSR.STTNS is clear, this bit is RAZ/WI from Non-secure state.
If no SysTick timer is implemented this bit is RES0.
This bit resets to zero on a Warm reset.

**PENDSTCLR, bit [25]**
Pend SysTick clear. Allows the SysTick exception pending state to be cleared for the selected Security state.
This bit is not banked between Security states.
The possible values of this bit are:

0
   No effect.
1
   Clear pending status.
This bit is write-only, and reads-as-zero.
This bit is write-one-to-clear. Writes of zero are ignored.
If only one SysTick timer is implemented and ICSR.STTNS is clear, this bit is RAZ/WI from Non-secure state.
If no SysTick timer is implemented this bit is RES0.

**STTNS, bit [24]**
SysTick Targets Non-secure. Controls whether in a single SysTick implementation, the SysTick is Secure or Non-secure.
This bit is not banked between Security states.
The possible values of this bit are:

0  
SysTick is Secure.

1  
SysTick is Non-secure.

Behaves as RAZ/WI when either no SysTick or both SysTick timers are implemented. In a PE with the Main Extension and Security Extension this bit is RES0. This bit is RAZ/WI when accessed from the Non-secure state.
This bit is RAZ/WI from Non-secure state.
This bit resets to zero on a Warm reset.

**ISRPREEMPT, bit [23]**
Interrupt preempt. Indicates whether a pending exception will be handled on exit from Debug state.
This bit is not banked between Security states.
The possible values of this bit are:

0  
Will not handle.

1  
Will handle a pending exception.

The value of this bit is UNKNOWN when not in Debug state.
This bit is read-only.
If neither Halting debug or the Main Extension are implemented, this bit is RES0.

**ISRPENDING, bit [22]**
Interrupt pending. Indicates whether an external interrupt, generated by the NVIC, is pending.
This bit is not banked between Security states.
The possible values of this bit are:

0  
No external interrupt pending.

1  
External interrupt pending.
This bit is read-only.
If neither Halting debug or the Main Extension are implemented, this bit is RES0.
Note

The value of DHCSR.C_MASKINTS is ignored.

Bit [21]
Reserved, RES0.

VECTPENDING, bits [20:12]
Vector pending. The exception number of the highest priority pending and enabled interrupt.

This field is not banked between Security states.

The possible values of this field are:

Zero
No pending and enabled exception.

Non zero
Exception number.

This field is read-only.

Note
If DHCSR.C_MASKINTS is set, the PendSV, SysTick, and configurable external interrupts are masked and will not be shown as pending in VECTPENDING.

RETTOBASE, bit [11]
Return to base. In Handler mode, indicates whether there is more than one active exception.

This bit is not banked between Security states.

The possible values of this bit are:

0
There is more than one active exception.

1
There is only one active exception.

In Thread mode the value of this bit is UNKNOWN.

This bit is read-only.

If the Main Extension is not implemented, this bit is RES0.

Bits [10:9]
Reserved, RES0.

VECTACTIVE, bits [8:0]
Vector active. The exception number of the current executing exception.

This field is not banked between Security states.

The possible values of this field are:

Zero
Thread mode.

Non zero
Exception number.

This value is the same as the IPSR Exception number. When the IPSR value has been set to 1 because of a function call to Non-secure state, this field is also set to 1.

This field is read-only.

If neither Halting debug or the Main Extension are implemented, this field is RES0.
D1.2.107 ICTR, Interrupt Controller Type Register

The ICTR characteristics are:

**Purpose**
Provides information about the interrupt controller.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read-only register located at 0xE000E004.
Secure software can access the Non-secure version of this register via ICTR_NS located at 0xE002E004.
The location 0xE002E004 is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**
The ICTR bit assignments are:

```
+-------------------+-------------------+
|       31          |       4           |
|   RES0            |  INTLINESNUM      |
+-------------------+-------------------+
```

**Bits [31:4]**
Reserved, RES0.

**INTLINESNUM, bits [3:0]**
Interrupt line set number. Indicates the number of the highest implemented register in each of the NVIC control register sets, or in the case of NVIC_IPRn, 4xINTLINESNUM.
This field reads as an IMPLEMENTATION DEFINED value.
D1.2.108  ID_AFR0, Auxiliary Feature Register 0

The ID_AFR0 characteristics are:

**Purpose**
Provides information about the IMPLEMENTATION DEFINED features of the PE.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.
This register is RES0 if the Main Extension is not implemented.

**Attributes**
32-bit read-only register located at 0xE000ED4C.
Secure software can access the Non-secure version of this register via ID_AFR0_NS located at 0xE002ED4C.
The location 0xE002ED4C is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**
The ID_AFR0 bit assignments are:

```

<table>
<thead>
<tr>
<th></th>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
<th>25</th>
<th>24</th>
<th>23</th>
<th>22</th>
<th>21</th>
<th>20</th>
<th>19</th>
<th>18</th>
<th>17</th>
<th>16</th>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>RES0</td>
<td>IMPDEF3</td>
<td>IMPDEF2</td>
<td>IMPDEF1</td>
<td>IMPDEF0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

```

**Bits [31:16]**
Reserved, RES0.

**IMPDEFm, bits [4m+3:4m], for m = 0 to 3**
IMPLEMENTATION DEFINED. IMPLEMENTATION DEFINED meaning.
This field reads as an IMPLEMENTATION DEFINED value.
D1.2.109  ID_DFR0, Debug Feature Register 0

The ID_DFR0 characteristics are:

**Purpose**

Provides top level information about the debug system.

**Usage constraints**

Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**

Present only if the Main Extension is implemented.

This register is RES0 if the Main Extension is not implemented.

**Attributes**

32-bit read-only register located at 0xE000ED48.

Secure software can access the Non-secure version of this register via ID_DFR0_NS located at 0xE002ED48.

The location 0xE002ED48 is RES0 to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

**Preface**

If Halting debug is not implemented this register reads as 0x00000000.

If Halting debug is implemented this register reads as 0x00200000.

**Field descriptions**

The ID_DFR0 bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31:24</td>
<td>Reserved, RES0</td>
</tr>
<tr>
<td>23:20</td>
<td>MProfDbg, bits [23:20]</td>
</tr>
<tr>
<td>19:0</td>
<td>Reserved, RES0</td>
</tr>
</tbody>
</table>

**Bits [31:24]**

Reserved, RES0.

**MProfDbg, bits [23:20]**

M-profile debug. Indicates the supported M-profile debug architecture.

The possible values of this field are:

- **0b0000**
  Halting debug is not implemented.

- **0b0010**
  Armv8-M Debug architecture.

  All other values are reserved.

  This field reads as an IMPLEMENTATION DEFINED value.

**Bits [19:0]**

Reserved, RES0.
D1.2.110  ID_ISAR0, Instruction Set Attribute Register 0

The ID_ISAR0 characteristics are:

**Purpose**
Provides information about the instruction set implemented by the PE.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.
This register is RES0 if the Main Extension is not implemented.

**Attributes**
32-bit read-only register located at 0xE000ED60.
Secure software can access the Non-secure version of this register via ID_ISAR0_NS located at 0xE002ED60. The location 0xE002ED60 is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Preface**
If coprocessors excluding the Floating-point Extension are not supported this register reads as 0x01101110. If coprocessors excluding the Floating-point Extension are supported this register reads as 0x01141110.

**Field descriptions**
The ID_ISAR0 bit assignments are:

<table>
<thead>
<tr>
<th></th>
<th>31</th>
<th>28-27</th>
<th>24-23</th>
<th>20-19</th>
<th>16-15</th>
<th>12-11</th>
<th>8-7</th>
<th>4-3</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>RES0</td>
<td>Divide</td>
<td>Debug</td>
<td>Coproc</td>
<td>CmpBranch</td>
<td>BitField</td>
<td>BitCount</td>
<td>RES0</td>
<td></td>
</tr>
</tbody>
</table>

**Bits [31:28]**
Reserved, RES0.

**Divide, bits [27:24]**
Divide. Indicates the supported Divide instructions.
The possible values of this field are:

- **0b0001**
  Supports SDIV and UDIV instructions.
All other values are reserved.
This field reads as 0b0001.

**Debug, bits [23:20]**
Debug. Indicates the implemented Debug instructions.
The possible values of this field are:

- **0b0001**
  Supports BKPT instruction.
All other values are reserved.
This field reads as 0b0001.

**Coproc, bits [19:16]**
Coprocessor. Indicates the supported coprocessor instructions.
The possible values of this field are:
- **0b0000**
  No coprocessor instructions support other than FPU.
- **0b0100**
  Coprocessor instructions supported.
All other values are reserved.
This field reads as an **IMPLEMENTATION DEFINED** value.

**CmpBranch, bits [15:12]**
Compare and branch. Indicates the supported combined Compare and Branch instructions.
The possible values of this field are:
- **0b0001**
  Supports CBNZ and CBZ instructions.
All other values are reserved.
This field reads as 0b0001.

**BitField, bits [11:8]**
Bit field. Indicates the supported bit field instructions.
The possible values of this field are:
- **0b0001**
  BFC, BFI, SBFX, and UBFX supported.
All other values are reserved.
This field reads as 0b0001.

**BitCount, bits [7:4]**
Bit count. Indicates the supported bit count instructions.
The possible values of this field are:
- **0b0001**
  CLZ supported.
All other values are reserved.
This field reads as 0b0001.

**Bits [3:0]**
Reserved, RES0.
D1.2.111  ID_ISAR1, Instruction Set Attribute Register 1

The ID_ISAR1 characteristics are:

**Purpose**
Provides information about the instruction set implemented by the PE.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.
This register is RES0 if the Main Extension is not implemented.

**Attributes**
32-bit read-only register located at 0xE000ED64.

Secure software can access the Non-secure version of this register via ID_ISAR1_NS located at 0xE002ED64. The location 0xE002ED64 is RES0 to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

**Preface**
If the DSP Extension is not implemented, this register reads as 0x02211000.
If the DSP Extension is implemented, this register reads as 0x02212000.

**Field descriptions**
The ID_ISAR1 bit assignments are:

<table>
<thead>
<tr>
<th>Bit No.</th>
<th>Bit Value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>28-27</td>
<td>0</td>
<td>Interwork</td>
</tr>
<tr>
<td>24-22</td>
<td>0</td>
<td>Immediate</td>
</tr>
<tr>
<td>20-19</td>
<td>0</td>
<td>IfThen</td>
</tr>
<tr>
<td>16-15</td>
<td>0</td>
<td>Extend</td>
</tr>
<tr>
<td>12-11</td>
<td>0</td>
<td>RES0</td>
</tr>
<tr>
<td>8</td>
<td>0</td>
<td>Reserved</td>
</tr>
<tr>
<td>4-0</td>
<td>0</td>
<td>Reserved</td>
</tr>
</tbody>
</table>

**Bits [31:28]**
Reserved, RES0.

**Interwork, bits [27:24]**
Interworking. Indicates the implemented interworking instructions.

The possible values of this field are:

0b0010
BLX, BX, and loads to PC interwork.

All other values are reserved.

This field reads as 0b0010.

**Immediate, bits [23:20]**
Immediate. Indicates the implemented for data-processing instructions with long immediates.

The possible values of this field are:

0b0010
ADDW, MOVW, MOVT, and SUBW supported.
All other values are reserved.
This field reads as 0b0010.

**IfThen, bits [19:16]**
If-Then. Indicates the implemented If-Then instructions.
The possible values of this field are:

0b0001
IT instruction supported.
All other values are reserved.
This field reads as 0b0001.

**Extend, bits [15:12]**
Extend. Indicates the implemented Extend instructions.
The possible values of this field are:

0b0001
SXTB, SXTH, UXTB, and UXTH.

0b0010
Adds SXTB16, SXTAB, SXTAB16, SXTAH, UXTB16, UXTAB, UXTAB16, and UXTAH, DSP Extension only.
All other values are reserved.
This field reads as an IMPLEMENTATION DEFINED value.

**Bits [11:0]**
Reserved, RES0.
D1.2. Instruction Set Attribute Registers

D1.2.112 ID_ISAR2, Instruction Set Attribute Register 2

The ID_ISAR2 characteristics are:

**Purpose**
Providing information about the instruction set implemented by the PE.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
- Present only if the Main Extension is implemented.
- This register is RES0 if the Main Extension is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE000ED68.
- Secure software can access the Non-secure version of this register via ID_ISAR2_NS located at 0xE002ED68. The location 0xE002ED68 is RES0 to software executing in Non-secure state and the debugger.
- This register is not banked between Security states.

**Preface**
With bits [11:8] masked, if the DSP Extension is not implemented, this register reads as 0x20112032.
With bits[11:8] masked, if the DSP Extension is implemented, this register reads as 0x20232032.

The value of bits [11:8] is determined by whether the PE implements restartable or continuable multi-access instructions.

**Field descriptions**

The ID_ISAR2 bit assignments are:

<table>
<thead>
<tr>
<th>31</th>
<th>28-27</th>
<th>24-23</th>
<th>20-19</th>
<th>16-15</th>
<th>12-11</th>
<th>8-7</th>
<th>4-3</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Reversal</td>
<td>RES0</td>
<td>MultU</td>
<td>MultiS</td>
<td>Mult</td>
<td>MemHint</td>
<td>LoadStore</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Reversal, bits [31:28]**
- Reversal. Indicates the implemented Reversal instructions.
- The possible values of this field are:
  - 0b0010: REV, REV16, REVSH and RBIT instructions supported.
  - All other values are reserved.
- This field reads as 0b0010.

**Bits [27:24]**
- Reserved, RES0.

**MultU, bits [23:20]**
- Multiply unsigned. Indicates the implemented advanced unsigned Multiply instructions.
- The possible values of this field are:
Chapter D1. Register Specification

D1.2. Alphabetic list of registers

0b0001
  UMULL and UMLAL.

0b0010
  Adds UMAAL, DSP Extension only.
  All other values are reserved.
  This field reads as an IMPLEMENTATION DEFINED value.

MultS, bits [19:16]
  Multiply signed. Indicates the implemented advanced signed Multiply instructions.
  The possible values of this field are:
  0b0001
    SMULL and SMLAL.
  0b0011
    Adds all saturating and DSP signed multiplies, DSP Extension only.
    All other values are reserved.
    This field reads as an IMPLEMENTATION DEFINED value.

Mult, bits [15:12]
  Multiplies. Indicates the implemented additional Multiply instructions.
  The possible values of this field are:
  0b0010
    MUL, MLA, and MLS.
    All other values are reserved.
    This field reads as 0b0010.

MultiAccessInt, bits [11:8]
  Multi-access instructions. Indicates the support for interruptible multi-access instructions.
  The possible values of this field are:
  0b0000
    No support. LDM and STM instructions are not interruptible.
  0b0001
    LDM and STM instructions are restartable.
  0b0010
    LDM and STM instructions are continuatable.
    All other values are reserved.
    This field reads as an IMPLEMENTATION DEFINED value.

MemHint, bits [7:4]
  Memory hints. Indicates the implemented Memory hint instructions.
  The possible values of this field are:
  0b0011
    PLI and PLD instructions implemented.
    All other values are reserved.
    This field reads as 0b0011.
LoadStore, bits [3:0]
Load/store. Indicates the implemented additional load/store instructions.

The possible values of this field are:

0b0010
Supports load-acquire, store-release, and exclusive load and store instructions.

All other values are reserved.

This field reads as 0b0010.
D1.2.113 ID_ISAR3, Instruction Set Attribute Register 3

The ID_ISAR3 characteristics are:

**Purpose**
Provides information about the instruction set implemented by the PE.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.

This register is RES0 if the Main Extension is not implemented.

**Attributes**
32-bit read-only register located at 0xE000ED6C.

Secure software can access the Non-secure version of this register via ID_ISAR3_NS located at 0xE002ED6C. The location 0xE002ED6C is RES0 to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

**Preface**
If the DSP Extension is not implemented, this register reads as 0x01111110.

If the DSP Extension is implemented, this register reads as 0x01111131.

**Field descriptions**
The ID_ISAR3 bit assignments are:

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<tr>
<th>31</th>
<th>28-27</th>
<th>24-23</th>
<th>20-19</th>
<th>16-15</th>
<th>12-11</th>
<th>8-7</th>
<th>4-3</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>RES0</td>
<td>TrueNOP</td>
<td>T32Copy</td>
<td>TabBranch</td>
<td>SynchPrim</td>
<td>SVC</td>
<td>SIMD</td>
<td>Saturate</td>
<td></td>
</tr>
</tbody>
</table>

**Bits [31:28]**
Reserved, RES0.

**TrueNOP, bits [27:24]**
True no-operation. Indicates the implemented true NOP instructions.

The possible values of this field are:

- **0b0001**
  NOP instruction and compatible hints implemented.

  All other values are reserved.

  This field reads as 0b0001.

**T32Copy, bits [23:20]**
T32 copy. Indicates the support for T32 non flag-setting MOV instructions.

The possible values of this field are:

- **0b0001**
  Encoding T1 of MOV (register) supports copying low register to low register.
All other values are reserved.
This field reads as `0b0001`.

**TabBranch, bits [19:16]**
Table branch. Indicates the implemented Table Branch instructions.
The possible values of this field are:

- `0b0001`: TBB and TBH implemented.
All other values are reserved.
This field reads as `0b0001`.

**SynchPrim, bits [15:12]**
Synchronization primitives. Used in conjunction with ID_ISAR4.SynchPrim_frac to indicate the implemented synchronization primitive instructions.
The possible values of this field are:

- `0b0001`: LDREX, STREX, LDREXB, STREXB, LDREXH, STREXH, and CLREX implemented.
All other values are reserved.
This field reads as `0b0001`.

**SVC, bits [11:8]**
Supervisor Call. Indicates the implemented SVC instructions.
The possible values of this field are:

- `0b0001`: SVC instruction implemented.
All other values are reserved.
This field reads as `0b0001`.

**SIMD, bits [7:4]**
Single-instruction, multiple-data. Indicates the implemented SIMD instructions.
The possible values of this field are:

- `0b0001`: SSAT, USAT, and Q-bit implemented.
- `0b0011`: Adds all packed arithmetic and GE-bits, DSP Extension only.
All other values are reserved.
This field reads as an **IMPLEMENTATION DEFINED** value.

**Saturate, bits [3:0]**
Saturate. Indicates the implemented saturating instructions.
The possible values of this field are:

- `0b0000`: None implemented.
- `0b0001`: QADD, QDADD, QDSUB, QSUB, and Q-bit implemented, DSP Extension only.
All other values are reserved.
This field reads as an IMPLEMENTATION DEFINED value.
D1.2.114 ID_ISAR4, Instruction Set Attribute Register 4

The ID_ISAR4 characteristics are:

**Purpose**
Provides information about the instruction set implemented by the PE.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.

This register is RES0 if the Main Extension is not implemented.

**Attributes**
32-bit read-only register located at 0xE000ED70.

Secure software can access the Non-secure version of this register via ID_ISAR4_NS located at 0xE002ED70. The location 0xE002ED70 is RES0 to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

**Preface**

This register reads as 0x01310131.

**Field descriptions**

The ID_ISAR4 bit assignments are:

```
<table>
<thead>
<tr>
<th>31</th>
<th>28</th>
<th>27</th>
<th>24</th>
<th>23</th>
<th>20</th>
<th>19</th>
<th>16</th>
<th>15</th>
<th>12</th>
<th>11</th>
<th>8</th>
<th>7</th>
<th>4</th>
<th>3</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>RES0</td>
<td>PSR_M</td>
<td>Barrier</td>
<td>RES0</td>
<td>Writeback</td>
<td>WithShifts</td>
<td>Unpriv</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

SyncPrim_frac
```

**Bits [31:28]**
Reserved, RES0.

**PSR_M, bits [27:24]**
Program Status Registers M. Indicates the implemented M profile instructions to modify the PSRs.

The possible values of this field are:

0b0001
M profile forms of CPS, MRS, and MSR implemented.

All other values are reserved.

This field reads as 0b0001.

**SyncPrim_frac, bits [23:20]**
Synchronization primitives fractional. Used in conjunction with ID_ISAR3.SynchPrim to indicate the implemented synchronization primitive instructions.

The possible values of this field are:

0b0011
LDREX, STREX, CLREX, LDREXB, LDREXH, STREXB, and STREXH implemented.
All other values are reserved. This field reads as 0b0011.

**Barrier, bits [19:16]**
- Barrier. Indicates the implemented Barrier instructions.
- The possible values of this field are:
  - 0b0001
    - CSDB, DMB, DSB, ISB, PSSBB and SSBB barrier instructions implemented.
- All other values are reserved. This field reads as 0b0001.

**Bits [15:12]**
- Reserved, RES0.

**Writeback, bits [11:8]**
- Writeback. Indicates the support for writeback addressing modes.
- The possible values of this field are:
  - 0b0001
    - All writeback addressing modes supported.
- All other values are reserved. This field reads as 0b0001.

**WithShifts, bits [7:4]**
- With shifts. Indicates the support for write-back addressing modes.
- The possible values of this field are:
  - 0b0011
    - Support for constant shifts on load/store and other instructions.
- All other values are reserved. This field reads as 0b0011.

**Unpriv, bits [3:0]**
- Unprivileged. Indicates the implemented unprivileged instructions.
- The possible values of this field are:
  - 0b0010
    - LDRBT, LDRHT, LDRSBT, LDRSHT, LDRT, STRBT, STRHT, and STRT implemented.
- All other values are reserved. This field reads as 0b0010.
D1.2.115  ID_ISAR5, Instruction Set Attribute Register 5

The ID_ISAR5 characteristics are:

**Purpose**
Provides information about the instruction set implemented by the PE.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.
This register is RES0 if the Main Extension is not implemented.

**Attributes**
32-bit read-only register located at 0xE000ED74.
Secure software can access the Non-secure version of this register via ID_ISAR5_NS located at 0xE002ED74. The location 0xE002ED74 is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**
The ID_ISAR5 bit assignments are:

```
+-----+-----+-----+-----+-----+-----+-----+-----+
| 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   |
| RES0|     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |     |
```

**Bits [31:0]**
Reserved, RES0.
D1.2.116 ID_MMFR0, Memory Model Feature Register 0

The ID_MMFR0 characteristics are:

**Purpose**
Provides information about the implemented memory model and memory management support.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.
This register is RES0 if the Main Extension is not implemented.

**Attributes**
32-bit read-only register located at 0xE000ED50.
Secure software can access the Non-secure version of this register via ID_MMFR0_NS located at 0xE002ED50. The location 0xE002ED50 is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**

The ID_MMFR0 bit assignments are:

<table>
<thead>
<tr>
<th>31</th>
<th>24-23</th>
<th>20-19</th>
<th>16-15</th>
<th>12-11</th>
<th>8</th>
<th>7</th>
<th>4-3</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>RES0</td>
<td>AuxReg</td>
<td>TCM</td>
<td>ShareLv</td>
<td>OuterShr</td>
<td>PMSA</td>
<td></td>
<td></td>
<td>RES0</td>
</tr>
</tbody>
</table>

**Bits [31:24]**
Reserved, RES0.

**AuxReg, bits [23:20]**
Auxiliary Registers. Indicates support for Auxiliary Control Registers.
The possible values of this field are:

- **0b0000**
  No Auxiliary Control Registers.

- **0b0001**
  Auxiliary Control Registers supported.

All other values are reserved.
This field reads as an IMPLEMENTATION DEFINED value.

**TCM, bits [19:16]**
Tightly Coupled Memories. Indicates support for Tightly Coupled Memories (TCMs).
The possible values of this field are:

- **0b0000**
  None supported.

- **0b0001**
  TCMs supported with IMPLEMENTATION DEFINED control.
All other values are reserved.
This field reads as an IMPLEMENTATION DEFINED value.

**ShareLvl, bits [15:12]**
Shareability Levels. Indicates the number of Shareability levels implemented.
The possible values of this field are:

- **0b0000**
  One level of Shareability implemented.
- **0b0001**
  Two levels of Shareability implemented.
All other values are reserved.
This field reads as an IMPLEMENTATION DEFINED value.

**OuterShr, bits [11:8]**
Outermost Shareability. Indicates the outermost Shareability domain implemented.
The possible values of this field are:

- **0b0000**
  Implemented as Non-cacheable.
- **0b0001**
  Implemented with hardware coherency support.
- **0b1111**
  Shareability ignored.
All other values are reserved.
This field reads as an IMPLEMENTATION DEFINED value.

**PMSA, bits [7:4]**
Protected memory system architecture. Indicates support for the protected memory system architecture (PMSA).
The possible values of this field are:

- **0b0100**
  Supports PMSA v8.
All other values are reserved.
This field reads as **0b0100**.

**Bits [3:0]**
Reserved, RES0.
D1.2.117  ID_MMFR1, Memory Model Feature Register 1

The ID_MMFR1 characteristics are:

**Purpose**
Provides information about the implemented memory model and memory management support.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.
This register is RES0 if the Main Extension is not implemented.

**Attributes**
32-bit read-only register located at 0xE000ED54.
Secure software can access the Non-secure version of this register via ID_MMFR1_NS located at 0xE002ED54. The location 0xE002ED54 is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**
The ID_MMFR1 bit assignments are:

```
  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
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    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |73}\n
31
RES0
0
```

**Bits [31:0]**
Reserved, RES0.
D1.2.118 ID_MMFR2, Memory Model Feature Register 2

The ID_MMFR2 characteristics are:

**Purpose**
Provides information about the implemented memory model and memory management support.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.
This register is RES0 if the Main Extension is not implemented.

**Attributes**
32-bit read-only register located at 0xE000ED58.
Secure software can access the Non-secure version of this register via ID_MMFR2_NS located at 0xE002ED58. The location 0xE002ED58 is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**

The ID_MMFR2 bit assignments are:

<table>
<thead>
<tr>
<th>Bit Position</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>RES0</td>
</tr>
<tr>
<td>28-27</td>
<td>WFIStall</td>
</tr>
<tr>
<td>24-23</td>
<td>Reserved, RES0</td>
</tr>
<tr>
<td>20-0</td>
<td>Reserved, RES0</td>
</tr>
</tbody>
</table>

**Bits [31:28]**
Reserved, RES0.

**WFIStall, bits [27:24]**
WFI stall. Indicates the support for Wait For Interrupt (WFI) stalling.
The possible values of this field are:

- **0b0000**: WFI never stalls.
- **0b0001**: WFI has the ability to stall.
All other values are reserved.
This field reads as an IMPLEMENTATION DEFINED value.

**Bits [23:0]**
Reserved, RES0.
D1.2.119  ID_MMFR3, Memory Model Feature Register 3

The ID_MMFR3 characteristics are:

**Purpose**
Provides information about the implemented memory model and memory management support.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.
This register is RES0 if the Main Extension is not implemented.

**Attributes**
32-bit read-only register located at 0xE000ED5C.
Secure software can access the Non-secure version of this register via ID_MMFR3_NS located at 0xE002ED5C. The location 0xE002ED5C is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**
The ID_MMFR3 bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>RES0</td>
</tr>
<tr>
<td>12-11</td>
<td>BPMaint</td>
</tr>
<tr>
<td>8-7</td>
<td>CMaintSW</td>
</tr>
<tr>
<td>4-3</td>
<td>CMaintVA</td>
</tr>
</tbody>
</table>

**Bits [31:12]**
Reserved, RES0.

**BPMaint, bits [11:8]**
Branch predictor maintenance. Indicates the supported branch predictor maintenance.
The possible values of this field are:
- 0b0000: None supported.
- 0b0001: Support for invalidate all of branch predictors.
All other values are reserved.
This field reads as an IMPLEMENTATION DEFINED value.

**CMaintSW, bits [7:4]**
Cache maintenance set/way. Indicates the supported cache maintenance operations by set/way.
The possible values of this field are:
- 0b0000: None supported.
- 0b0001: Maintenance by set/way operations supported.
All other values are reserved.
This field reads as an IMPLEMENTATION DEFINED value.

**CMaintVA, bits [3:0]**
Cache maintenance by address. Indicates the supported cache maintenance operations by address.
The possible values of this field are:

0b0000
None supported.

0b0001
Maintenance by address and instruction cache invalidate all supported.

All other values are reserved.
This field reads as an IMPLEMENTATION DEFINED value.
D1.2.120 ID_PFR0, Processor Feature Register 0

The ID_PFR0 characteristics are:

**Purpose**
Gives top-level information about the instruction set supported by the PE.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.
This register is RES0 if the Main Extension is not implemented.

**Attributes**
32-bit read-only register located at 0xE000ED40.
Secure software can access the Non-secure version of this register via ID_PFR0_NS located at 0xE002ED40.
The location 0xE002ED40 is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**
The ID_PFR0 bit assignments are:

<table>
<thead>
<tr>
<th></th>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
<th>25</th>
<th>24</th>
<th>23</th>
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<th>21</th>
<th>20</th>
<th>19</th>
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<th>17</th>
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<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>RES0</td>
<td>0 3</td>
<td>State1</td>
<td>4 7</td>
<td>State0</td>
<td>8 31</td>
<td></td>
<td></td>
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<td></td>
</tr>
</tbody>
</table>

**Bits [31:8]**
Reserved, RES0.

**State1, bits [7:4]**
T32 instruction set support.
The possible values of this field are:

0b0011
T32 instruction set including Thumb-2 Technology implemented.
All other values are reserved.
This field reads as 0b0011.

**State0, bits [3:0]**
A32 instruction set support.
The possible values of this field are:

0b0000
A32 instruction set not implemented.
All other values are reserved.
This field reads as 0b0000.
D1.2.121  ID_PFR1, Processor Feature Register 1

The ID_PFR1 characteristics are:

Purpose
Gives information about the programmers’ model and Extensions support.

Usage constraints
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

Configurations
Present only if the Main Extension is implemented.
This register is RES0 if the Main Extension is not implemented.

Attributes
32-bit read-only register located at 0xE000ED44.
Secure software can access the Non-secure version of this register via ID_PFR1_NS located at 0xE002ED44.
The location 0xE002ED44 is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

Field descriptions
The ID_PFR1 bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>31:12</td>
<td>Reserved, RES0.</td>
<td></td>
</tr>
<tr>
<td>11:8</td>
<td>MProgramMod</td>
<td>0b0010</td>
</tr>
<tr>
<td>7:4</td>
<td>Security</td>
<td>0b0000</td>
</tr>
<tr>
<td>3:0</td>
<td>Reserved, RES0.</td>
<td>0b0000</td>
</tr>
</tbody>
</table>

MProgramMod, bits [11:8]
M programmers’ model. Identifies support for the M-Profile programmers’ model support.
The possible values of this field are:

0b0010
Two-stack programmers’ model.
All other values are reserved.
This field reads as 0b0010.

Security, bits [7:4]
Security. Identifies whether the Security Extension is implemented.
The possible values of this field are:

0b0000
Security Extension not implemented.
0b0001
Security Extension implemented.
All other values are reserved.
This field reads as an IMPLEMENTATION DEFINED value.

Bits [3:0]
Reserved, RES0.
**D1.2.122 IPSR, Interrupt Program Status Register**

The IPSR characteristics are:

**Purpose**

Provides privileged access to the current exception number field.

**Usage constraints**

Privileged access only. Unprivileged access is RAZ/WI, unless otherwise stated.

**Configurations**

This register is always implemented.

**Attributes**

32-bit read/write special-purpose register.

This register is not banked between Security states.

**Field descriptions**

The IPSR bit assignments are:

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
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<td></td>
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<td></td>
<td></td>
<td></td>
<td></td>
<td>RES0</td>
<td></td>
<td></td>
<td></td>
<td>Exception</td>
<td></td>
</tr>
</tbody>
</table>

**Bits [31:9]**

Reserved, RES0.

**Exception, bits [8:0]**

Exception number. Holds the exception number of the currently-executing exception, or zero for Thread mode.

The possible values of this field are:

**Zero**

PE in Thread mode.

**Non zero**

PE in Handler mode in given exception number. On a function call from Secure state the value is set to 1 to ensure that the Non-secure state cannot determine which exception handler is executing.

This field resets to zero on a Warm reset.
D1.2.123 ITM_CIDR0, ITM Component Identification Register 0

The ITM_CIDR0 characteristics are:

**Purpose**
Provides CoreSight discovery information for the ITM.

**Usage constraints**
- If the Main Extension is implemented, both privileged and unprivileged accesses are permitted.
- If the Main Extension is not implemented, unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
- Present only if CoreSight identification is implemented.
- This register is RES0 if CoreSight identification is not implemented.
- Present only if the ITM is implemented.
- This register is RES0 if the ITM is not implemented.
- If the Main Extension is not implemented then the ITM is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE0000FF0.
- This register is not banked between Security states.

**Field descriptions**

The ITM_CIDR0 bit assignments are:

![Bit Assignment Diagram]

Bits [31:8]
Reserved, RES0.

PRMBL_0, bits [7:0]
CoreSight component identification preamble. See the *Arm® CoreSight™ Architecture Specification*.
This field reads as 0x0D.
D1.2.124 ITM_CIDR1, ITM Component Identification Register 1

The ITM_CIDR1 characteristics are:

**Purpose**
Provides CoreSight discovery information for the ITM.

**Usage constraints**
- If the Main Extension is implemented, both privileged and unprivileged accesses are permitted.
- If the Main Extension is not implemented, unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
- Present only if CoreSight identification is implemented.
- This register is RES0 if CoreSight identification is not implemented.
- Present only if the ITM is implemented.
- This register is RES0 if the ITM is not implemented.
- If the Main Extension is not implemented then the ITM is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE0000FF4.
- This register is not banked between Security states.

**Field descriptions**

The ITM_CIDR1 bit assignments are:

```
+-----------------+-----------------+-----------------+-----------------+
|   31:8          |     8:7         |     4:3         |     0           |
| RES0            | CLASS           | PRMBL_1         |
+-----------------+-----------------+-----------------+-----------------+
```

**Bits [31:8]**
Reserved, RES0.

**CLASS, bits [7:4]**
CoreSight component class. See the Arm® CoreSight™ Architecture Specification.
This field reads as 0x9.

**PRMBL_1, bits [3:0]**
CoreSight component identification preamble. See the Arm® CoreSight™ Architecture Specification.
This field reads as 0x0.
The ITM_CIDR2 characteristics are:

**Purpose**
Provides CoreSight discovery information for the ITM.

**Usage constraints**
- If the Main Extension is implemented, both privileged and unprivileged accesses are permitted.
- If the Main Extension is not implemented, unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
- Present only if CoreSight identification is implemented.
- This register is RES0 if CoreSight identification is not implemented.
- Present only if the ITM is implemented.
- This register is RES0 if the ITM is not implemented.
- If the Main Extension is not implemented then the ITM is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE0000FF8.
- This register is not banked between Security states.

**Field descriptions**

The ITM_CIDR2 bit assignments are:

```
+----------------+-------------------+-------------------+
| Bit 31         | Bit 30-24         | Bit 1-0           |
| RES0           | RES0              | PRMBL_2           |
+----------------+-------------------+-------------------+
```

**Bits [31:8]**
Reserved, RES0.

**PRMBL_2, bits [7:0]**
CoreSight component identification preamble. See the *Arm® CoreSight™ Architecture Specification*.
- This field reads as 0x05.
D1.2.126 ITM_CIDR3, ITM Component Identification Register 3

The ITM_CIDR3 characteristics are:

**Purpose**
Provides CoreSight discovery information for the ITM.

**Usage constraints**
- If the Main Extension is implemented, both privileged and unprivileged accesses are permitted.
- If the Main Extension is not implemented, unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
- Present only if CoreSight identification is implemented.
- This register is RES0 if CoreSight identification is not implemented.
- Present only if the ITM is implemented.
- This register is RES0 if the ITM is not implemented.
- If the Main Extension is not implemented then the ITM is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE0000FFC.
- This register is not banked between Security states.

**Field descriptions**

The ITM_CIDR3 bit assignments are:

```
  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
  RES0     PRMBL_3
```

**Bits [31:8]**
Reserved, RES0.

**PRMBL_3, bits [7:0]**
CoreSight component identification preamble. See the Arm® CoreSight™ Architecture Specification.
- This field reads as 0xB1.
D1.2.127 ITM_DEVARCH, ITM Device Architecture Register

The ITM_DEVARCH characteristics are:

**Purpose**
Provides CoreSight discovery information for the ITM.

**Usage constraints**
- If the Main Extension is implemented, both privileged and unprivileged accesses are permitted.
- If the Main Extension is not implemented, unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
- Present only if the Main Extension is implemented.
- This register is RES0 if the Main Extension is not implemented.
- Present only if CoreSight identification is implemented.
- This register is RES0 if CoreSight identification is not implemented.
- Present only if the ITM is implemented.
- This register is RES0 if the ITM is not implemented.
- If the Main Extension is not implemented then the ITM is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE0000FBC.
- This register is not banked between Security states.

**Field descriptions**
The ITM_DEVARCH bit assignments are:

<table>
<thead>
<tr>
<th>31</th>
<th>21-20</th>
<th>16-15</th>
<th>12-11</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>ARCHITECT</td>
<td>REVISION</td>
<td>ARCHVER</td>
<td>ARCHPART</td>
<td>PRESENT</td>
</tr>
</tbody>
</table>

**ARCHITECT, bits [31:21]**
Architect. Defines the architect of the component. Bits [31:28] are the JEP106 continuation code (JEP106 bank ID, minus 1) and bits [27:21] are the JEP106 ID code.
The possible values of this field are:
- **0x23B**
  JEP106 continuation code 0x4, ID code 0x3B. Arm Limited.
- Other values are defined by the JEDEC JEP106 standard.
This field reads as **0x23B**.

**PRESENT, bit [20]**
DEVARCH Present. Defines that the DEVARCH register is present.
The possible values of this bit are:
- **1**
  DEVARCH information present.
This bit reads as one.
**REVISION**, bits [19:16]
Revision. Defines the architecture revision of the component.

The possible values of this field are:

0b0000
ITM architecture v2.0.

This field reads as 0b0000.

**ARCHIVER**, bits [15:12]
Architecture Version. Defines the architecture version of the component.

The possible values of this field are:

0b0001
ITM architecture v2.

ARCHIVER and ARCHPART are also defined as a single field, ARCHID, so that ARCHVER is ARCHID[15:12].

This field reads as 0b0001.

**ARCHPART**, bits [11:0]
Architecture Part. Defines the architecture of the component.

The possible values of this field are:

0xA01
ITM architecture.

ARCHVER and ARCHPART are also defined as a single field, ARCHID, so that ARCHPART is ARCHID[11:0].

This field reads as 0xA01.
D1.2.128  **ITM_DEVTYPE, ITM Device Type Register**

The ITM_DEVTYPE characteristics are:

**Purpose**
Provides CoreSight discovery information for the ITM.

**Usage constraints**
- If the Main Extension is implemented, both privileged and unprivileged accesses are permitted.
- If the Main Extension is not implemented, unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
- If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
- Present only if CoreSight identification is implemented.
- This register is RES0 if CoreSight identification is not implemented.
- Present only if the ITM is implemented.
- This register is RES0 if the ITM is not implemented.
- If the Main Extension is not implemented then the ITM is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE0000FCC.
- This register is not banked between Security states.

**Field descriptions**

The ITM_DEVTYPE bit assignments are:

| 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 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| RES0 | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | | |

**Bits [31:8]**
Reserved, RES0.

**SUB, bits [7:4]**
Sub-type. Component sub-type.

The possible values of this field are:

- **0x0**
  - Other. Only permitted if the MAJOR field reads as 0x0.

- **0x4**
  - Associated with a Bus, stimulus derived from bus activity. Only permitted if the MAJOR field reads as 0x3.

  This field reads as an IMPLEMENTATION DEFINED value.

**MAJOR, bits [3:0]**
Major type. Component major type.

The possible values of this field are:
0x0
  Miscellaneous.

0x3
  Trace Source.
  This field reads as an IMPLEMENTATION DEFINED value.
D1.2.129 ITM_LAR, ITM Software Lock Access Register

The ITM_LAR characteristics are:

**Purpose**
Provides CoreSight Software Lock control for the ITM, see the Arm® CoreSight™ Architecture Specification for details.

**Usage constraints**
If the Main Extension is implemented, both privileged and unprivileged accesses are permitted, but unprivileged writes are ignored.

If the Main Extension is not implemented, unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

This register is RAZ/WI if accessed via the debugger.

**Configurations**
Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if the ITM is implemented.

This register is RES0 if the ITM is not implemented.

If the Main Extension is not implemented then the ITM is not implemented.

Present only if the optional Software Lock is implemented.

This register is RAZ/WI if the Software Lock is not implemented.

**Attributes**
32-bit write-only register located at 0xE0000FB0.

This register is not banked between Security states.

**Field descriptions**

The ITM_LAR bit assignments are:

![Bit Assignment Diagram]

**KEY, bits [31:0]**
Lock Access control.

Writing the key value 0xC5ACCE55 to this field unlocks the lock, enabling write accesses to the registers of this component through a memory-mapped interface.

Writing any other value to this register locks the lock, disabling write accesses to the registers of this component through a memory mapped interface.
D1.2.130 ITM_LSR, ITM Software Lock Status Register

The ITM_LSR characteristics are:

**Purpose**
Provides CoreSight Software Lock status information for the ITM, see the Arm® CoreSight™ Architecture Specification for details.

**Usage constraints**
If the Main Extension is implemented, both privileged and unprivileged accesses are permitted.
If the Main Extension is not implemented, unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
This register is RAZ/WI if accessed via the debugger.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if the ITM is implemented.
This register is RES0 if the ITM is not implemented.
If the Main Extension is not implemented then the ITM is not implemented.
Present only if the optional Software Lock is implemented.
This register is RAZ/WI if the Software Lock is not implemented.

**Attributes**
32-bit read-only register located at 0xE0000FB4.
This register is not banked between Security states.

**Field descriptions**
The ITM_LSR bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>Reserved, RES0.</td>
</tr>
<tr>
<td>30</td>
<td>nTT, bit [2]. Not thirty-two bit. See the Arm® CoreSight™ Architecture Specification. This bit reads as zero.</td>
</tr>
<tr>
<td>3</td>
<td>SLK, bit [1]. Software Lock status. See the Arm® CoreSight™ Architecture Specification. The possible values of this bit are:</td>
</tr>
<tr>
<td>0</td>
<td>Lock clear. Software writes are permitted to the registers of this component.</td>
</tr>
</tbody>
</table>
Lock set. Software writes to the registers of this component are ignored, and reads have no side-effects. For a debugger read of this register, or when the Software Lock is not implemented, this bit is RES0. This bit resets to one on a Warm reset.

**SLI, bit [0]**
Software Lock implemented. See the Arm® CoreSight™ Architecture Specification.

The possible values of this bit are:

- **0** Software Lock not implemented or debugger access.
- **1** Software Lock is implemented and software access.

For a debugger read of this register, or when the Software Lock is not implemented, this bit is RAZ. This bit reads as an IMPLEMENTATION DEFINED value.
D1.2.131  ITM_PIDR0, ITM Peripheral Identification Register 0

The ITM_PIDR0 characteristics are:

Purpose
Provides CoreSight discovery information for the ITM.

Usage constraints
If the Main Extension is implemented, both privileged and unprivileged accesses are permitted.
If the Main Extension is not implemented, unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

Configurations
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if the ITM is implemented.
This register is RES0 if the ITM is not implemented.
If the Main Extension is not implemented then the ITM is not implemented.

Attributes
32-bit read-only register located at 0xE0000FE0.
This register is not banked between Security states.

Field descriptions

The ITM_PIDR0 bit assignments are:

| 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 |
|-----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| RES0 | PART_0 |

Bits [31:8]
Reserved, RES0.

PART_0, bits [7:0]
Part number bits [7:0]. See the Arm® CoreSight™ Architecture Specification.
This field reads as an IMPLEMENTATION DEFINED value.
D1.2.132 ITM_PIDR1, ITM Peripheral Identification Register 1

The ITM_PIDR1 characteristics are:

**Purpose**
Provides CoreSight discovery information for the ITM.

**Usage constraints**
- If the Main Extension is implemented, both privileged and unprivileged accesses are permitted.
- If the Main Extension is not implemented, unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
- Present only if CoreSight identification is implemented.
- This register is RES0 if CoreSight identification is not implemented.
- Present only if the ITM is implemented.
- This register is RES0 if the ITM is not implemented.
- If the Main Extension is not implemented then the ITM is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE0000FE4.
- This register is not banked between Security states.

**Field descriptions**

The ITM_PIDR1 bit assignments are:

<table>
<thead>
<tr>
<th>Bit Position</th>
<th>Field Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31-8</td>
<td>Reserved, RES0.</td>
</tr>
<tr>
<td>7-4</td>
<td>JEP106 identification code bits [3:0]. See the Arm® CoreSight™ Architecture Specification. This field reads as an IMPLEMENTATION DEFINED value.</td>
</tr>
<tr>
<td>3-0</td>
<td>Part number bits [11:8]. See the Arm® CoreSight™ Architecture Specification. This field reads as an IMPLEMENTATION DEFINED value.</td>
</tr>
</tbody>
</table>
D1.2.133 ITM_PIDR2, ITM Peripheral Identification Register 2

The ITM_PIDR2 characteristics are:

**Purpose**

Provides CoreSight discovery information for the ITM.

**Usage constraints**

If the Main Extension is implemented, both privileged and unprivileged accesses are permitted.

If the Main Extension is not implemented, unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**

Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if the ITM is implemented.

This register is RES0 if the ITM is not implemented.

If the Main Extension is not implemented then the ITM is not implemented.

**Attributes**

32-bit read-only register located at 0xE0000FE8.

This register is not banked between Security states.

**Field descriptions**

The ITM_PIDR2 bit assignments are:

```
  -------------------------------------------
  | 31  | 30  | 29  | 28  | 27  | 26  | 25  | 24  | 23  | 22  | 21  | 20  | 19  | 18  | 17  | 16  | 15  | 14  | 13  | 12  | 11  | 10  |  9  |  8  |
  | RES0| 7   | 6   | 5   | 4   | 3   | 2   | 1   | 0   |
  -------------------------------------------
```

**Bits [31:8]**

Reserved, RES0.

**REVISION, bits [7:4]**

Component revision. See the Arm® CoreSight™ Architecture Specification.

This field reads as an IMPLEMENTATION DEFINED value.

**JEDEC, bit [3]**

JEDEC assignee value is used. See the Arm® CoreSight™ Architecture Specification.

This bit reads as one.

**DES_1, bits [2:0]**


This field reads as an IMPLEMENTATION DEFINED value.
D1.2.134 ITM_PIDR3, ITM Peripheral Identification Register 3

The ITM_PIDR3 characteristics are:

**Purpose**
Provides CoreSight discovery information for the ITM.

**Usage constraints**
- If the Main Extension is implemented, both privileged and unprivileged accesses are permitted.
- If the Main Extension is not implemented, unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
- Present only if CoreSight identification is implemented.
- This register is RES0 if CoreSight identification is not implemented.
- Present only if the ITM is implemented.
- This register is RES0 if the ITM is not implemented.
- If the Main Extension is not implemented then the ITM is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE0000FEC.
- This register is not banked between Security states.

**Field descriptions**

The ITM_PIDR3 bit assignments are:

```
  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
  RES0 REVAND CMOD
```

**Bits [31:8]**
- Reserved, RES0.

**REVAND, bits [7:4]**
- RevAnd. See the Arm® CoreSight™ Architecture Specification.
- This field reads as an IMPLEMENTATION DEFINED value.

**CMOD, bits [3:0]**
- Customer Modified. See the Arm® CoreSight™ Architecture Specification.
- This field reads as an IMPLEMENTATION DEFINED value.
The ITM_PIDR4 characteristics are:

**Purpose**
Provides CoreSight discovery information for the ITM.

**Usage constraints**
- If the Main Extension is implemented, both privileged and unprivileged accesses are permitted.
- If the Main Extension is not implemented, unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
- Present only if CoreSight identification is implemented.
- This register is RES0 if CoreSight identification is not implemented.
- Present only if the ITM is implemented.
- This register is RES0 if the ITM is not implemented.
- If the Main Extension is not implemented then the ITM is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE0000FD0.
- This register is not banked between Security states.

**Field descriptions**

The ITM_PIDR4 bit assignments are:

| 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 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| RES0 | SIZE | DES_2 |

Bits [31:8]
- Reserved, RES0.

SIZE, bits [7:4]
- 4KB count. See the Arm® CoreSight™ Architecture Specification.
- This field reads as zero.

DES_2, bits [3:0]
- JEP106 continuation code. See the Arm® CoreSight™ Architecture Specification.
- This field reads as an IMPLEMENTATION DEFINED value.
D1.2.136 ITM_PIDR5, ITM Peripheral Identification Register 5

The ITM_PIDR5 characteristics are:

**Purpose**

Provides CoreSight discovery information for the ITM.

**Usage constraints**

- If the Main Extension is implemented, both privileged and unprivileged accesses are permitted.
- If the Main Extension is not implemented, unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**

- Present only if CoreSight identification is implemented.
- This register is RES0 if CoreSight identification is not implemented.
- Present only if the ITM is implemented.
- This register is RES0 if the ITM is not implemented.
- If the Main Extension is not implemented then the ITM is not implemented.

**Attributes**

- 32-bit read-only register located at 0xE0000FD4.
- This register is not banked between Security states.

**Field descriptions**

The ITM_PIDR5 bit assignments are:

![Bit assignments](image)

**Bits [31:0]**

- Reserved, RES0.
D1.2.137 ITM_PIDR6, ITM Peripheral Identification Register 6

The ITM_PIDR6 characteristics are:

**Purpose**
Provides CoreSight discovery information for the ITM.

**Usage constraints**
- If the Main Extension is implemented, both privileged and unprivileged accesses are permitted.
- If the Main Extension is not implemented, unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
- Present only if CoreSight identification is implemented.
- This register is RES0 if CoreSight identification is not implemented.
- Present only if the ITM is implemented.
- This register is RES0 if the ITM is not implemented.
- If the Main Extension is not implemented then the ITM is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE0000FD8.
- This register is not banked between Security states.

**Field descriptions**

The ITM_PIDR6 bit assignments are:

```
   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

   RES0
```

**Bits [31:0]**
- Reserved, RES0.
D1.2.138 ITM_PIDR7, ITM Peripheral Identification Register 7

The ITM_PIDR7 characteristics are:

**Purpose**
Provides CoreSight discovery information for the ITM.

**Usage constraints**
- If the Main Extension is implemented, both privileged and unprivileged accesses are permitted.
- If the Main Extension is not implemented, unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
- Present only if CoreSight identification is implemented.
- Present only if the ITM is implemented.

**Attributes**
- 32-bit read-only register located at 0xE0000FDC.
- This register is not banked between Security states.

**Field descriptions**

The ITM_PIDR7 bit assignments are:

![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]

**Bits [31:0]**
- Reserved, RES0.
D1.2.139 ITM_STIMn, ITM Stimulus Port Register, n = 0 - 255

The ITM_STIM{0..255} characteristics are:

**Purpose**
Provides the interface for generating Instrumentation packets.

**Usage constraints**
If the Main Extension is implemented, both privileged and unprivileged accesses are permitted, but unprivileged writes are ignored if ITM_TPR.PRIVMASK[n DIV 8] is set to one.
If the Main Extension is not implemented, unprivileged accesses generate a fault.
All writes are ignored if ITM_TCR.ITMENA == 0 or ITM_TER{n DIV 32}.STIMENA[n MOD 32] == 0.
This register is word, halfword, and byte accessible.
Accesses that are not word aligned are UNPREDICTABLE.

**Configurations**
Present only if the ITM is implemented.
This register is RES0 if the ITM is not implemented.
If the Main Extension is not implemented then the ITM is not implemented.

**Attributes**
32-bit read/write register located at 0xE0000000 + 4n.
This register is not banked between Security states.

**Field descriptions**
The ITM_STIM{0..255} bit assignments are:

On a read:

```
31 24 1
  |   |
  |   |
  | RES0 |
  |       |
  | DISABLED      |
  | FIFO_READY |
```

On a write:

```
31 24 1
  |   |
  |   |
  | 63 |
  | STIMULUS |
```

**STIMULUS, bits [31:0], on a write**
Stimulus data. Data to write to the stimulus port output buffer, for forwarding as an Instrumentation packet.
The size of write access determines the type of Instrumentation packet generated.

**Bits [31:2], on a read**
Reserved, RES0.

**DISABLED, bit [1], on a read**
Disabled. Indicates whether the stimulus port is enabled or disabled.
The possible values of this bit are:

- 0 Stimulus port and ITM are enabled.
Stimulus port or ITM is disabled.

**FIFOREADY, bit [0], on a read**
FIFO ready. Indicates whether the stimulus port can accept data.

The possible values of this bit are:

0  
Stimulus port cannot accept data.

1  
Stimulus port can accept at least one word.
D1.2.140 ITM_TCR, ITM Trace Control Register

The ITM_TCR characteristics are:

**Purpose**
Configures and controls transfers through the ITM interface.

**Usage constraints**
If the Main Extension is implemented, both privileged and unprivileged accesses are permitted, but unprivileged writes are ignored.

If the Main Extension is not implemented, unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the ITM is implemented.

This register is RES0 if the ITM is not implemented.

If the Main Extension is not implemented then the ITM is not implemented.

**Attributes**
32-bit read/write register located at 0xE0000E80.

This register is not banked between Security states.

**Field descriptions**

The ITM_TCR bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>Reserved, RES0</td>
</tr>
<tr>
<td>30,23</td>
<td>TraceBusID</td>
</tr>
<tr>
<td>29,22</td>
<td>Reserved, RES0</td>
</tr>
<tr>
<td>28</td>
<td>BUSY</td>
</tr>
<tr>
<td>27</td>
<td>GTSFREQ</td>
</tr>
<tr>
<td>26</td>
<td>TSPrescale</td>
</tr>
<tr>
<td>25</td>
<td>STALLENA</td>
</tr>
<tr>
<td>24</td>
<td>SWOENA</td>
</tr>
<tr>
<td>23</td>
<td>Reserved, RES0</td>
</tr>
<tr>
<td>22</td>
<td>Reserved</td>
</tr>
<tr>
<td>21</td>
<td>ITMENA</td>
</tr>
<tr>
<td>20</td>
<td>TSENA</td>
</tr>
<tr>
<td>19</td>
<td>SYNCENA</td>
</tr>
<tr>
<td>18</td>
<td>TXENA</td>
</tr>
<tr>
<td>17</td>
<td>Reserved</td>
</tr>
<tr>
<td>16,15</td>
<td>Reserved, RES0</td>
</tr>
</tbody>
</table>

**Bits [31:24]**
Reserved, RES0.

**BUSY, bit [23]**
ITM busy. Indicates whether the ITM is currently processing events.

The possible values of this bit are:

0  ITM is not processing any events.

1  Events present and being drained.

Events means the ITM is generating or processing any of:

- Packets generated by the ITM from writes to Stimulus Ports.
- Other packets generated by the ITM itself.
- Packets generated by the DWT.

This bit is read-only.
TraceBusID, bits [22:16]
Trace bus identity. Identifier for multi-source trace stream formatting. If multi-source trace is in use, the debugger must write a unique non-zero trace ID value to this field.

The possible values of this field are:

0x00
Multi-source trace not in use.

0x01-0x6F
Unique trace ID value to be used for ITM trace packets.

All other values are reserved. If the ITM is the only trace source in the system, this field might be RAZ.

This field resets to an unknown value on a Cold reset.

Bits [15:12]
Reserved, RES0.

GTSFreq, bits [11:10]
Global timestamp frequency. Defines how often the ITM generates a global timestamp, based on the global timestamp clock frequency, or disables generation of global timestamps.

The possible values of this field are:

0b00
Disable generation of Global Timestamp packets.

0b01
Generate timestamp request whenever the ITM detects a change in global timestamp counter bits [N-1:7]. This is approximately every 128 cycles.

0b10
Generate timestamp request whenever the ITM detects a change in global timestamp counter bits [N-1:13]. This is approximately every 8192 cycles.

0b11
Generate a timestamp after every packet, if the output FIFO is empty.

N is the size of the global timestamp counter.

If the implementation does not support global timestamping then these bits are reserved, RAZ/WI.

This field resets to zero on a Cold reset.

TSPrescale, bits [9:8]
Timestamp prescale. Local timestamp prescaler, used with the trace packet reference clock.

The possible values of this field are:

0b00
No prescaling.

0b01
Divide by 4.

0b10
Divide by 16.

0b11
Divide by 64.

If the processor does not implement the timestamp prescaler then these bits are reserved, RAZ/WI.

This field resets to zero on a Cold reset.
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Bits [7:6]
Reserved, RES0.

STALLENA, bit [5]
Stall enable. Stall the PE to guarantee delivery of Data Trace packets.
The possible values of this bit are:

0
Drop Hardware Source packets and generate an Overflow packet if the ITM output is stalled.

1
Stall the PE to guarantee delivery of Data Trace packets.

If stalling is not implemented, this bit is RAZ/WI.

SWOENA, bit [4]
SWO enable. Enables asynchronous clocking of the timestamp counter.
The possible values of this bit are:

0
Timestamp counter uses the processor system clock.

1
Timestamp counter uses asynchronous clock from the TPIU interface. The timestamp counter is held in reset while the output line is idle.

Which clocking modes are implemented is IMPLEMENTATION DEFINED. If the implementation does not support both modes this bit is either RAZ or RAO, to indicate the implemented mode.

This bit resets to an UNKNOWN value on a Cold reset.

TXENA, bit [3]
Transmit enable. Enables forwarding of hardware event packet from the DWT unit to the ITM for output to the TPIU.
The possible values of this bit are:

0
Disabled.

1
Enabled.

It is IMPLEMENTATION DEFINED whether the DWT discards packets that it cannot forward to the ITM.

This bit resets to zero on a Cold reset.

Note
If a debugger changes this bit from 0 to 1, the DWT might forward a hardware event packet that it has previously generated.

SYNCENA, bit [2]
Synchronization enable. Enables Synchronization packet transmission for a synchronous TPIU.
The possible values of this bit are:

0
Disabled.

1
Enabled.

This bit resets to zero on a Cold reset.
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D1.2. Alphabetical list of registers

Note
If a debugger sets this bit to 1 it must also configure DWT_CTRL.SYNCTAP for the correct
synchronization speed.

TSENA, bit [1]
Timestamp enable. Enables Local timestamp generation.
The possible values of this bit are:
0
  Disabled.
1
  Enabled.
This bit resets to zero on a Cold reset.

ITMENA, bit [0]
ITM enable. Enables the ITM.
The possible values of this bit are:
0
  Disabled.
1
  Enabled.
This is the master enable for the ITM unit. A debugger must set this bit to 1 to permit writes to all Stimulus
Port registers.
This bit resets to zero on a Cold reset.
D1.2.141 ITM_TERn, ITM Trace Enable Register, n = 0 - 7

The ITM_TER{0..7} characteristics are:

**Purpose**
Provide an individual enable bit for each ITM_STIM register.

**Usage constraints**
- If the Main Extension is implemented, both privileged and unprivileged accesses are permitted.
- If the Main Extension is not implemented, unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
- Present only if the ITM is implemented.
- This register is **RES0** if the ITM is not implemented.
- If the Main Extension is not implemented then the ITM is not implemented.

**Attributes**
- 32-bit read/write register located at 0xE0000E00 + 4n.
- This register is not banked between Security states.

**Field descriptions**

The ITM_TER{0..7} bit assignments are:

![32-bit register diagram]

**STIMENA, bits [31:0]**
Stimulus enable. For STIMENA[m] in ITM_TERn, controls whether stimulus port ITM_STIM<32n+m> is enabled.

The possible values of each bit are:

- **0**  
  Stimulus port (32n + m) disabled.

- **1**  
  Stimulus port (32n + m) enabled.

Bits corresponding to unimplemented stimulus ports are RAZ/WI. Unprivileged writes to ITM_TERn do not update STIMENA[m] if ITM_TPR.PRIVMASK[(32n+m) DIV 8] is set to 1.

This field resets to zero on a Cold reset.
D1.2.142 ITM_TPR, ITM Trace Privilege Register

The ITM_TPR characteristics are:

**Purpose**
- Controls which stimulus ports can be accessed by unprivileged code.

**Usage constraints**
- If the Main Extension is implemented, both privileged and unprivileged accesses are permitted, but unprivileged writes are ignored.
- If the Main Extension is not implemented, unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
- Present only if the ITM is implemented.
- This register is RES0 if the ITM is not implemented.
- If the Main Extension is not implemented then the ITM is not implemented.

**Attributes**
- 32-bit read/write register located at 0xE0000E40.
- This register is not banked between Security states.

**Field descriptions**

The ITM_TPR bit assignments are:

<table>
<thead>
<tr>
<th>Bit Assignment</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>PRIVMASK</td>
</tr>
</tbody>
</table>

**PRIVMASK, bits [31:0]**
- Privilege mask. For PRIVMASK[m], defines the access permissions of stimulus ports ITM_STIM<8m> to ITM_STIM<8m+7> inclusive.
- The possible values of each bit are:
  - 0: Unprivileged access permitted.
  - 1: Privileged access only.
- Bits corresponding to unimplemented stimulus ports are RAZ/WI.
- This field resets to zero on a Cold reset.
D1.2.143  LR, Link Register

The LR characteristics are:

**Purpose**
Exception and procedure call link register.

**Usage constraints**
Privileged and unprivileged access permitted.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write special-purpose register.
This register is not banked between Security states.

**Field descriptions**

The LR bit assignments are:

```
031  VALUE
```

**VALUE, bits [31:0]**
Link register. 32-bit link register updated to hold a return address, FNC_RETURN or EXC_RETURN on a function call or exception entry. LR can be used as a general-purpose register.

This field resets to an **UNKNOWN** value on Warm reset when the Main Extension is not implemented.
This field resets to 0xFFFFFFFF on a Warm reset if the Main Extension is implemented.
D1.2.144 MAIR_ATTR, Memory Attribute Indirection Register Attributes

The MAIR_ATTR characteristics are:

**Purpose**
Defines the memory attribute encoding for use in the MPU_MAIR0 and MPU_MAIR1.

**Usage constraints**
None.

**Configurations**
All.

**Attributes**
8-bit payload.

**Field descriptions**

The MAIR_ATTR bit assignments are:

**When Outer != 0b0000:**

```
Outer  Inner
7 4 3 0
```

**Outer, bits [7:4]**
Outer attributes. Specifies the Outer memory attributes.

The possible values of this field are:

- **0b0000**
  Device memory.

- **0b00RW**
  Normal memory, Outer Write-Through transient (RW != 0b00).

- **0b0100**
  Normal memory, Outer Non-cacheable.

- **0b01RW**
  Normal memory, Outer Write-Back Transient (RW != 0b00).

- **0b10RW**
  Normal memory, Outer Write-Through Non-transient.

**When Outer == 0b0000:**

```
Outer  RES0  Device
7 4 3 2 1 0
```

- **RES0**: Reserved, should always be zero.
- **Device**: Specifies how the memory is accessed by the device.
0b11RW
Normal memory, Outer Write-Back Non-transient.

R and W specify the outer read and write allocation policy: 0 = do not allocate, 1 = allocate.

Device, bits [3:2], when Outer == 0b0000
Device attributes. Specifies the memory attributes for Device.
The possible values of this field are:
0b00
Device-nGnRnE.
0b01
Device-nGnRE.
0b10
Device-nGRE.
0b11
Device-GRE.

Bits [1:0], when Outer == 0b0000
Reserved, RES0.

Inner, bits [3:0], when Outer != 0b0000
Inner attributes. Specifies the Inner memory attributes.
The possible values of this field are:
0b0000
UNPREDICTABLE.
0b00RW
Normal memory, Inner Write-Through Transient (RW!=0b00).
0b0100
Normal memory, Inner Non-cacheable.
0b01RW
Normal memory, Inner Write-Back Transient (RW!=0b00).
0b10RW
Normal memory, Inner Write-Through Non-transient.
0b11RW
Normal memory, Inner Write-Back Non-transient.
R and W specify the inner read and write allocation policy: 0 = do not allocate, 1 = allocate.
D1.2.145 MMFAR, MemManage Fault Address Register

The MMFAR characteristics are:

**Purpose**
Shows the address of the memory location that caused an MPU fault.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.
This register is RES0 if the Main Extension is not implemented.

**Attributes**
32-bit read/write register located at 0xE000ED34.
Secure software can access the Non-secure version of this register via MMFAR_NS located at 0xE002ED34.
The location 0xE002ED34 is RES0 to software executing in Non-secure state and the debugger.
This register is banked between Security states.

**Field descriptions**
The MMFAR bit assignments are:

```
  +-----+-----+-----+-----+-----+-----+-----+-----+-----+
  | 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  |
  +-----+-----+-----+-----+-----+-----+-----+-----+-----+
  |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      |      | ADDRESS |
  +-----+-----+-----+-----+-----+-----+-----+-----+-----+
```

**ADDRESS, bits [31:0]**
Data address for an MemManage fault. This register is updated with the address of a location that produced a MemManage fault. The MMFSR shows the cause of the fault, and whether this field is valid. This field is valid only when MMFSR.MMARVALID is set, otherwise it is UNKNOWN.

In implementations without unique BFAR and MMFAR registers, the value of this register is UNKNOWN if BFSR.BFARVALID is set.
This field resets to an UNKNOWN value on a Warm reset.
D1.2.146 MMFSR, MemManage Fault Status Register

The MMFSR characteristics are:

**Purpose**
Shows the status of MPU faults.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
If the Main Extension is implemented, this register is word, halfword, and byte accessible.
If the Main Extension is not implemented, this register is word accessible only, halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.
This register is RES0 if the Main Extension is not implemented.

**Attributes**
8-bit read/write-one-to-clear register located at 0xE000ED28.
Secure software can access the Non-secure version of this register via MMFSR_NS located at 0xE002ED28.
The location 0xE002ED28 is RES0 to software executing in Non-secure state and the debugger.
This register is banked between Security states.
This register is part of CFSR.

**Field descriptions**
The MMFSR bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>MMARVALID, bit [7] MMFAR valid flag. Indicates validity of the MMFAR register. The possible values of this bit are: 0 MMFAR content not valid. 1 MMFAR content valid. This bit resets to zero on a Warm reset.</td>
</tr>
<tr>
<td>6</td>
<td>Reserved, RES0.</td>
</tr>
<tr>
<td>5</td>
<td>Reserved, RES0.</td>
</tr>
<tr>
<td>4</td>
<td>Reserved, RES0.</td>
</tr>
<tr>
<td>3</td>
<td>Reserved, RES0.</td>
</tr>
<tr>
<td>2</td>
<td>Reserved, RES0.</td>
</tr>
<tr>
<td>1</td>
<td>Reserved, RES0.</td>
</tr>
<tr>
<td>0</td>
<td>Reserved, RES0.</td>
</tr>
</tbody>
</table>
MLSPERR, bit [5]
MemManage lazy state preservation error flag. Records whether a MemManage fault occurred during FP lazy state preservation.

The possible values of this bit are:

0
No MemManage occurred.

1
MemManage occurred.

This bit resets to zero on a Warm reset.

MSTKERR, bit [4]
MemManage stacking error flag. Records whether a derived MemManage fault occurred during exception entry stacking.

The possible values of this bit are:

0
No derived MemManage occurred.

1
Derived MemManage occurred during exception entry.

This bit resets to zero on a Warm reset.

MUNSTKERR, bit [3]
MemManage unstacking error flag. Records whether a derived MemManage fault occurred during exception return unstacking.

The possible values of this bit are:

0
No derived MemManage fault occurred.

1
Derived MemManage fault occurred during exception return.

This bit resets to zero on a Warm reset.

Bit [2]
Reserved, RES0.

DACCVIOL, bit [1]
Data access violation flag. Records whether a data access violation has occurred.

The possible values of this bit are:

0
No MemManage fault on data access has occurred.

1
MemManage fault on data access has occurred.

A DACCVIOL will be accompanied by an MMFAR update.

This bit resets to zero on a Warm reset.

IACCVIOL, bit [0]
Instruction access violation. Records whether an instruction related memory access violation has occurred.

The possible values of this bit are:

0
No MemManage fault on instruction access has occurred.
MemManage fault on instruction access has occurred.

An IACCVIOL is only recorded if a faulted instruction is executed.

This bit resets to zero on a Warm reset.
D1.2.147 MPU_CTRL, MPU Control Register

The MPU_CTRL characteristics are:

**Purpose**
Enables the MPU and, when the MPU is enabled, controls whether the default memory map is enabled as a background region for privileged accesses, and whether the MPU is enabled for HardFaults, NMIs, and exception handlers when FAULTMASK is set to 1.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write register located at 0xE000ED94.
To allow lock down of this register it is IMPLEMENTATION DEFINED whether this register is writable.
Secure software can access the Non-secure version of this register via MPU_CTRL_NS located at 0xE002ED94. The location 0xE002ED94 is RES0 to software executing in Non-secure state and the debugger.
This register is banked between Security states.

**Field descriptions**
The MPU_CTRL bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>Reserved</td>
</tr>
<tr>
<td>30-29</td>
<td>PRIVDEFENA</td>
</tr>
<tr>
<td>28</td>
<td>HFNMIENA</td>
</tr>
<tr>
<td>27-0</td>
<td>ENABLE</td>
</tr>
</tbody>
</table>

**Bits [31:3]**
Reserved, RES0.

**PRIVDEFENA, bit [2]**
Privileged default enable. Controls whether the default memory map is enabled for privileged software.
The possible values of this bit are:

0  Use of default memory map disabled.

1  Use of default memory map enabled for privilege code.

When the ENABLE bit is set to 0, the PE ignores the PRIVDEFENA bit. If no regions are enabled and the PRIVDEFENA and ENABLE bits are set to 1, only privileged code can execute from the system address map. If no MPU regions are implemented this bit is RES0.
This bit resets to zero on a Warm reset.

**HFNMIENA, bit [1]**
HardFault, NMI enable. Controls whether handlers executing with priority less than 0 access memory with the MPU enabled or disabled. This applies to HardFaults and NMIs when FAULTMASK is set to 1.
The possible values of this bit are:
Chapter D1. Register Specification
D1.2. Alphabetical list of registers

0
MPU disabled for these handlers.

1
MPU enabled for these handlers.

If HFNMIENA is set to 1 when ENABLE is set to 0, behavior is UNPREDICTABLE. If no MPU regions are implemented this bit is RES0.

This bit resets to zero on a Warm reset.

ENABLE, bit [0]

Enable. Enables the MPU.

The possible values of this bit are:

0
The MPU is disabled.

1
The MPU is enabled.

Disabling the MPU, by setting the ENABLE bit to 0, means that privileged and unprivileged accesses use the default memory map. If no MPU regions are implemented this bit is RES0.

This bit resets to zero on a Warm reset.
D1.2.148 MPU_MAIR0, MPU Memory Attribute Indirection Register 0

The MPU_MAIR0 characteristics are:

**Purpose**
Along with MPU_MAIR1, provides the memory attribute encodings corresponding to the AttrIndx values.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
- This register is always implemented.

**Attributes**
- 32-bit read/write register located at 0xE000EDC0.
- To allow lock down of this register it is IMPLEMENTATION DEFINED whether this register is writable.
- Secure software can access the Non-secure version of this register via MPU_MAIR0_NS located at 0xE002EDC0. The location 0xE002EDC0 is RES0 to software executing in Non-secure state and the debugger.
- This register is banked between Security states.

**Preface**
This register is RES0 if no MPU regions are implemented in the corresponding Security state.

**Field descriptions**

The MPU_MAIR0 bit assignments are:

```
Attr3 | 31  24,23 | 16,15 | 8,7 | 0
```

**Attrm**, bits [8m+7:8m], for m = 0 to 3

Attribute m. Memory attribute encoding for MPU regions with an AttrIndx of m.

The possible values of this field are:

- **All**
  - See MAIR_ATTR for encoding.
  - This field resets to an UNKNOWN value on a Warm reset.
D1.2.149 MPU_MAIR1, MPU Memory Attribute Indirection Register 1

The MPU_MAIR1 characteristics are:

**Purpose**
Along with MPU_MAIR0, provides the memory attribute encodings corresponding to the AttrIndx values.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are **UNPREDICTABLE**.

**Configurations**
- This register is always implemented.

**Attributes**
- 32-bit read/write register located at 0xE000EDC4.
- To allow lock down of this register it is **IMPLEMENTATION DEFINED** whether this register is writable.
- Secure software can access the Non-secure version of this register via MPU_MAIR1_NS located at 0xE002EDC4. The location 0xE002EDC4 is **RES0** to software executing in Non-secure state and the debugger.
- This register is banked between Security states.

**Preface**
- This register is **RES0** if no MPU regions are implemented in the corresponding Security state.

**Field descriptions**
- The MPU_MAIR1 bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>Attr7</td>
</tr>
<tr>
<td>24-23</td>
<td>Attr6</td>
</tr>
<tr>
<td>16-15</td>
<td>Attr5</td>
</tr>
<tr>
<td>8-7</td>
<td>Attr4</td>
</tr>
</tbody>
</table>

- **Attrm**, bits [8(m-4)+7:8(m-4)], for m = 4 to 7
  - Attribute m. Memory attribute encoding for MPU regions with an AttrIndx of m.
  - The possible values of this field are:
    - **All**
      - See MAIR_ATTR for encoding.
      - This field resets to an **UNKNOWN** value on a Warm reset.
**D1.2.150 MPU_RBAR, MPU Region Base Address Register**

The MPU_RBAR characteristics are:

**Purpose**
Provides indirect read and write access to the base address of the currently selected MPU region for the selected Security state.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write register located at 0xE000ED9C.
To allow lock down of this register it is IMPLEMENTATION DEFINED whether this register is writable.
Secure software can access the Non-secure version of this register via MPU_RBAR_NS located at 0xE002ED9C. The location 0xE002ED9C is RES0 to software executing in Non-secure state and the debugger.
This register is banked between Security states.

**Preface**
This register provides access to the configuration of the MPU region selected by MPU_RNR_REGION for the appropriate Security state. The field descriptions apply to the currently selected region.

**Field descriptions**

The MPU_RBAR bit assignments are:

```
31 5 4 3 2 1 0
     BASE   SH  XN
    AP[2:1]
```

**BASE, bits [31:5]**
Base address. Contains bits [31:5] of the lower inclusive limit of the selected MPU memory region. This value is zero extended to provide the base address to be checked against.
This field resets to an UNKNOWN value on a Warm reset.

**SH, bits [4:3]**
Shareability. Defines the Shareability domain of this region for Normal memory.
The possible values of this field are:

- **0b00**
  Non-shareable.
- **0b10**
  Outer Shareable.
- **0b11**
  Inner Shareable.
All other values are reserved.
For any type of Device memory, the value of this field is ignored.
This field resets to an UNKNOWN value on a Warm reset.

**AP[2:1], bits [2:1]**
Access permissions. Defines the access permissions for this region.
The possible values of this field are:

- **0b00**: Read/write by privileged code only.
- **0b01**: Read/write by any privilege level.
- **0b10**: Read-only by privileged code only.
- **0b11**: Read-only by any privilege level.

This field resets to an UNKNOWN value on a Warm reset.

**XN, bit [0]**
Execute Never. Defines whether code can be executed from this region.
The possible values of this bit are:

- **0**: Execution only permitted if read permitted.
- **1**: Execution not permitted.

This bit resets to an UNKNOWN value on a Warm reset.
D1.2.151 MPU_RBAR_An, MPU Region Base Address Register Alias, n = 1 - 3

The MPU_RBAR_A[1..3] characteristics are:

**Purpose**
Provides indirect read and write access to the base address of the MPU region selected by MPU_RNR[7:2](n[1:0]) for the selected Security state.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.
This register is RES0 if the Main Extension is not implemented.

**Attributes**
32-bit read/write register located at \(0xE000EDA4 + 8(n-1)\).
To allow lock down of this register it is IMPLEMENTATION DEFINED whether this register is writable.
Secure software can access the Non-secure version of this register via MPU_RBAR_An_NS located at \(0xE002EDA4 + 8(n-1)\). The location \(0xE002EDA4 + 8(n-1)\) is RES0 to software executing in Non-secure state and the debugger.
This register is banked between Security states.

**Preface**
This register is an alias of the MPU_RBAR register and provides access to the configuration of the MPU region selected by MPU_RNR.REGION had REGION[1:0] been set to n[1:0].

**Field descriptions**
The MPU_RBAR_A[1..3] bit assignments are:

![Bit assignments diagram]

**BASE, bits [31:5]**
Base address. Contains bits [31:5] of the lower inclusive limit of the selected MPU memory region. This value is zero extended to provide the base address to be checked against.
This field resets to an UNKNOWN value on a Warm reset.

**SH, bits [4:3]**
Shareability. Defines the Shareability domain of this region for Normal memory.
The possible values of this field are:

- **0b00** Non-shareable.
- **0b10** Outer Shareable.
- **0b11** Inner Shareable.
All other values are reserved.
For any type of Device memory, the value of this field is ignored.
This field resets to an **UNKNOWN** value on a Warm reset.

**AP[2:1], bits [2:1]**
Access permissions. Defines the access permissions for this region.
The possible values of this field are:

- **0b00**
  Read/write by privileged code only.
- **0b01**
  Read/write by any privilege level.
- **0b10**
  Read-only by privileged code only.
- **0b11**
  Read-only by any privilege level.

This field resets to an **UNKNOWN** value on a Warm reset.

**XN, bit [0]**
Execute Never. Defines whether code can be executed from this region.
The possible values of this bit are:

- **0**
  Execution only permitted if read permitted.
- **1**
  Execution not permitted.

This bit resets to an **UNKNOWN** value on a Warm reset.
D1.2.152 MPU_RLAR, MPU Region Limit Address Register

The MPU_RLAR characteristics are:

**Purpose**
Provides indirect read and write access to the limit address of the currently selected MPU region for the selected Security state.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write register located at 0xE000EDA0.
To allow lock down of this register it is IMPLEMENTATION DEFINED whether this register is writable.
Secure software can access the Non-secure version of this register via MPU_RLAR_NS located at 0xE002EDA0. The location 0xE002EDA0 is RES0 to software executing in Non-secure state and the debugger.
This register is banked between Security states.

**Preface**
This register provides access to the configuration of the MPU region selected by MPU_RNR REGION for the appropriate Security state. The field descriptions apply to the currently selected region.

**Field descriptions**
The MPU_RLAR bit assignments are:

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 22 | 21 | 20 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| LIMIT |
| 0 | AttrIndx | EN |

**LIMIT, bits [31:5]**
Limit address. Contains bits [31:5] of the upper inclusive limit of the selected MPU memory region. This value is postfixed with 0x1F to provide the limit address to be checked against.
This field resets to an UNKNOWN value on a Warm reset.

**Bit [4]**
Reserved, RES0.

**AttrIndx, bits [3:1]**
Attribute index. Associates a set of attributes in the MPU_MAIR0 and MPU_MAIR1 fields.
This field resets to an UNKNOWN value on a Warm reset.

**EN, bit [0]**
Enable. Region enable.
The possible values of this bit are:
0 Region disabled.
1
Region enabled.
This bit resets to zero on a Warm reset.
D1.2.153 MPU_RLAR_An, MPU Region Limit Address Register Alias, \( n = 1 - 3 \)

The MPU_RLAR_A\{1..3\} characteristics are:

**Purpose**

Provides indirect read and write access to the limit address of the currently selected MPU region selected by MPU_RNR[7:2]:\(n[1:0]\) for the selected Security state.

**Usage constraints**

Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**

Present only if the Main Extension is implemented.

This register is RES0 if the Main Extension is not implemented.

**Attributes**

32-bit read/write register located at \(0xE000EDA8 + 8(n-1)\).

To allow lock down of this register it is IMPLEMENTATION DEFINED whether this register is writable.

Secure software can access the Non-secure version of this register via MPU_RLAR_An_NS located at \(0xE002EDA8 + 8(n-1)\). The location \(0xE002EDA8 + 8(n-1)\) is RES0 to software executing in Non-secure state and the debugger.

This register is banked between Security states.

**Preface**

This register is an alias of the MPU_RLAR register and provides access to the configuration of the MPU region selected by MPU_RNR.REGION had REGION[1:0] been set to \(n[1:0]\).

**Field descriptions**

The MPU_RLAR_A\{1..3\} bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>LIMIT</td>
</tr>
<tr>
<td>23</td>
<td>AttrIndx</td>
</tr>
<tr>
<td>0</td>
<td>EN</td>
</tr>
</tbody>
</table>

**LIMIT, bits [31:5]**

Limit address. Contains bits [31:5] of the upper inclusive limit of the selected MPU memory region. This value is postfixed with \(0x1F\) to provide the limit address to be checked against.

This field resets to an UNKNOWN value on a Warm reset.

**Bit [4]**

Reserved, RES0.

**AttrIndx, bits [3:1]**

Attribute index. Associates a set of attributes in the MPU_MAIR0 and MPU_MAIR1 fields.

This field resets to an UNKNOWN value on a Warm reset.

**EN, bit [0]**

Enable. Region enable.

The possible values of this bit are:

- 0 Region disabled.
Region enabled.

This bit resets to zero on a Warm reset.
D1.2.154 MPU_RNR, MPU Region Number Register

The MPU_RNR characteristics are:

**Purpose**
Selects the region currently accessed by MPU_RBAR and MPU_RLAR.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write register located at 0xE000ED98.
To allow lock down of this register it is IMPLEMENTATION DEFINED whether this register is writable.
Secure software can access the Non-secure version of this register via MPU_RNR_NS located at 0xE002ED98. The location 0xE002ED98 is RES0 to software executing in Non-secure state and the debugger.
This register is banked between Security states.

**Field descriptions**

The MPU_RNR bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31-8</td>
<td>RESERVED, RES0</td>
</tr>
<tr>
<td>7-0</td>
<td>REGION</td>
</tr>
</tbody>
</table>

**Bits [31:8]**
Reserved, RES0.

**REGION, bits [7:0]**
Region number. Indicates the memory region accessed by MPU_RBAR and MPU_RLAR.
If no MPU regions are implemented, this field is RES0. Writing a value corresponding to an unimplemented region is CONSTRAINED UNPREDICTABLE.
This field resets to an UNKNOWN value on a Warm reset.
D1.2.155  MPU_TYPE, MPU Type Register

The MPU_TYPE characteristics are:

Purpose
The MPU Type Register indicates how many regions the MPU for the selected Security state supports.

Usage constraints
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

Configurations
This register is always implemented.

Attributes
32-bit read-only register located at 0xE000ED90.
Secure software can access the Non-secure version of this register via MPU_TYPE_NS located at 0xE002ED90. The location 0xE002ED90 is RES0 to software executing in Non-secure state and the debugger.
This register is banked between Security states.

Field descriptions
The MPU_TYPE bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31:16</td>
<td>Reserved</td>
<td>Reserved, RES0.</td>
</tr>
<tr>
<td>15:8</td>
<td>DREGION</td>
<td>Data regions. Number of regions supported by the MPU. If this field reads-as-zero, the PE does not implement an MPU for the selected Security state. This field reads as an IMPLEMENTATION DEFINED value.</td>
</tr>
<tr>
<td>7:1</td>
<td>Reserved</td>
<td>Reserved, RES0.</td>
</tr>
<tr>
<td>0</td>
<td>SEPARATE</td>
<td>Separate. Indicates support for separate instructions and data address regions. Armv8-M only supports unified MPU regions. This bit reads as zero.</td>
</tr>
</tbody>
</table>

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D1.2.156 MSPLIM, Main Stack Pointer Limit Register

The MSPLIM characteristics are:

**Purpose**
Holds the lower limit of the Main stack pointer.

**Usage constraints**
Privileged access only. Unprivileged access is RAZ/WI, unless otherwise stated.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write special-purpose register.
This register is banked between Security states.

**Field descriptions**

The MSPLIM bit assignments are:

```
| 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  |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    | RES0 |
```

**LIMIT, bits [31:3]**
Stack limit. Bits [31:3] of the Main stack pointer limit address for the selected Security state.

Many instructions and exception entry will generate an exception if the appropriate stack pointer would be updated to a value lower than this limit. If the Main Extension is not implemented, the Non-secure MSPLIM is RES0.

This field resets to zero on a Warm reset.

**Bits [2:0]**
Reserved, RES0.
D1.2.157 MVFR0, Media and VFP Feature Register 0

The MVFR0 characteristics are:

**Purpose**
Describes the features provided by the Floating-point Extension.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Floating-point Extension is implemented.
This register is RES0 if the Floating-point Extension is not implemented.

**Attributes**
32-bit read-only register located at 0xE000EF40.
Secure software can access the Non-secure version of this register via MVFR0_NS located at 0xE002EF40.
The location 0xE002EF40 is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Preface**
When the Floating-point Extension is not implemented this register reads as 0x00000000.
Where single-precision only floating-point is supported this register reads as 0x10110021.
Where single and double-precision floating-point are supported this register reads as 0x10110221.

**Field descriptions**
The MVFR0 bit assignments are:

```
<table>
<thead>
<tr>
<th></th>
<th>31</th>
<th>28</th>
<th>27</th>
<th>24</th>
<th>23</th>
<th>20</th>
<th>19</th>
<th>16</th>
<th>15</th>
<th>12</th>
<th>11</th>
<th>8</th>
<th>7</th>
<th>4</th>
<th>3</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>FPRound</td>
<td>RES0</td>
<td>FPSqr</td>
<td>FPDivide</td>
<td>RES0</td>
<td>FPDP</td>
<td>FPSP</td>
<td>SIMDReg</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

**FPRound, bits [31:28]**
Floating-point rounding modes. Indicates the rounding modes supported by the Floating-point Extension.
The possible values of this field are:

0b0001
All rounding modes supported.
All other values are reserved.
This field reads as 0b0001.

**Bits [27:24]**
Reserved, RES0.

**FPSqr, bits [23:20]**
Floating-point square root. Indicates the support for floating-point square root operations.
The possible values of this field are:

0b0001
Supported.
All other values are reserved.
This field reads as 0b0001.

**FPDivide, bits [19:16]**
Floating-point divide. Indicates the support for floating-point divide operations.
The possible values of this field are:
0b0001
  Supported.
All other values are reserved.
This field reads as 0b0001.

**Bits [15:12]**
Reserved, RES0.

**FPDP, bits [11:8]**
Floating-point double-precision. Indicates support for floating-point double-precision operations.
The possible values of this field are:
0b0000
  Not supported.
0b0010
  Supported.
All other values are reserved.
This field reads as an IMPLEMENTATION DEFINED value.

**FPSP, bits [7:4]**
Floating-point single-precision. Indicates support for floating-point single-precision operations.
The possible values of this field are:
0b0010
  Supported.
All other values are reserved.
This field reads as 0b0010.

**SIMDReg, bits [3:0]**
SIMD registers. Indicates size of Floating-Point Extension register file.
The possible values of this field are:
0b0001
  16 x 64-bit registers.
All other values are reserved.
This field reads as 0b0001.
D1.2.158 MVFR1, Media and VFP Feature Register 1

The MVFR1 characteristics are:

**Purpose**
Describes the features provided by the Floating-point Extension.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Floating-point Extension is implemented.
This register is RES0 if the Floating-point Extension is not implemented.

**Attributes**
32-bit read-only register located at 0xE000EF44.
Secure software can access the Non-secure version of this register via MVFR1_NS located at 0xE002EF44.
The location 0xE002EF44 is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Preface**
When floating-point is not implemented this register reads as 0x00000000.
Where single-precision only floating-point is supported this register reads as 0x11000011.
Where single and double-precision floating-point are supported this register reads as 0x12000011.

**Field descriptions**
The MVFR1 bit assignments are:

<table>
<thead>
<tr>
<th>31</th>
<th>29</th>
<th>27</th>
<th>24</th>
<th>23</th>
<th>8</th>
<th>7</th>
<th>4</th>
<th>3</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>FMAC</td>
<td>FPHP</td>
<td>RES0</td>
<td>FPDNaN</td>
<td>FPRZ</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**FMAC, bits [31:28]**
Fused multiply accumulate. Indicates whether the Floating-point Extension implements the fused multiply accumulate instructions.
The possible values of this field are:

0b0001
Implemented.
All other values are reserved.
This field reads as 0b0001.

**FPHP, bits [27:24]**
Floating-point half-precision. Indicates whether the Floating-point Extension implements half-precision floating-point conversion instructions.
The possible values of this field are:

0b0001
Half-precision to single-precision implemented.
0b0010
Half-precision to single and double-precision implemented.
All other values are reserved.
This field reads as an IMPLEMENTATION DEFINED value.

Bits [23:8]
Reserved, RES0.

FPDNaN, bits [7:4]
Floating-point default NaN. Indicates whether the Floating-point Extension implementation supports NaN propagation.
The possible values of this field are:
0b0001
Propagation of NaN values supported.
All other values are reserved.
This field reads as 0b0001.

FPFtZ, bits [3:0]
Floating-point flush-to-zero. Indicates whether subnormals are always flushed-to-zero.
The possible values of this field are:
0b0001
Full denormalized numbers arithmetic supported.
All other values are reserved.
This field reads as 0b0001.
D1.2.159 MVFR2, Media and VFP Feature Register 2

The MVFR2 characteristics are:

**Purpose**
Describes the features provided by the Floating-point Extension.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Floating-point Extension is implemented.
This register is RES0 if the Floating-point Extension is not implemented.

**Attributes**
32-bit read-only register located at 0xE000EF48.
Secure software can access the Non-secure version of this register via MVFR2_NS located at 0xE002EF48.
The location 0xE002EF48 is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Preface**
When floating-point is not implemented this register reads as 0x00000000.
When floating-point is implemented this register reads as 0x00000040.

**Field descriptions**
The MVFR2 bit assignments are:

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>RES0</td>
<td>FPMisc</td>
<td>RES0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Bits [31:8]**
Reserved, RES0.

**FPMisc, bits [7:4]**
Floating-point miscellaneous. Indicates support for miscellaneous FP features.
The possible values of this field are:

0b0100
Selection, directed conversion to integer, VMINNM and VMAXNM supported.
All other values are reserved.
This field reads as 0b0100.

**Bits [3:0]**
Reserved, RES0.
D1.2.160 NSACR, Non-secure Access Control Register

The NSACR characteristics are:

**Purpose**
Defines the Non-secure access permissions for both the FP Extension and coprocessors CP0 to CP7.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are **UNPREDICTABLE**.

**Configurations**
Present only if the Main Extension is implemented.
This register is **RES0** if the Main Extension is not implemented.

**Attributes**
32-bit read/write register located at 0xE000ED8C.
If the Security Extension is not implemented this register returns a value of 0x00000CFF.
This register is RAZ/WI when accessed as Non-secure.
This register is not banked between Security states.

**Field descriptions**
The NSACR bit assignments are:

![Field description diagram]

**Bits [31:12]**
Reserved, **RES0**.

**CP11, bit [11]**
CP11 access. Enables Non-secure access to the Floating-point Extension.
Programming with a different value than that used for CP10 is **UNPREDICTABLE**. If the Floating-point Extension is not implemented, this bit is RAZ/WI.
This bit resets to an **UNKNOWN** value on a Warm reset.

**CP10, bit [10]**
CP10 access. Enables Non-secure access to the Floating-point Extension.
The possible values of this bit are:

- **0**
  Non-secure accesses to the Floating-point Extension generate a NOCP UsageFault.
- **1**
  Non-secure access to the Floating-point Extension permitted.
If the Floating-point Extension is not implemented, this bit is RAZ/WI.
This bit resets to an **UNKNOWN** value on a Warm reset.
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Bits [9:8]

Reserved, RES0.

CPm, bit [m], for m = 0 to 7

CPm access. Enables Non-secure access to coprocessor CPm.

The possible values of this field are:

0

Non-secure accesses to this coprocessor generate a NOCP UsageFault.

1

Non-secure access to this coprocessor permitted.

A CPm bit is RAZ/WI if CPm is:

• Not implemented.

• Not enabled for the Security state in which the PE is executing.

This field resets to an UNKNOWN value on a Warm reset.
D1.2.161 NVIC_IABR{n}, Interrupt Active Bit Register, n = 0 - 15

The NVIC_IABR{0..15} characteristics are:

**Purpose**
For each group of 32 interrupts, shows the active state of each interrupt.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read-only register located at 0xE000E300 + 4n.

Secure software can access the Non-secure version of this register via NVIC_IABR{n}_NS located at 0xE002E300 + 4n. The location 0xE002E300 + 4n is RES0 to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

**Field descriptions**
The NVIC_IABR{0..15} bit assignments are:

![ACTIVE, bits [31:0]](image)

**ACTIVE, bits [31:0]**
Active state. For ACTIVE[m] in NVIC_IABR{n}, indicates the active state for interrupt 32n+m.

The possible values of each bit are:

0
Interrupt not active.

1
Interrupt is active.

Bits corresponding to unimplemented interrupts are RES0. Bits corresponding to interrupts targeting Secure state are RAZ/WI from Non-secure.

This field resets to zero on a Warm reset.
D1.2.162 NVIC_ICERn, Interrupt Clear Enable Register, n = 0 - 15

The NVIC_ICER{0..15} characteristics are:

**Purpose**
Clears or reads the enabled state of each group of 32 interrupts.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write-one-to-clear register located at 0xE000E180 + 4n.
Secure software can access the Non-secure version of this register via NVIC_ICERn_NS located at 0xE002E180 + 4n. The location 0xE002E180 + 4n is RES0 to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

**Field descriptions**

The NVIC_ICER{0..15} bit assignments are:

![Clrena bitfield](image)

**CLRENA, bits [31:0], on a write**
Clear enable. For CLRENA[m] in NVIC_ICERn, allows interrupt 32n + m to be disabled.

The possible values of each bit are:

0  
No effect.

1  
Disable interrupt 32n + m.

Bits corresponding to unimplemented interrupts are RES0. Bits corresponding to interrupts targeting Secure state are RAZ/WI from Non-secure.

**CLRENA, bits [31:0], on a read**
Clear enable. For CLRENA[m] in NVIC_ICERn, indicates whether interrupt 32n + m is enabled.

The possible values of each bit are:

0  
Interrupt 32n + m disabled.

1  
Interrupt 32n + m enabled.

Bits corresponding to unimplemented interrupts are RES0. Bits corresponding to interrupts targeting Secure state are RAZ/WI from Non-secure.

This field resets to zero on a Warm reset.
D1.2.163 NVIC_ICPRn, Interrupt Clear Pending Register, n = 0 - 15

The NVIC_ICPR{0..15} characteristics are:

**Purpose**
Clears or reads the pending state of each group of 32 interrupts.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write-one-to-clear register located at 0xE000E280 + 4n.
Secure software can access the Non-secure version of this register via NVIC_ICPRn_NS located at 0xE002E280 + 4n. The location 0xE002E280 + 4n is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**
The NVIC_ICPR{0..15} bit assignments are:

| 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 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|    |    |    |    |    |    | CLRPEND |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |

**CLRPPEND, bits [31:0], on a write**
Clear pending. For CLRPPEND[m] in NVIC_ICPRn, allows interrupt 32n + m to be unpended.
The possible values of each bit are:
0   No effect.
1   Clear pending state of interrupt 32n + m.

Bits corresponding to unimplemented interrupts are RES0. Bits corresponding to interrupts targeting Secure state are RAZ/WI from Non-secure.

**CLRPPEND, bits [31:0], on a read**
Clear pending. For CLRPPEND[m] in NVIC_ICPRn, indicates whether interrupt 32n + m is pending.
The possible values of each bit are:
0   Interrupt 32n + m is not pending.
1   Interrupt 32n + m is pending.

Bits corresponding to unimplemented interrupts are RES0. Bits corresponding to interrupts targeting Secure state are RAZ/WI from Non-secure.
D1.2.164 NVIC_IPRn, Interrupt Priority Register, n = 0 - 123

The NVIC_IPR{0..123} characteristics are:

**Purpose**
Sets or reads interrupt priorities.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

If the Main Extension is implemented, this register is word, halfword, and byte accessible.

If the Main Extension is not implemented, this register is word accessible only, halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write register located at 0xE000E400 + 4n.

Secure software can access the Non-secure version of this register via NVIC_IPRn_NS located at 0xE002E400 + 4n. The location 0xE002E400 + 4n is RES0 to software executing in Non-secure state and the debugger.

This register is not banked between Security states.

**Field descriptions**

The NVIC_IPR{0..123} bit assignments are:

<table>
<thead>
<tr>
<th>31</th>
<th>24</th>
<th>16</th>
<th>8</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>PRI_N3</td>
<td>PRI_N2</td>
<td>PRI_N1</td>
<td>PRI_N0</td>
<td></td>
</tr>
</tbody>
</table>

**PRI_Nm, bits [8m+7:8m], for m = 0 to 3**
Priority ‘N’+m. For register NVIC_IPRn, this field indicates and allows modification of the priority of interrupt number 4n+m, or is RES0 if the PE does not implement this interrupt.

If the PE implements fewer than 8 bits of priority, then the least significant bits of this field are RES0.

If interrupt number 4n+m targets Secure state, this field is RAZ/WI from Non-secure.

This field resets to zero on a Warm reset.
D1.2.165 NVIC_ISERn, Interrupt Set Enable Register, n = 0 - 15

The NVIC_ISER[0..15] characteristics are:

**Purpose**
Enables or reads the enabled state of each group of 32 interrupts.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write-one-to-set register located at 0xE000E100 + 4n.
Secure software can access the Non-secure version of this register via NVIC_ISERn_NS located at 0xE002E100 + 4n. The location 0xE002E100 + 4n is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**

The NVIC_ISER[0..15] bit assignments are:

![Diagram of NVIC_ISERn](image)

**SETENA, bits [31:0], on a write**
Set enable. For SETENA[m] in NVIC_ISERn, allows interrupt 32n + m to be set enabled.
The possible values of each bit are:

0  No effect.
1  Enable interrupt 32n + m.

Bits corresponding to unimplemented interrupts are RES0. Bits corresponding to interrupts targeting Secure state are RAZ/WI from Non-secure.
This field resets to zero on a Warm reset.

**SETENA, bits [31:0], on a read**
Set enable. For SETENA[m] in NVIC_ISERn, indicates whether interrupt 32n + m is enabled.
The possible values of each bit are:

0  Interrupt 32n + m disabled.
1  Interrupt 32n + m enabled.

Bits corresponding to unimplemented interrupts are RES0. Bits corresponding to interrupts targeting Secure state are RAZ/WI from Non-secure.
This field resets to zero on a Warm reset.
D1.2.166 NVIC_ISPRn, Interrupt Set Pending Register, n = 0 - 15

The NVIC_ISPR{0..15} characteristics are:

**Purpose**
Enables or reads the pending state of each group of 32 interrupts.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write-one-to-set register located at 0xE000E200 + 4n.
Secure software can access the Non-secure version of this register via NVIC_ISPRn_NS located at 0xE000E200 + 4n. The location 0xE002E200 + 4n is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**
The NVIC_ISPR{0..15} bit assignments are:

```
+----------------+----------------+
| 31  | 0             |
+----------------+----------------+
| SETPEND        |
+----------------+----------------+
```

**SETPEND, bits [31:0], on a write**
Set pending. For SETPEND[m] in NVIC_ISPRn, allows interrupt 32n + m to be set pending.
The possible values of each bit are:

0
No effect.

1
Pend interrupt 32n + m.

Bits corresponding to unimplemented interrupts are RES0. Bits corresponding to interrupts targeting Secure state are RAZ/WI from Non-secure.
This field is write-one-to-set. Writes of zero are ignored.
This field resets to zero on a Warm reset.

**SETPEND, bits [31:0], on a read**
Set pending. For SETPEND[m] in NVIC_ISPRn, indicates whether interrupt 32n + m is pending.
The possible values of each bit are:

0
Interrupt 32n + m is not pending.

1
Interrupt 32n + m pending.
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Bits corresponding to unimplemented interrupts are RES0. Bits corresponding to interrupts targeting Secure state are RAZ/WI from Non-secure.

This field resets to zero on a Warm reset.
D1.2.167 NVIC_ITNSn, Interrupt Target Non-secure Register, n = 0 - 15

The NVIC_ITNS{0..15} characteristics are:

**Purpose**
For each group of 32 interrupts, determines whether each interrupt targets Non-secure or Secure state.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
- This register is always implemented.

**Attributes**
- 32-bit read/write register located at 0xE000E380 + 4n.
- This register is RAZ/WI when accessed as Non-secure.
- This register is not banked between Security states.

**Field descriptions**

The NVIC_ITNS{0..15} bit assignments are:

```
| 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 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
|    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |    |

ITNS, bits [31:0]

Interrupt Targets Non-secure. For ITNS[m] in NVIC_ITNSn, this field indicates and allows modification of the target Security state for interrupt 32n+m.

The possible values of each bit are:

0  Interrupt targets Secure state.
1  Interrupt targets Non-secure state.

Bits corresponding to unimplemented interrupts are RES0. It is IMPLEMENTATION DEFINED whether individual bits are WI and have an IMPLEMENTATION DEFINED constant value. Where an interrupt is configured to target Secure state, accesses to the associated fields in Non-secure versions of the NVIC_IABR, NVIC_ICER, NVIC_ISER, NVIC_ICPR, NVIC_IPR and NVIC_ISPR are RAZ/WI.

This field resets to zero on a Warm reset.
D1.2.168  PC, Program Counter

The PC characteristics are:

**Purpose**
- Holds the current Program Counter value.

**Usage constraints**
- Privileged and unprivileged access permitted.

**Configurations**
- This register is always implemented.

**Attributes**
- 32-bit read/write special-purpose register.
- This register is not banked between Security states.

**Field descriptions**

The PC bit assignments are:

![Bit Assignment Diagram]

**VALUE, bits [31:0]**
- Program Counter. Holds the address of the current instruction.
- Software can refer to PC as R15.
- This field resets to an **UNKNOWN** value on a Warm reset.
D1.2.169  PRIMASK, Exception Mask Register

The PRIMASK characteristics are:

**Purpose**

Provides access to the PE PRIMASK register.

**Usage constraints**

Privileged access only. Unprivileged access is RAZ/WI, unless otherwise stated.

**Configurations**

This register is always implemented.

**Attributes**

32-bit read/write special-purpose register.

This register is banked between Security states.

**Field descriptions**

The PRIMASK bit assignments are:

```
   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
     RES0
```

**Bits [31:1]**

Reserved, RES0.

**PM, bit [0]**

Exception mask register. Setting the Secure PRIMASK to one raises the execution priority to 0. Setting the Non-secure PRIMASK to one raises the execution priority to 0 if AIRCR.PRIS is clear, or 0x80 if AIRCR.PRIS is set.

The possible values of this bit are:

0   No effect on execution priority.

1   Boosts execution priority to either 0 or 0x80.

This bit resets to zero on a Warm reset.
D1.2.170 **PSPLIM, Process Stack Pointer Limit Register**

The PSPLIM characteristics are:

**Purpose**
Holds the lower limit for the Process stack pointer.

**Usage constraints**
Privileged access only. Unprivileged access is RAZ/WI, unless otherwise stated.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write special-purpose register.
This register is banked between Security states.

**Field descriptions**

The PSPLIM bit assignments are:

```
  +--------+--------+--------+--------+--------+
  |   31   |   30   |   29   |   28   |   27   |
  +--------+--------+--------+--------+--------+
  |  LIMIT  |  LIMIT  |  LIMIT  |  LIMIT  |  LIMIT  |
  +--------+--------+--------+--------+--------+
  |   32   |   31   |   30   |   29   |   28   |
  +--------+--------+--------+--------+--------+
  | RES0   | RES0   | RES0   | RES0   | RES0   |
  +--------+--------+--------+--------+--------+
```

**LIMIT, bits [31:3]**
Many instructions and exception entry will generate an exception if the appropriate stack pointer would be updated to a value lower than this limit. If the Main Extension is not implemented, the Non-secure PSPLIM is RES0.
This field resets to zero on a Warm reset.

**Bits [2:0]**
Reserved, RES0.
D1.2.171 Rn, General-Purpose Register, n = 0 - 12

The R{0..12} characteristics are:

**Purpose**
General-purpose register.

**Usage constraints**
Both privileged and unprivileged accesses are permitted.
This register is word, halfword, and byte accessible.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write register.
This register is not banked between Security states.

**Field descriptions**

The R{0..12} bit assignments are:

```
   031
  VALUE
```

**VALUE, bits [31:0]**
General purpose register value. Armv8-M implemented thirteen general-purpose 32-bit registers, R0 to R12.
This field resets to an UNKNOWN value on a Warm reset.
D1.2.172 RETPSR, Combined Exception Return Program Status Registers

The RETPSR characteristics are:

**Purpose**
Value pushed to the stack on exception entry. On exception return this is used to restore the flags and other architectural state. This payload is also used for FNC_RETURN stacking, however in this case only some of the fields are used. See `FunctionReturn()` for details.

**Usage constraints**
None.

**Configurations**
All.

**Attributes**
32-bit payload.

**Field descriptions**

The RETPSR bit assignments are:

When `{RETPSR[26:25], RETPSR[11:10]} != 0`:

When `{RETPSR[26:25], RETPSR[11:10]} == 0`:

N, bit [31]
Negative flag. Value corresponding to APSR.N.

Z, bit [30]
Zero flag. Value corresponding to APSR.Z.

C, bit [29]
Carry flag. Value corresponding to APSR.C.

V, bit [28]
Overflow flag. Value corresponding to APSR.V.

Q, bit [27]
Saturate flag. Value corresponding to APSR.Q.

T, bit [24]
T32 state. Value corresponding to EPSR.T.

Bits [23:21]
Reserved, RES0.

SFPA, bit [20]
Secure floating-point active. Value corresponding to CONTROL.SFPA.
GE, bits [19:16]
Greater-than or equal flag. Value corresponding to APSR.GE.

IT, bits [15:10,26:25], when [RETPSR[26:25], RETPSR[11:10]] != 0
If-then flags. Value corresponding to EPSR.IT.

ICI, bits [26:25,15:10], when [RETPSR[26:25], RETPSR[11:10]] == 0
Interrupt continuation flags. Value corresponding to EPSR.ICI.

SPREALIGN, bit [9]
Stack-pointer re-align. Indicates whether the SP was re-aligned to an 8-byte alignment on exception entry.

The possible values of this bit are:

0
The stack pointer was 8-byte aligned before exception entry began, no special handling is required on exception return.

1
The stack pointer was only 4-byte aligned before exception entry. The exception entry realigned SP to 8-byte alignment by increasing the stack frame size by 4-bytes.

Exception, bits [8:0]
Exception number. Value corresponding to IPSR.Exception.
D1.2.173 SAU_CTRL, SAU Control Register

The SAU_CTRL characteristics are:

**Purpose**
Allows enabling of the Security Attribution Unit.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write register located at 0xE000EDD0.
To allow lock down of this register it is IMPLEMENTATION DEFINED whether this register is writable.
This register is RAZ/WI when accessed as Non-secure.
This register is not banked between Security states.

**Preface**
It is IMPLEMENTATION DEFINED whether this register:

- Resets to 0x0 - in this case SAU_REGIONn registers are UNKNOWN at reset.
- Resets to an IMPLEMENTATION DEFINED value.

**Field descriptions**
The SAU_CTRL bit assignments are:

<table>
<thead>
<tr>
<th>Bit Assignment</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>Reserved, RES0</td>
</tr>
<tr>
<td>2</td>
<td>ALLNS, bit [1]</td>
</tr>
<tr>
<td>1</td>
<td>ENABLE, bit [0]</td>
</tr>
</tbody>
</table>

**Bits [31:2]**
Reserved, RES0.

**ALLNS, bit [1]**
All Non-secure. When SAU_CTRL.ENABLE is 0 this bit controls if the memory is marked as Non-secure or Secure.
The possible values of this bit are:

0  Memory is marked as Secure and is not Non-secure callable.
1  Memory is marked as Non-secure.

This bit resets to an IMPLEMENTATION DEFINED value on a Warm reset.

**ENABLE, bit [0]**
Enable. Enables the SAU.
The possible values of this bit are:
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0
The SAU is disabled.

1
The SAU is enabled.
If this register resets to 1, the SAU region registers also reset to an IMPLEMENTATION DEFINED value.
This bit resets to an IMPLEMENTATION DEFINED value on a Warm reset.
D1.2.174 SAU_RBAR, SAU Region Base Address Register

The SAU_RBAR characteristics are:

**Purpose**
Provides indirect read and write access to the base address of the currently selected SAU region.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write register located at 0xE000EDDC.
To allow lock down of this register it is IMPLEMENTATION DEFINED whether this register is writable.
This register is RAZ/WI when accessed as Non-secure.
This register is not banked between Security states.

**Field descriptions**
The SAU_RBAR bit assignments are:

![Bit assignments diagram]

**BADDR, bits [31:5]**
Base address. Holds bits [31:5] of the base address for the selected SAU region.
Bits [4:0] of the base address are defined as 0x00.
This field resets to an IMPLEMENTATION DEFINED value on a Warm reset.

**Bits [4:0]**
Reserved, RES0.
D1.2.175 SAU_RLAR, SAU Region Limit Address Register

The SAU_RLAR characteristics are:

**Purpose**
Provides indirect read and write access to the limit address of the currently selected SAU region.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write register located at 0xE000EDE0.
To allow lock down of this register it is IMPLEMENTATION DEFINED whether this register is writable.
This register is RAZ/WI when accessed as Non-secure.
This register is not banked between Security states.

**Field descriptions**

The SAU_RLAR bit assignments are:

| 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 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| LADDR | RES0 | NSC | ENABLE |

**LADDR, bits [31:5]**
Limit address. Holds bits [31:5] of the limit address for the selected SAU region.
Bits [4:0] of the limit address are defined as 0x1F.
This field resets to an IMPLEMENTATION DEFINED value on a Warm reset.

**Bits [4:2]**
Reserved, RES0.

**NSC, bit [1]**
Non-secure callable. Controls whether Non-secure state is permitted to execute an SG instruction from this region.
The possible values of this bit are:
0 Region is not Non-secure callable.
1 Region is Non-secure callable.
This bit resets to an IMPLEMENTATION DEFINED value on a Warm reset.

**ENABLE, bit [0]**
Enable. SAU region enable.
The possible values of this bit are:
0 SAU region is disabled.
SAU region is enabled.

This bit resets to an IMPLEMENTATION DEFINED value on a Warm reset.
D1.2.176 SAU_RNR, SAU Region Number Register

The SAU_RNR characteristics are:

**Purpose**
Selects the region currently accessed by SAU_RBAR and SAU_RLAR.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write register located at 0xE000EDD8.
To allow lock down of this register it is IMPLEMENTATION DEFINED whether this register is writable.
This register is RAZ/WI when accessed as Non-secure.
This register is not banked between Security states.

**Field descriptions**

The SAU_RNR bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>Reserved, RES0</td>
<td></td>
</tr>
<tr>
<td>8-7</td>
<td>Region number</td>
<td></td>
</tr>
</tbody>
</table>

**Bits [31:8]**
Reserved, RES0.

**REGION, bits [7:0]**
Region number. Indicates the SAU region accessed by SAU_RBAR and SAU_RLAR.
If no SAU regions are implemented, this field is RES0. Writing a value corresponding to an unimplemented region is CONSTRAINED UNPREDICTABLE.
This field resets to an UNKNOWN value on a Warm reset.
D1.2.177  SAU_TYPE, SAU Type Register

The SAU_TYPE characteristics are:

**Purpose**
- Indicates the number of regions implemented by the Security Attribution Unit.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
- This register is always implemented.

**Attributes**
- 32-bit read-only register located at 0xE000EDD4.
- This register is RAZ/WI when accessed as Non-secure.
- This register is not banked between Security states.

**Field descriptions**

The SAU_TYPE bit assignments are:

<table>
<thead>
<tr>
<th>31</th>
<th>8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>RES0</td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td>SREGION</td>
<td></td>
</tr>
</tbody>
</table>

**Bits [31:8]**
- Reserved, RES0.

**SREGION, bits [7:0]**
- SAU regions. The number of implemented SAU regions.
- If this field is RAZ, the SAU behaves as follows:
  - SAU_CTRL.ENABLE behaves as RAZ/WI.
  - It is IMPLEMENTATION DEFINED whether SAU_CTRL.ALLNS behaves as RAO/WI and all attribution is performed by the IDAU.
  - SAU_RNR, SAU_RBAR, and SAU_RLAR behave as RAZ/WI.
- This field reads as an IMPLEMENTATION DEFINED value.
D1.2.178 SCR, System Control Register

The SCR characteristics are:

**Purpose**
Sets or returns system control data.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write register located at 0xE000ED10.

Secure software can access the Non-secure version of this register via SCR_NS located at 0xE002ED10.

The location 0xE002ED10 is RES0 to software executing in Non-secure state and the debugger.

This register is banked between Security states on a bit by bit basis.

**Field descriptions**

The SCR bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>Reserved, RES0</td>
</tr>
<tr>
<td>4</td>
<td>SEVONPEND, bit [4]</td>
</tr>
<tr>
<td>3</td>
<td>SLEEPDEEPS, bit [3]</td>
</tr>
<tr>
<td>2</td>
<td>SLEEPDEEP, bit [2]</td>
</tr>
<tr>
<td>1</td>
<td>SLEEPONEXIT, bit [1]</td>
</tr>
<tr>
<td>0</td>
<td>SLEEPDEEP, bit [0]</td>
</tr>
</tbody>
</table>

**SEVONPEND, bit [4]**
Send event on pend. Determines whether an interrupt assigned to the same Security state as the SEVONPEND bit transitioning from inactive state to pending state generates a wakeup event.

This bit is banked between Security states.

The possible values of this bit are:

- **0**: Transitions from inactive to pending are not wakeup events.
- **1**: Transitions from inactive to pending are wakeup events.

This bit resets to zero on a Warm reset.

**SLEEPDEEPS, bit [3]**
Sleep deep secure. This field controls whether the SLEEPDEEP bit is only accessible from the Secure state.

This bit is not banked between Security states.

The possible values of this bit are:

- **0**: The SLEEPDEEP bit accessible from both Security states.
1

The SLEEPDEEP bit behaves as RAZ/WI when accessed from the Non-secure state.

This bit is only accessible from the Secure state, and behaves as RAZ/WI when accessed from the Non-secure state. If a PE does not implement the deep sleep state this bit behaves as RAZ/WI from both Security states.

This bit is RAZ/WI from Non-secure state.

This bit resets to zero on a Warm reset.

SLEEPDEEP, bit [2]

Sleep deep. Provides a qualifying hint indicating that waking from sleep might take longer. An implementation can use this bit to select between two alternative sleep states.

This bit is not banked between Security states.

The possible values of this bit are:

0

Selected sleep state is not deep sleep.

1

Selected sleep state is deep sleep.

Details of the implemented sleep states, if any, and details of the use of this bit, are IMPLEMENTATION DEFINED. If the PE does not implement a deep sleep state then this bit can be RAZ/WI.

This bit resets to zero on a Warm reset.

SLEEPONEXIT, bit [1]

Sleep on exit. Determines whether, on an exit from an ISR that returns to the base level of execution priority, the PE enters a sleep state.

This bit is banked between Security states.

The possible values of this bit are:

0

Enter sleep state disabled.

1

Enter sleep state permitted.

The Secure version of this field is used if the Background state being returned to is the Secure state, otherwise the Non-secure version is used.

This bit resets to zero on a Warm reset.

Bit [0]

Reserved, RES0.
D1.2.179 SFAR, Secure Fault Address Register

The SFAR characteristics are:

**Purpose**
Shows the address of the memory location that caused a Security violation.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.
This register is RES0 if the Main Extension is not implemented.

**Attributes**
32-bit read/write register located at 0xE000EDE8.
This register is RAZ/WI when accessed as Non-secure.
This register is not banked between Security states.

**Field descriptions**
The SFAR bit assignments are:

```
ADDRESS
```

**ADDRESS, bits [31:0]**
Address. The address of an access that caused an attribution unit violation. This field is only valid when SFSR.SFARVALID is set. This allows the actual flip flops associated with this register to be shared with other fault address registers. If an implementation chooses to share the storage in this way, care must be taken to not leak Secure address information to the Non-secure state. One way of achieving this is to share the SFAR register with the MMFAR_S register, which is not accessible to the Non-secure state.

This field resets to an UNKNOWN value on a Warm reset.
D1.2.180 SFSR, Secure Fault Status Register

The SFSR characteristics are:

**Purpose**
- Provides information about any security related faults.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
- Present only if the Main Extension is implemented.
- This register is RES0 if the Main Extension is not implemented.

**Attributes**
- 32-bit read/write-one-to-clear register located at 0xE000EDE4.
- This register is RAZ/WI when accessed as Non-secure.
- This register is not banked between Security states.

**Field descriptions**

The SFSR bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>Reserved, RES0.</td>
</tr>
<tr>
<td>7</td>
<td>LSERR, bit [7] Lazy state error flag. Sticky flag indicating that an error occurred during lazy state activation or deactivation. The possible values of this bit are:</td>
</tr>
<tr>
<td>0</td>
<td>Error has not occurred.</td>
</tr>
<tr>
<td>1</td>
<td>Error has occurred. This bit resets to zero on a Warm reset.</td>
</tr>
<tr>
<td>6</td>
<td>SFARVALID, bit [6] Secure fault address valid. This bit is set when the SFAR register contains a valid value. As with similar fields, such as BFSR.BFARVALID and MMFSR.MMARVALID, this bit can be cleared by other exceptions, such as BusFault. The possible values of this bit are:</td>
</tr>
<tr>
<td>0</td>
<td>SFAR content not valid.</td>
</tr>
</tbody>
</table>
1

SFAR content valid.

This bit resets to zero on a Warm reset.

**LSPERR, bit [5]**

Lazy state preservation error flag. Stick flag indicating that an SAU or IDAU violation occurred during the lazy preservation of floating-point state.

The possible values of this bit are:

0

Error has not occurred.

1

Error has occurred.

This bit resets to zero on a Warm reset.

**INVTRAN, bit [4]**

Invalid transition flag. Sticky flag indicating that an exception was raised due to a branch that was not flagged as being domain crossing causing a transition from Secure to Non-secure memory.

The possible values of this bit are:

0

Error has not occurred.

1

Error has occurred.

This bit resets to zero on a Warm reset.

**AUVIOL, bit [3]**

Attribution unit violation flag.

Sticky flag indicating that an attempt was made to access parts of the address space that are marked as Secure with NS-Req for the transaction set to Non-secure.

This bit is not set if the violation occurred during:

- Lazy state preservation, see LSPERR.
- Vector fetches.

The possible values of this bit are:

0

Error has not occurred.

1

Error has occurred.

This bit resets to zero on a Warm reset.

**INVER, bit [2]**

Invalid exception return flag. This can be caused by EXC\_RETURN.DCRS being set to 0 when returning from an exception in the Non-secure state, or by EXC\_RETURN.ES being set to 1 when returning from an exception in the Non-secure state.

The possible values of this bit are:

0

Error has not occurred.

1

Error has occurred.
This bit resets to zero on a Warm reset.

**INVIS, bit [1]**

Invalid integrity signature flag. This bit is set if the integrity signature in an exception stack frame is found to be invalid during the unstacking operation.

The possible values of this bit are:

0  
Error has not occurred.

1  
Error has occurred.

This bit resets to zero on a Warm reset.

**INVEP, bit [0]**

Invalid entry point. This bit is set if a function call from the Non-secure state or exception targets a non-SG instruction in the Secure state. This bit is also set if the target address is an SG instruction, but there is no matching SAU/IDAU region with the NSC flag set.

The possible values of this bit are:

0  
Error has not occurred.

1  
Error has occurred.

This bit resets to zero on a Warm reset.
D1.2.181 SHCSR, System Handler Control and State Register

The SHCSR characteristics are:

**Purpose**
Provides access to the active and pending status of system exceptions.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
- 32-bit read/write register located at 0xE000ED24.
- Secure software can access the Non-secure version of this register via SHCSR_NS located at 0xE002ED24.
- The location 0xE002ED24 is RES0 to software executing in Non-secure state and the debugger.
- This register is banked between Security states on a bit by bit basis.

**Preface**
Exception processing automatically updates the SHCSR fields. However, software can write to the register to add or remove the pending or active state of an exception. When updating the SHCSR, Arm recommends using a read-modify-write sequence, to avoid unintended effects on the state of the exception handlers.

Removing the active state of an exception can change the current execution priority, and affect the exception return consistency checks. If software removes the active state, causing a change in current execution priority, this can defeat the architectural behavior that prevents an exception from preemption by its own handler.

Pending state bits are set to one when an exception occurs and are cleared to zero when the exception becomes active.

Active state bits are set to one when the associated exception becomes active.

**Field descriptions**
The SHCSR bit assignments are:

![SHCSR Bit Assignments Diagram]

**Bits [31:22]**
Reserved, RES0.
HARDFAULTPENDED, bit [21]
HardFault exception pended state. This bit indicates and allows modification of the pending state of the HardFault exception corresponding to the selected Security state.

This bit is banked between Security states.

The possible values of this bit are:

0  HardFault exception not pending for the selected Security state.

1  HardFault exception pending for the selected Security state.

The Non-secure view of this bit is RAZ/WI if AIRCR.BFHFNMINS is zero.

This bit resets to zero on a Warm reset.

Note
The Non-secure HardFault exception will not preempt if AIRCR.BFHFNMINS is set to zero.

SECUREFAULTPENDED, bit [20]
SecureFault exception pended state. This bit indicates and allows modification of the pending state of the SecureFault exception.

This bit is not banked between Security states.

The possible values of this bit are:

0  SecureFault exception not pending.

1  SecureFault exception pending.

This bit is RAZ/WI from Non-secure state.

If the Main Extension is not implemented, this bit is RES0.

This bit resets to zero on a Warm reset.

SECUREFAULTENA, bit [19]
SecureFault exception enable. The value of this bit defines whether the SecureFault exception is enabled.

This bit is not banked between Security states.

The possible values of this bit are:

0  SecureFault exception disabled.

1  SecureFault exception enabled.

When disabled, exceptions that target SecureFault escalate to Secure state HardFault.

This bit is RAZ/WI from Non-secure state.

If the Main Extension is not implemented, this bit is RES0.

This bit resets to zero on a Warm reset.

USAGEFAULTENA, bit [18]
UsageFault exception enable. The value of this bit defines whether the UsageFault exception is enabled for the selected Security state.

This bit is banked between Security states.
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The possible values of this bit are:

0
  UsageFault exception disabled for the selected Security state.

1
  UsageFault exception enabled for the selected Security state.

When the UsageFault exception is disabled, exceptions targeting UsageFault escalate to HardFault.

If the Main Extension is not implemented, this bit is RES0.

This bit resets to zero on a Warm reset.

**BUSFAULTENA, bit [17]**

BusFault exception enable. The value of this bit defines whether the BusFault exception is enabled.

This bit is not banked between Security states.

The possible values of this bit are:

0
  BusFault exception disabled.

1
  BusFault exception enabled.

The BusFault exception is not banked between Security states. When the BusFault exception is disabled, exceptions targeting BusFault escalate to HardFault.

If AIRCR.BFHFNMINS is zero this bit is RAZ/WI from Non-secure state.

If the Main Extension is not implemented, this bit is RES0.

This bit resets to zero on a Warm reset.

**MEMFAULTENA, bit [16]**

MemManage exception enable. The value of this bit defines whether the MemManage exception is enabled for the selected Security state.

This bit is banked between Security states.

The possible values of this bit are:

0
  MemManage exception disabled for the selected Security state.

1
  MemManage exception enabled for the selected Security state.

If the Main Extension is not implemented, this bit is RES0.

This bit resets to zero on a Warm reset.

**Note**

When the MemManage exception is disabled, exceptions targeting MemManage escalate to HardFault.

**SVCALLPENDED, bit [15]**

SVCall exception pended state. This bit indicates and allows modification of the pending state of the SVCall exception for the selected Security state.

This bit is banked between Security states.

The possible values of this bit are:
SVCall exception not pending for the selected Security state.

SVCall exception pending for the selected Security state.

This bit resets to zero on a Warm reset.

**BUSFAULTPENDED, bit [14]**
BusFault exception pended state. This bit indicates and allows modification of the pending state of the BusFault exception.

This bit is not banked between Security states.

The possible values of this bit are:

0  
BusFault exception not pending.

1  
BusFault exception pending.

The BusFault exception is not banked between Security states.

If AIRCR.BFHFNMIN is zero this bit is RAZ/WI from Non-secure state.

If the Main Extension is not implemented, this bit is RES0.

This bit resets to zero on a Warm reset.

**MEMFAULTPENDED, bit [13]**
MemManage exception pended state. This bit indicates and allows modification of the pending state of the MemManage exception for the selected Security state.

This bit is banked between Security states.

The possible values of this bit are:

0  
MemManage exception not pending for the selected Security state.

1  
MemManage exception pending for the selected Security state.

If the Main Extension is not implemented, this bit is RES0.

This bit resets to zero on a Warm reset.

**USGFAULTPENDED, bit [12]**
UsageFault exception pended state. The UsageFault exception is banked between Security states, this bit indicates and allows modification of the pending state of the UsageFault exception for the selected Security state.

This bit is banked between Security states.

The possible values of this bit are:

0  
UsageFault exception not pending for the selected Security state.

1  
UsageFault exception pending for the selected Security state.

If the Main Extension is not implemented, this bit is RES0.

This bit resets to zero on a Warm reset.
SYSTICKACT, bit [11]
SysTick exception active state. This bit indicates and allows modification of the active state of the SysTick exception for the selected Security state.

If two SysTick timers are implemented this bit is banked between Security states.
If less than two SysTick timers are implemented this bit is not banked between Security states.
The possible values of this bit are:
0
SysTick exception not active for the selected Security state.
1
SysTick exception active for the selected Security state.
If two timers are implemented, then SYSTICKACT is banked between Security states. If one timer is implemented this bit corresponds to the Secure state if ICSR.STTNS is zero, or the Non-secure state if ICSR.STTNS is one.
This bit resets to zero on a Warm reset.

PENDSVACT, bit [10]
PendSV exception active state. This bit indicates and allows modification of the active state of the PendSV exception for the selected Security state.

This bit is banked between Security states.
The possible values of this bit are:
0
PendSV exception not active for the selected Security state.
1
PendSV exception active for the selected Security state.
This bit resets to zero on a Warm reset.

Bit [9] Reserved, RES0.

MONITORACT, bit [8]
DebugMonitor exception active state. This bit indicates and allows modification of the active state of the DebugMonitor exception.

This bit is not banked between Security states.
The possible values of this bit are:
0
DebugMonitor exception not active.
1
DebugMonitor exception active.
If DEMCR.SDME is one this bit is RAZ/WI from Non-secure state
If the Main Extension is not implemented, this bit is RES0.
This bit resets to zero on a Warm reset.

SVCALLACT, bit [7]
SVCall exception active state. This bit indicates and allows modification of the active state of the SVCall exception for the selected Security state.

This bit is banked between Security states.
The possible values of this bit are:

0  
   SVCall exception not active for the selected Security state.

1  
   SVCall exception active for the selected Security state.

This bit resets to zero on a Warm reset.

**Bit [6]**

Reserved, RES0.

**NMIACt, bit [5]**

NMI exception active state. This bit indicates and allows modification of the active state of the NMI exception.

This bit is not banked between Security states.

The possible values of this bit are:

0  
   NMI exception not active.

1  
   NMI exception active.

The NMI exception is not banked between Security states. When AIRCR.BFHFNMINS is zero, the Non-secure view of this bit is RAZ/WI. This field ignores writes if either the value being written is one, AIRCR.BFHFNMINS is zero, the access is from Non-secure state, the access is not via the NS alias, or the access is from a debugger when DHCSR.S_SDE is zero. This bit can only be cleared by access from the Secure state to the NS alias.

This bit resets to zero on a Warm reset.

**SECUREFAULTACT, bit [4]**

SecureFault exception active state. This bit indicates and allows modification of the active state of the SecureFault exception.

This bit is not banked between Security states.

The possible values of this bit are:

0  
   SecureFault exception not active.

1  
   SecureFault exception active.

This bit is RAZ/WI from Non-secure state.

This bit resets to zero on a Warm reset.

**USGFAULTACT, bit [3]**

UsageFault exception active state for the selected Security state. This bit indicates and allows modification of the active state of the UsageFault exception for the selected Security state.

This bit is banked between Security states.

The possible values of this bit are:

0  
   UsageFault exception not active for the selected Security state.

1  
   UsageFault exception active for the selected Security state.
If the Main Extension is not implemented, this bit is \texttt{RES0}.

This bit resets to zero on a Warm reset.

**HARDFAULTACT, bit [2]**

HardFault exception active state. Indicates and allows limited modification of the active state of the HardFault exception for the selected Security state.

This bit is banked between Security states.

The possible values of this bit are:

- 0  
  HardFault exception not active for the selected Security state.

- 1  
  HardFault exception active for the selected Security state.

This field ignores writes if either the value being written is one, the write targets the Secure HardFault active bit, the access is from Non-secure state, or the access is from a debugger when \texttt{DHCSR.S_SDE} is zero.

This bit resets to zero on a Warm reset.

**BUSFAULTACT, bit [1]**

BusFault exception active state. This bit indicates and allows modification of the active state of the BusFault exception.

This bit is not banked between Security states.

The possible values of this bit are:

- 0  
  BusFault exception not active.

- 1  
  BusFault exception active.

The BusFault exception is not banked between Security states.

If \texttt{AIRCR.BFHFNMINS} is zero this bit is RAZ/WI from Non-secure state.

If the Main Extension is not implemented, this bit is \texttt{RES0}.

This bit resets to zero on a Warm reset.

**MEMFAULTACT, bit [0]**

MemManage exception active state for the selected Security state. This bit indicates and allows modification of the active state of the MemManage exception for the selected Security state.

This bit is banked between Security states.

The possible values of this bit are:

- 0  
  MemManage exception not active for the selected Security state.

- 1  
  MemManage exception active for the selected Security state.

If the Main Extension is not implemented, this bit is \texttt{RES0}.

This bit resets to zero on a Warm reset.
D1.2.182 SHPR1, System Handler Priority Register 1

The SHPR1 characteristics are:

**Purpose**
Sets or returns priority for system handlers 4 - 7.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
If the Main Extension is implemented, this register is word, halfword, and byte accessible.
If the Main Extension is not implemented, this register is word accessible only, halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.
This register is RES0 if the Main Extension is not implemented.

**Attributes**
32-bit read/write register located at 0xE000ED18.
Secure software can access the Non-secure version of this register via SHPR1_NS located at 0xE002ED18.
The location 0xE002ED18 is RES0 to software executing in Non-secure state and the debugger.
This register is banked between Security states on a bit by bit basis.

**Field descriptions**
The SHPR1 bit assignments are:

<table>
<thead>
<tr>
<th>Field Description</th>
<th>Bit Range</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>PRI_7, bits [31:24]</td>
<td>Priority 7. Priority of system handler 7, SecureFault. This field is not banked between Security states. If the PE implements fewer than 8 bits of priority, then the least significant bits of this field are RES0. This field is RAZ/WI from Non-secure state. This field resets to zero on a Warm reset.</td>
<td></td>
</tr>
<tr>
<td>PRI_6, bits [23:16]</td>
<td>Priority 6. Priority of system handler 6, UsageFault. This field is banked between Security states. If the PE implements fewer than 8 bits of priority, then the least significant bits of this field are RES0. This field resets to zero on a Warm reset.</td>
<td></td>
</tr>
<tr>
<td>PRI_5, bits [15:8]</td>
<td>Priority 5. Priority of system handler 5, BusFault. This field is not banked between Security states. If the PE implements fewer than 8 bits of priority, then the least significant bits of this field are RES0. If AIRCR.BFHFNMIN5 is zero this field is RAZ/WI from Non-secure state. This field resets to zero on a Warm reset.</td>
<td></td>
</tr>
</tbody>
</table>
PRI_4, bits [7:0]
Priority 4. Priority of system handler 4, MemManage.
This field is banked between Security states.
If the PE implements fewer than 8 bits of priority, then the least significant bits of this field are RES0.
This field resets to zero on a Warm reset.
D1.2.183 SHPR2, System Handler Priority Register 2

The SHPR2 characteristics are:

**Purpose**
Sets or returns priority for system handlers 8 - 11.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
If the Main Extension is implemented, this register is word, halfword, and byte accessible.
If the Main Extension is not implemented, this register is word accessible only, halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write register located at 0xE000ED1C.
Secure software can access the Non-secure version of this register via SHPR2_NS located at 0xE002ED1C.
The location 0xE002ED1C is RES0 to software executing in Non-secure state and the debugger.
This register is banked between Security states.

**Field descriptions**
The SHPR2 bit assignments are:

<table>
<thead>
<tr>
<th>Bit No.</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>PRI_11</td>
</tr>
<tr>
<td>24-23</td>
<td>PRI_10</td>
</tr>
<tr>
<td>16-15</td>
<td>PRI_9</td>
</tr>
<tr>
<td>8-7</td>
<td>PRI_8</td>
</tr>
</tbody>
</table>

**PRI_11, bits [31:24]**
Priority 11. Priority of system handler 11, SVCall.
This field is banked between Security states.
If the PE implements fewer than 8 bits of priority, then the least significant bits of this field are RES0.
This field resets to zero on a Warm reset.

**PRI_10, bits [23:16]**
Reserved, RES0.

**PRI_9, bits [15:8]**
Reserved, RES0.

**PRI_8, bits [7:0]**
Reserved, RES0.
D1.2.184 SHPR3, System Handler Priority Register 3

The SHPR3 characteristics are:

**Purpose**
Sets or returns priority for system handlers 12 - 15.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

If the Main Extension is implemented, this register is word, halfword, and byte accessible.

If the Main Extension is not implemented, this register is word accessible only, halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write register located at 0xE000ED20.

Secure software can access the Non-secure version of this register via SHPR3_NS located at 0xE002ED20.

The location 0xE002ED20 is RES0 to software executing in Non-secure state and the debugger.

This register is banked between Security states on a bit by bit basis.

**Field descriptions**
The SHPR3 bit assignments are:

<table>
<thead>
<tr>
<th></th>
<th>PRI_15</th>
<th>PRI_14</th>
<th>PRI_13</th>
<th>PRI_12</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>24-23</td>
<td>16-15</td>
<td>8-7</td>
<td>0</td>
</tr>
</tbody>
</table>

**PRI_15, bits [31:24]**
Priority 15. Priority of system handler 15, SysTick.

If two SysTick timers are implemented this field is banked between Security states.

If less than two SysTick timers are implemented this field is not banked between Security states.

If the PE implements fewer than 8 bits of priority, then the least significant bits of this field are RES0.

If one timer is implemented, this field corresponds to the Secure state if ICSR.STTNS is zero, or the Non-secure state if ICSR.STTNS is one.

If only one SysTick timer is implemented and ICSR.STTNS is clear, this field is RAZ/WI from Non-secure state.

If no SysTick timer is implemented this field is RES0.

This field resets to zero on a Warm reset.

**PRI_14, bits [23:16]**
Priority 14. Priority of system handler 14, PendSV.

This field is banked between Security states.

If the PE implements fewer than 8 bits of priority, then the least significant bits of this field are RES0.

This field resets to zero on a Warm reset.

**PRI_13, bits [15:8]**
Reserved, RES0.
PRI_12, bits [7:0]
Priority 12. Priority of system handler 12, DebugMonitor.
This field is not banked between Security states.
If the PE implements fewer than 8 bits of priority, then the least significant bits of this field are RES0.
If DEMCR.SDME is one this field is RAZ/WI from Non-secure state
If the Main Extension is not implemented, this field is RES0.
This field resets to zero on a Warm reset.
D1.2.185 SP, Current Stack Pointer Register

The SP characteristics are:

**Purpose**
Exception and procedure stack pointer register.

**Usage constraints**
Privileged and unprivileged access permitted.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write special-purpose register.
This register is not banked between Security states.

**Field descriptions**

The SP bit assignments are:

```
  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

VALUE       RES0H
```

**VALUE, bits [31:2]**
Stack pointer. Holds bits[31:2] of the stack pointer address. The current stack pointer is selected from one of MSP_NS, PSP_NS, MSP_S or PSP_S.

Software can refer to SP as R13.

**Bits [1:0]**
Reserved, RES0H.
D1.2.186  SP_NS, Stack Pointer (Non-secure)

The SP_NS characteristics are:

**Purpose**

Provides access to the current Non-secure stack pointer.

**Usage constraints**

Privileged access only. Unprivileged access is RAZ/WI, unless otherwise stated.

**Configurations**

This register is always implemented.

**Attributes**

32-bit read/write special-purpose register.

This register is not banked between Security states.

**Field descriptions**

The SP_NS bit assignments are:

```
  31  2  1  0
   VALUE

RES0H
```

**VALUE, bits [31:2]**

Stack pointer. Holds bits[31:2] of the current Non-secure stack pointer address. SP_NS is selected from one of MSP_NS or PSP_NS. Access to SP_NS is provided via MRS and MSR and is subject to stack limit checking.

**Bits [1:0]**

Reserved, RES0H.
D1.2.187 STIR, Software Triggered Interrupt Register

The STIR characteristics are:

**Purpose**
Provides a mechanism for software to generate an interrupt.

**Usage constraints**
Unprivileged accesses generate a fault if CCR.USERSETMPEND is zero.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.
This register is RES0 if the Main Extension is not implemented.

**Attributes**
32-bit write-only register located at 0xE000EF00.
Secure software can access the Non-secure version of this register via STIR_NS located at 0xE002EF00.
The location 0xE002EF00 is RES0 to software executing in Non-secure state and the debugger.
This register is not banked between Security states.

**Field descriptions**

The STIR bit assignments are:

![STIR bit assignments diagram]

**Bits [31:9]**
Reserved, RES0.

**INTID, bits [8:0], on a write**
Interrupt ID. Indicates the interrupt to be pended. The value written is (ExceptionNumber - 16).
Writing to this register has the same effect as setting the NVIC_ISPRn bit corresponding to the interrupt to 1.
Like NVIC_ISPRn, an attempt to pend an interrupt targeting Secure state from Non-secure is ignored.

**INTID, bits [8:0], on a read**
This field reads as zero.
D1.2.188 SYST_CALIB, SysTick Calibration Value Register

The SYST_CALIB characteristics are:

**Purpose**
Reads the SysTick timer calibration value and parameters for the selected Security state.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if at least one SysTick timer is implemented.
This register is RES0 if no SysTick timer is implemented.

**Attributes**
32-bit read-only register located at 0xE000E01C.
Secure software can access the Non-secure version of this register via SYST_CALIB_NS located at 0xE002E01C. The location 0xE002E01C is RES0 to software executing in Non-secure state and the debugger.
This register is banked between Security states.

**Preface**
If the Main Extension is implemented then, two SysTick timers are implemented. If the Main Extension is not implemented, then it is IMPLEMENTATION DEFINED whether none, one or two SysTick timers are implemented. Where two SysTick timers are implemented, this register is banked. Where one SysTick timer is implemented, this register is not banked, and Non-secure accesses behave as RAZ/WI if ICSR.STTNS is clear. If no SysTick timer is implemented, both aliases of this register behave as RES0.

**Field descriptions**
The SYST_CALIB bit assignments are:

```
31 30 29 24 23
|   |   | NOREF | 24 23 | TENMS | 0 |
  |   |   | SKEW  |      |      | 0 |
```

**NOREF, bit [31]**
No reference. Indicates whether the IMPLEMENTATION DEFINED reference clock is implemented.
The possible values of this bit are:

0
Reference clock is implemented.

1
Reference clock is not implemented.

When this bit is 1, the CLKSOURCE bit of the SYST_CSR register is forced to 1 and cannot be cleared to 0.
If only one SysTick timer is implemented and ICSR.STTNS is clear, this bit is RAZ/WI from Non-secure state.
If no SysTick timer is implemented this bit is RES0.
This bit resets to an IMPLEMENTATION DEFINED value on a Warm reset.
This bit reads as an IMPLEMENTATION DEFINED value.

**SKEW, bit [30]**

Skew. Indicates whether the 10ms calibration value is exact.

The possible values of this bit are:

0

  TENMS calibration value is exact.

1

  TENMS calibration value is inexact.

If only one SysTick timer is implemented and ICSR.STTNS is clear, this bit is RAZ/WI from Non-secure state.

If no SysTick timer is implemented this bit is RES0.

This bit resets to an IMPLEMENTATION DEFINED value on a Warm reset.

This bit reads as an IMPLEMENTATION DEFINED value.

**Bits [29:24]**

Reserved, RES0.

**TENMS, bits [23:0]**

Ten milliseconds. Optionally holds a reload value to be used for 10ms (100Hz) timing, subject to system clock skew errors. If this field is zero, the calibration value is not known.

If only one SysTick timer is implemented and ICSR.STTNS is clear, this field is RAZ/WI from Non-secure state.

If no SysTick timer is implemented this field is RES0.

This field resets to an IMPLEMENTATION DEFINED value on a Warm reset.

This field reads as an IMPLEMENTATION DEFINED value.
The SYST_CSR characteristics are:

**Purpose**
Controls the SysTick timer and provides status data for the selected Security state.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if at least one SysTick timer is implemented.
This register is RES0 if no SysTick timer is implemented.

**Attributes**
32-bit read/write register located at 0xE000E010.
Secure software can access the Non-secure version of this register via SYST_CSR_NS located at 0xE002E010. The location 0xE002E010 is RES0 to software executing in Non-secure state and the debugger.
This register is banked between Security states.

**Preface**
If the Main Extension is implemented, then two SysTick timers are implemented. If the Main Extension is not implemented, then it is IMPLEMENTATION DEFINED whether none, one or two SysTick timers are implemented. Where two SysTick timers are implemented, this register is banked. Where one SysTick timer is implemented, this register is not banked, and Non-secure accesses behave as RAZ/WI if ICSR.STTNS is clear. If no SysTick timer is implemented, both aliases of this register behave as RES0.

**Field descriptions**
The SYST_CSR bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Name</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>RES0</td>
<td>Reserved</td>
</tr>
<tr>
<td>30-16</td>
<td>COUNTFLAG</td>
<td>Count flag. Indicates whether the counter has counted to zero since the last read of this register. The possible values of this bit are: 0: Timer has not counted to 0. 1: Timer has counted to 0.</td>
</tr>
<tr>
<td>15</td>
<td>CLKSOURCE</td>
<td>Number of SysTick timer clock source</td>
</tr>
<tr>
<td>14</td>
<td>ENABLE</td>
<td>Enable</td>
</tr>
<tr>
<td>13</td>
<td>TICKINT</td>
<td>SysTick external interrupt function enabled</td>
</tr>
<tr>
<td>12-0</td>
<td>RES0</td>
<td>Reserved</td>
</tr>
</tbody>
</table>
COUNTFLAG is set to 1 by a count transition from 1 to 0. COUNTFLAG is cleared to 0 if software reads this bit as one, and by any write to the SYST_CVR for the selected Security state. Debugger reads do not clear the COUNTFLAG.

If set this bit clears to zero when read by software. Reads from the debugger do not clear this bit.

If only one SysTick timer is implemented and ICSR.STTNS is clear, this bit is RAZ/WI from Non-secure state.

If no SysTick timer is implemented this bit is RES0.

This bit resets to zero on a Warm reset.

**Bits [15:3]**

Reserved, RES0.

**CLKSOURCE, bit [2]**

Clock source. Indicates the SysTick clock source.

The possible values of this bit are:

0

Uses the IMPLEMENTATION DEFINED external reference clock.

1

Uses the PE clock.

If no external clock is implemented, this bit reads as 1 and ignores writes.

If only one SysTick timer is implemented and ICSR.STTNS is clear, this bit is RAZ/WI from Non-secure state.

If no SysTick timer is implemented this bit is RES0.

This bit resets to an IMPLEMENTATION DEFINED value on a Warm reset.

**TICKINT, bit [1]**

Tick interrupt. Indicates whether counting to 0 causes the status of the SysTick exception to change to pending.

The possible values of this bit are:

0

Count to 0 does not affect the SysTick exception status.

1

Count to 0 changes the SysTick exception status to pending.

Changing the value of the counter to 0 by writing the SysTick does not change the status of the SysTick exception.

If only one SysTick timer is implemented and ICSR.STTNS is clear, this bit is RAZ/WI from Non-secure state.

If no SysTick timer is implemented this bit is RES0.

This bit resets to zero on a Warm reset.

**ENABLE, bit [0]**

SysTick enable. Indicates the enabled status of the SysTick counter.

The possible values of this bit are:

0

Counter is disabled.
Counter is enabled.

If only one SysTick timer is implemented and ICSR.STTNS is clear, this bit is RAZ/WI from Non-secure state.

If no SysTick timer is implemented this bit is RES0.

This bit resets to zero on a Warm reset.
D1.2.190 SYST_CVR, SysTick Current Value Register

The SYST_CVR characteristics are:

**Purpose**
Reads or clears the SysTick timer current counter value for the selected Security state.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if at least one SysTick timer is implemented.
This register is RES0 if no SysTick timer is implemented.

**Attributes**
32-bit read/write-to-clear register located at 0xE000E018.
Secure software can access the Non-secure version of this register via SYST_CVR_NS located at 0xE002E018. The location 0xE002E018 is RES0 to software executing in Non-secure state and the debugger.
This register is banked between Security states.

**Preface**
If the Main Extension is implemented, then two SysTick timers are implemented. If the Main Extension is not implemented, then it is IMPLEMENTATION DEFINED whether none, one or two SysTick timers are implemented. Where two SysTick timers are implemented, this register is banked. Where one SysTick timer is implemented, this register is not banked, and Non-secure accesses behave as RAZ/WI if ICSR.STTNS is clear. If no SysTick timer is implemented, both aliases of this register behave as RES0.

**Field descriptions**
The SYST_CVR bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31-24</td>
<td>RESERVED, RES0.</td>
</tr>
<tr>
<td>23-0</td>
<td>CURRENT, bits [23:0], on a read</td>
</tr>
<tr>
<td></td>
<td>Current counter value. Provides the value of the SysTick timer counter for the selected Security state.</td>
</tr>
<tr>
<td></td>
<td>It is IMPLEMENTATION DEFINED whether the current counter value decrements if the PE is sleeping and SCR.SLEEPDEEP is set.</td>
</tr>
<tr>
<td></td>
<td>If only one SysTick timer is implemented and ICSR.STTNS is clear, this field is RAZ/WI from Non-secure state.</td>
</tr>
<tr>
<td></td>
<td>If no SysTick timer is implemented this field is RES0.</td>
</tr>
<tr>
<td></td>
<td>This field resets to an UNKNOWN value on a Warm reset.</td>
</tr>
<tr>
<td>31-24</td>
<td>CURRENT, bits [23:0], on a write</td>
</tr>
<tr>
<td></td>
<td>Reset counter value. Writing any value clears the SysTick timer counter for the selected Security state to zero.</td>
</tr>
</tbody>
</table>
D1.2.191 SYST_RVR, SysTick Reload Value Register

The SYST_RVR characteristics are:

**Purpose**
Provides access SysTick timer counter reload value for the selected Security state.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if at least one SysTick timer is implemented.
This register is RES0 if no SysTick timer is implemented.

**Attributes**
32-bit read/write register located at 0xE000E014.
Secure software can access the Non-secure version of this register via SYST_RVR_NS located at 0xE002E014. The location 0xE002E014 is RES0 to software executing in Non-secure state and the debugger.
This register is banked between Security states.

**Preface**
If the Main Extension is implemented, then two SysTick timers are implemented. If the Main Extension is not implemented, then it is IMPLEMENTATION DEFINED whether none, one or two SysTick timers are implemented. Where two SysTick timers are implemented, this register is banked. Where one SysTick timer is implemented, this register is not banked, and Non-secure accesses behave as RAZ/WI if ICSR.STTNS is clear. If no SysTick timer is implemented, both instances of this register behave as RES0.

**Field descriptions**

The SYST_RVR bit assignments are:

<table>
<thead>
<tr>
<th>Bit assignments</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31:24</td>
<td>Reserved, RES0.</td>
</tr>
<tr>
<td>23:0</td>
<td>RELOAD, Counter reload value. The value to load into the SYST_CVR for the selected Security state when the counter reaches 0. If only one SysTick timer is implemented and ICSR.STTNS is clear, this field is RAZ/WI from Non-secure state. If no SysTick timer is implemented this field is RES0. This field resets to an UNKNOWN value on a Warm reset.</td>
</tr>
</tbody>
</table>
D1.2.192 TPIU_ACPR, TPIU Asynchronous Clock Prescaler Register

The TPIU_ACPR characteristics are:

**Purpose**
Defines a prescaler value for the baud rate of the Serial Wire Output (SWO). Writing to the register automatically updates the prescale counter, immediately affecting the baud rate of the serial data output.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.
If a debugger changes the register value while the TPIU is transmitting data, the effect on the output stream is UNPREDICTABLE and the required recovery process is IMPLEMENTATION DEFINED.

**Configurations**
Present only if the TPIU is implemented and supports SWO.
This register is RES0 if the TPIU is not implemented or does not support SWO.

**Attributes**
32-bit read/write register located at 0xE0040010.
This register is not banked between Security states.

**Field descriptions**
The TPIU_ACPR bit assignments are:

<table>
<thead>
<tr>
<th>Bit assignments</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>RES0</td>
</tr>
<tr>
<td>16:15</td>
<td>SWOSCALER</td>
</tr>
</tbody>
</table>

**Bits [31:16]**
Reserved, RES0.

**SWOSCALER, bits [15:0]**
SWO baud rate prescaler. Sets the ratio between an IMPLEMENTATION DEFINED reference clock and the SWO output clock rates. The supported scaler value range is IMPLEMENTATION DEFINED, to a maximum scalar value of 0xFFFF. Unused bits of this field are RAZ/WI.

The possible values of this field are:

\[ n \]

\[ \text{SWO output clock} = \frac{\text{Asynchronous Reference Clock}}{n + 1}. \]

This field resets to zero on a Cold reset.
**D1.2.193 TPIU_CIDR0, TPIU Component Identification Register 0**

The TPIU_CIDR0 characteristics are:

**Purpose**

Provides CoreSight Unique Component Identifier information for the TPIU.

**Usage constraints**

Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**

Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if the TPIU is implemented.

This register is RES0 if the TPIU is not implemented.

**Attributes**

32-bit read-only register located at 0xE0040FF0.

This register is not banked between Security states.

**Field descriptions**

The TPIU_CIDR0 bit assignments are:

<table>
<thead>
<tr>
<th>31</th>
<th>8</th>
<th>7</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>RES0</td>
<td>PRMBL_0</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Bits [31:8]**

Reserved, RES0.

**PRMBL_0, bits [7:0]**

CoreSight component identification preamble. See the *Arm® CoreSight™ Architecture Specification*.

This field reads as 0x0D.
D1.2.194 TPIU_CIDR1, TPIU Component Identification Register 1

The TPIU_CIDR1 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the TPIU.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if the TPIU is implemented.
This register is RES0 if the TPIU is not implemented.

**Attributes**
32-bit read-only register located at 0xE0040FF4.
This register is not banked between Security states.

**Field descriptions**
The TPIU_CIDR1 bit assignments are:

```
<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
<th>25</th>
<th>24</th>
<th>23</th>
<th>22</th>
<th>21</th>
<th>20</th>
<th>19</th>
<th>18</th>
<th>17</th>
<th>16</th>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
</tr>
</thead>
<tbody>
<tr>
<td>RES0</td>
<td></td>
<td>CLASS</td>
<td></td>
<td>PRMBL_1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

**Bits [31:8]**
Reserved, RES0.

**CLASS, bits [7:4]**
CoreSight component class. See the Arm® CoreSight™ Architecture Specification.
This field reads as 0x9.

**PRMBL_1, bits [3:0]**
CoreSight component identification preamble. See the Arm® CoreSight™ Architecture Specification.
This field reads as 0x0.
D1.2.195 TPIU_CIDR2, TPIU Component Identification Register 2

The TPIU_CIDR2 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the TPIU.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if the TPIU is implemented.
This register is RES0 if the TPIU is not implemented.

**Attributes**
32-bit read-only register located at 0xE0040FF8.
This register is not banked between Security states.

**Field descriptions**

The TPIU_CIDR2 bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31-8</td>
<td>Reserved, RES0.</td>
</tr>
<tr>
<td>7-0</td>
<td>PRMBL_2, CoreSight component identification preamble. See the Arm® CoreSight™ Architecture Specification. This field reads as 0x05.</td>
</tr>
</tbody>
</table>
D1.2.196  TPIU_CIDR3, TPIU Component Identification Register 3

The TPIU_CIDR3 characteristics are:

**Purpose**

Provides CoreSight Unique Component Identifier information for the TPIU.

**Usage constraints**

Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**

Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if the TPIU is implemented.

This register is RES0 if the TPIU is not implemented.

**Attributes**

32-bit read-only register located at 0xE0040FFC.

This register is not banked between Security states.

**Field descriptions**

The TPIU_CIDR3 bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>RES0</td>
</tr>
<tr>
<td>8-7</td>
<td>PRMBL_3</td>
</tr>
</tbody>
</table>

**Bits [31:8]**

Reserved, RES0.

**PRMBL_3, bits [7:0]**

CoreSight component identification preamble. See the Arm® CoreSight™ Architecture Specification.

This field reads as 0xB1.
D1.2.197 TPIU_CSPSR, TPIU Current Parallel Port Sizes Register

The TPIU_CSPSR characteristics are:

**Purpose**
Controls the width of the parallel trace port.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if the TPIU is implemented.
This register is RES0 if the TPIU is not implemented.

**Attributes**
32-bit read/write register located at 0xE0040004.
This register is not banked between Security states.

**Field descriptions**
The TPIU_CSPSR bit assignments are:

![CWIDTH Bit Assignment Diagram]

**CWIDTH, bits [31:0]**
Current width. CWIDTH[m] represents a parallel trace port width of (m+1).
The possible values of each bit are:

0  
Width (N+1) is not the current parallel trace port width.

1  
Width (N+1) is the current parallel trace port width.

A debugger must set only one bit is set to 1, and all others must be zero. The effect of writing a value with more than one bit set to 1 is UNPREDICTABLE. The effect of a write to an unsupported bit is UNPREDICTABLE.
This register resets to the value for the smallest supported parallel trace port size.
This field resets to an IMPLEMENTATION DEFINED value on a Cold reset.
D1.2.198 TPIU_DEVTYPE, TPIU Device Type Register

The TPIU_DEVTYPE characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the TPIU.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if the TPIU is implemented.
This register is RES0 if the TPIU is not implemented.

**Attributes**
32-bit read-only register located at 0xE0040FCC.
This register is not banked between Security states.

**Field descriptions**
The TPIU_DEVTYPE bit assignments are:

<table>
<thead>
<tr>
<th>Field</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bits 31:8</td>
<td>Reserved, RES0.</td>
</tr>
<tr>
<td>SUB, bits 7:4</td>
<td>Sub-type. Component sub-type. The possible values of this field are:</td>
</tr>
<tr>
<td>0x0</td>
<td>Other. Only permitted if the MAJOR field reads as 0x0.</td>
</tr>
<tr>
<td>0x1</td>
<td>Trace port. Only permitted if the MAJOR field reads as 0x1. This field reads as an IMPLEMENTATION DEFINED value.</td>
</tr>
<tr>
<td>MAJOR, bits 3:0</td>
<td>Major type. Component major type. The possible values of this field are:</td>
</tr>
<tr>
<td>0x0</td>
<td>Miscellaneous.</td>
</tr>
<tr>
<td>0x1</td>
<td>Trace sink.</td>
</tr>
</tbody>
</table>
This field reads as an IMPLEMENTATION DEFINED value.
D1.2.199  TPIU_FFCR, TPIU Formatter and Flush Control Register

The TPIU_FFCR characteristics are:

**Purpose**
Controls the TPIU formatter. This register might contain other formatter and flush control fields that are outside the scope of the architecture. Contact Arm for more information.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
- If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
- Present only if the TPIU is implemented.
- This register is RES0 if the TPIU is not implemented.

**Attributes**
- 32-bit read/write register located at 0xE0040304.
- This register is not banked between Security states.

**Field descriptions**

The TPIU_FFCR bit assignments are:

<table>
<thead>
<tr>
<th>Bit Position</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>31-15, 11, 7, 3:2</td>
<td>Reserved, RES0.</td>
<td></td>
</tr>
<tr>
<td>14:12</td>
<td>Reserved for formatter stop controls.</td>
<td>Reserved, RES0.</td>
</tr>
<tr>
<td>10:9</td>
<td>Reserved for additional trigger mark controls.</td>
<td>Reserved, RES0.</td>
</tr>
<tr>
<td>8</td>
<td>TrigIn, bit [8]</td>
<td>Trigger input asserted. Indicate a trigger on the trace port when an IMPLEMENTATION DEFINED TRIGIN signal is asserted.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>It is IMPLEMENTATION DEFINED whether this bit is R/W or RAO.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>This bit resets to zero on a Cold reset.</td>
</tr>
<tr>
<td>6</td>
<td>FOnMan, bit [6]</td>
<td>Flush On Manual. Setting this bit to 1 generates a flush. The TPIU clears the bit to 0 when the flush completes.</td>
</tr>
</tbody>
</table>
This bit resets to zero on a Cold reset.

**Bits [5:4]**
- Reserved for additional flush controls.
- Reserved, `RES0`.

**EnFmt, bits [1:0]**
- Formatter control. Selects the output formatting mode.

The possible values of this field are:

- **0b00**
  - Bypass. Disable formatting. Only supported when SWO mode is selected. Only a single trace source is supported in bypass mode:
    - If only a single trace source is connected to this TPIU, it is selected.
    - If multiple sources (including the ITM) are implemented and connected to this TPIU, then all other trace sources, except for the ITM, must be disabled. Otherwise, the trace output is **UNPREDICTABLE**. All other trace sources are discarded.

- **0b10**
  - Continuous. Enable formatting and embed triggers and null cycles in the formatted output.

All other values are reserved.

If no formatter is implemented, this field is `RES0`. This field must be set to `0b10` when the parallel trace port is selected, or when using multiple trace sources. Changing the value of this field when `TPIU_FFSR.FtStopped` is 0 is **UNPREDICTABLE**.

This field resets to zero on a Cold reset.

**Note**

An optional TRACECTL pin might be implemented as part of the parallel trace port that allows Bypass mode when using a parallel trace port and a further mode, `EnFmt == 0b01`. The CoreSight architecture describes `EnFmt[1]` as the `EnFCont` bit and `EnFmt[0]` as the `EnFTC` bit.
D1.2.200  TPIU_FFSR, TPIU Formatter and Flush Status Register

The TPIU_FFSR characteristics are:

**Purpose**
Shows the status and capabilities of the TPIU formatter.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
- If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
- Present only if the TPIU is implemented.
- This register is RES0 if the TPIU is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE0040300.
- This register is not banked between Security states.

**Field descriptions**

The TPIU_FFSR bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>31-4</td>
<td>Reserved</td>
<td>RES0</td>
</tr>
<tr>
<td>4</td>
<td>FtNonStop</td>
<td></td>
</tr>
<tr>
<td>3</td>
<td>TCPresent</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Bits [31:4]**
Reserved, RES0.

**FtNonStop, bit [3]**
Non-stop formatter. Indicates the formatter cannot be stopped.

The possible values of this bit are:

- 0  
  - Formatter can be stopped.
- 1  
  - Formatter cannot be stopped.

If no formatter is implemented, this bit is RAO.

**TCPresent, bit [2]**
TRACECTL present. Indicates presence of the TRACECTL pin.

The possible values of this bit are:

- 0  
  - No TRACECTL pin is available. The data formatter must be used and only in continuous mode.
- 1  
  - The optional TRACECTL pin is present.
If a parallel trace port is not implemented, this bit is RAZ.

**Note**

If a parallel trace port is implemented, Arm recommends the TRACECTL pin is not implemented.

**FtStopped, bit [1]**

Formatter stopped. Indicates the formatter is stopped.

The possible values of this bit are:

- **0**
  - Formatter is enabled.

- **1**
  - The formatter has received a stop request signal and all trace data and post-amble has been output. Any further trace data is ignored.

If no formatter is implemented, or the formatter cannot be stopped, this bit is RAZ.

**FInProg, bit [0]**

Flush in progress. Set to 1 when a flush is initiated and clears to zero when all data received before the flush is acknowledged has been output on the trace port. That is, the trace has been received at the sink, formatted, and output on the trace port.
D1.2.201 TPIU_LAR, TPIU Software Lock Access Register

The TPIU_LAR characteristics are:

**Purpose**
- Provides CoreSight Software Lock control for the TPIU, see the Arm® CoreSight™ Architecture Specification for details.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
- This register is RAZ/WI if accessed via the debugger.

**Configurations**
- Present only if CoreSight identification is implemented.
- Present only if the TPIU is implemented.
- This register is RES0 if the TPIU is not implemented.
- Present only if the optional Software Lock is implemented.
- This register is RAZ/WI if the Software Lock is not implemented.

**Attributes**
- 32-bit write-only register located at 0xE0040FB0.
- This register is not banked between Security states.

**Field descriptions**

The TPIU_LAR bit assignments are:

```
+------------------+
| 31   | 30   | 29   | ... | 1   | 0   |
+------------------+
| KEY             |
+------------------+
```

**KEY, bits [31:0]**
- Lock Access control.

Writing the key value 0xC5ACCE55 to this field unlocks the lock, enabling write accesses to the registers of this component through a memory-mapped interface.

Writing any other value to this register locks the lock, disabling write accesses to the registers of this component through a memory mapped interface.
D1.2.202 TPIU_LSR, TPIU Software Lock Status Register

The TPIU_LSR characteristics are:

**Purpose**
Provides CoreSight Software Lock status information for the TPIU, see the Arm® CoreSight™ Architecture Specification for details.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

This register is RAZ/WI if accessed via the debugger.

**Configurations**
Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if the TPIU is implemented.

This register is RES0 if the TPIU is not implemented.

Present only if the optional Software Lock is implemented.

This register is RAZ/WI if the Software Lock is not implemented.

**Attributes**
32-bit read-only register located at 0xE0040FB4.

This register is not banked between Security states.

**Field descriptions**
The TPIU_LSR bit assignments are:

![Bit Diagram]

**Bits [31:3]**
Reserved, RES0.

**nTT, bit [2]**
Not thirty-two bit. See the Arm® CoreSight™ Architecture Specification.

This bit reads as zero.

**SLK, bit [1]**
Software Lock status. See the Arm® CoreSight™ Architecture Specification.

The possible values of this bit are:

0  Lock clear. Software writes are permitted to the registers of this component.
Lock set. Software writes to the registers of this component are ignored, and reads have no side-effects. For a debugger read of this register, or when the Software Lock is not implemented, this bit is RES0. This bit resets to one on a Cold reset.

**SLI, bit [0]**
Software Lock implemented. See the Arm® CoreSight™ Architecture Specification.

The possible values of this bit are:

0  
Software Lock not implemented or debugger access.

1  
Software Lock is implemented and software access.

For a debugger read of this register, or when the Software Lock is not implemented, this bit is RAZ. This bit reads as an IMPLEMENTATION DEFINED value.
D1.2.203 TPIU_PIDR0, TPIU Peripheral Identification Register 0

The TPIU_PIDR0 characteristics are:

**Purpose**

Provides CoreSight Unique Component Identifier information for the TPIU.

**Usage constraints**

Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**

Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if the TPIU is implemented.

This register is RES0 if the TPIU is not implemented.

**Attributes**

32-bit read-only register located at 0xE0040FE0.

This register is not banked between Security states.

**Field descriptions**

The TPIU_PIDR0 bit assignments are:

```
+---+---+---+---+---+---+---+
| 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|
|RES0|     |     |     |PART_0|
```

**Bits [31:8]**

Reserved, RES0.

**PART_0, bits [7:0]**

Part number bits [7:0]. See the Arm® CoreSight™ Architecture Specification.

This field reads as an IMPLEMENTATION DEFINED value.
D1.2.204 TPIU_PIDR1, TPIU Peripheral Identification Register 1

The TPIU_PIDR1 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the TPIU.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if the TPIU is implemented.
This register is RES0 if the TPIU is not implemented.

**Attributes**
32-bit read-only register located at 0xE0040FE4.
This register is not banked between Security states.

**Field descriptions**

The TPIU_PIDR1 bit assignments are:

<table>
<thead>
<tr>
<th>31</th>
<th>8</th>
<th>7</th>
<th>4</th>
<th>3</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>RES0</td>
<td></td>
<td>DES_0</td>
<td></td>
<td>PART_1</td>
</tr>
</tbody>
</table>

**Bits [31:8]**
Reserved, RES0.

**DES_0, bits [7:4]**
JEP106 identification code bits [3:0]. See the Arm® CoreSight™ Architecture Specification.
This field reads as an IMPLEMENTATION DEFINED value.

**PART_1, bits [3:0]**
This field reads as an IMPLEMENTATION DEFINED value.
D1.2.205 TPIU_PIDR2, TPIU Peripheral Identification Register 2

The TPIU_PIDR2 characteristics are:

**Purpose**

Provides CoreSight Unique Component Identifier information for the TPIU.

**Usage constraints**

Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**

Present only if CoreSight identification is implemented.

This register is RES0 if CoreSight identification is not implemented.

Present only if the TPIU is implemented.

This register is RES0 if the TPIU is not implemented.

**Attributes**

32-bit read-only register located at 0xE0040FE8.

This register is not banked between Security states.

**Field descriptions**

The TPIU_PIDR2 bit assignments are:

![Bit assignments](image)

**Bits [31:8]**

Resolved, RES0.

**REVISION**, bits [7:4]

Component revision. See the *Arm® CoreSight™ Architecture Specification*.

This field reads as an IMPLEMENTATION DEFINED value.

**JEDEC, bit [3]**

JEDEC assignee value is used. See the *Arm® CoreSight™ Architecture Specification*.

This bit reads as one.

**DES_1**, bits [2:0]

JEP106 identification code bits [6:4]. See the *Arm® CoreSight™ Architecture Specification*.

This field reads as an IMPLEMENTATION DEFINED value.
D1.2.206 TPIU_PIDR3, TPIU Peripheral Identification Register 3

The TPIU_PIDR3 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the TPIU.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if CoreSight identification is implemented.
This register is RES0 if CoreSight identification is not implemented.
Present only if the TPIU is implemented.
This register is RES0 if the TPIU is not implemented.

**Attributes**
32-bit read-only register located at 0xE0040FEC.
This register is not banked between Security states.

### Field descriptions
The TPIU_PIDR3 bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31-8</td>
<td>Reserved, RES0.</td>
</tr>
<tr>
<td>7-4</td>
<td>REVAND, bits [7:4]</td>
</tr>
<tr>
<td>3-0</td>
<td>CMOD, bits [3:0]</td>
</tr>
</tbody>
</table>

**REVAND, bits [7:4]**
RevAnd. See the *Arm® CoreSight™ Architecture Specification.*
This field reads as an IMPLEMENTATION DEFINED value.

**CMOD, bits [3:0]**
Customer Modified. See the *Arm® CoreSight™ Architecture Specification.*
This field reads as an IMPLEMENTATION DEFINED value.
The TPIU_PIDR4 characteristics are:

**Purpose**
- Provides CoreSight Unique Component Identifier information for the TPIU.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
- If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
- Present only if CoreSight identification is implemented.
- This register is RES0 if CoreSight identification is not implemented.
- Present only if the TPIU is implemented.
- This register is RES0 if the TPIU is not implemented.

**Attributes**
- 32-bit read-only register located at \(0xE0040FD0\).
- This register is not banked between Security states.

**Field descriptions**

The TPIU_PIDR4 bit assignments are:

<table>
<thead>
<tr>
<th>Bit Positions</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31-8</td>
<td>Reserved, RES0</td>
</tr>
<tr>
<td>7-4</td>
<td>SIZE, 4KB count. See the Arm® CoreSight™ Architecture Specification. This field reads as zero.</td>
</tr>
<tr>
<td>3-0</td>
<td>DES_2, JEP106 continuation code. See the Arm® CoreSight™ Architecture Specification. This field reads as an IMPLEMENTATION DEFINED value.</td>
</tr>
</tbody>
</table>

**Bits [31:8]**
- Reserved, RES0.

**SIZE, bits [7:4]**
- 4KB count. See the Arm® CoreSight™ Architecture Specification.
- This field reads as zero.

**DES_2, bits [3:0]**
- JEP106 continuation code. See the Arm® CoreSight™ Architecture Specification.
- This field reads as an IMPLEMENTATION DEFINED value.
D1.2.208  TPIU_PIDR5, TPIU Peripheral Identification Register 5

The TPIU_PIDR5 characteristics are:

**Purpose**
- Provides CoreSight Unique Component Identifier information for the TPIU.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
- If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
- Present only if CoreSight identification is implemented.
- This register is RES0 if CoreSight identification is not implemented.
- Present only if the TPIU is implemented.
- This register is RES0 if the TPIU is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE0040FD4.
- This register is not banked between Security states.

**Field descriptions**

The TPIU_PIDR5 bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>RES0</td>
</tr>
</tbody>
</table>

**Bits [31:0]**
- Reserved, RES0.
D1.2.209  TPIU_PIDR6, TPIU Peripheral Identification Register 6

The TPIU_PIDR6 characteristics are:

**Purpose**
Provides CoreSight Unique Component Identifier information for the TPIU.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
- Present only if CoreSight identification is implemented.
- This register is RES0 if CoreSight identification is not implemented.
- Present only if the TPIU is implemented.
- This register is RES0 if the TPIU is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE0040FD8.
- This register is not banked between Security states.

**Field descriptions**

The TPIU_PIDR6 bit assignments are:

```
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
RES0
```

**Bits [31:0]**
- Reserved, RES0.
D1.2.210  TPIU_PIDR7, TPIU Peripheral Identification Register 7

The TPIU_PIDR7 characteristics are:

**Purpose**
- Provides CoreSight Unique Component Identifier information for the TPIU.

**Usage constraints**
- Privileged access permitted only. Unprivileged accesses generate a fault.
- This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
- If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
- Present only if CoreSight identification is implemented.
- This register is RES0 if CoreSight identification is not implemented.
- Present only if the TPIU is implemented.
- This register is RES0 if the TPIU is not implemented.

**Attributes**
- 32-bit read-only register located at 0xE0040FDC.
- This register is not banked between Security states.

**Field descriptions**

The TPIU_PIDR7 bit assignments are:

```
  31   30   29   28   27   26   25   24   23   22   21   20   19   18   17   16   15   14   13   12   11   10   09   08   07   06   05   04   03   02   01   00

```

**Bits [31:0]**
- Reserved, RES0.
D1.2.211 TPIU_PSCR, TPIU Periodic Synchronization Control Register

The TPIU_PSCR characteristics are:

**Purpose**
Defines the reload value for the Periodic Synchronization Counter register. The Periodic Synchronization Counter decrements for each byte that is output by the TPIU. If the formatter is implemented and enabled, the TPIU forces completion of the current frame when the counter reaches zero. It is IMPLEMENTATION DEFINED whether the TPIU forces all trace sources to generate synchronization packets when the counter reaches zero. Bytes generated by the TPIU as part of a Halfword synchronization packet or a Full frame synchronization packet are not counted.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.
If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present if the TPIU is implemented and DWT_CYCCNT is not implemented.
OPTIONAL if both the TPIU and DWT_CYCCNT are implemented.
This register is RES0 if the TPIU is not implemented.

**Attributes**
32-bit read/write register located at 0xE0040308.
This register is not banked between Security states.

**Field descriptions**
The TPIU_PSCR bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>Reserved, RES0</td>
</tr>
<tr>
<td>5</td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Periodic Synchronization Count</td>
</tr>
</tbody>
</table>

**Bits [31:5]**
Reserved, RES0.

**PSCCount, bits [4:0]**
Periodic Synchronization Count. Determines the reload value of the Periodic Synchronization Counter. The reload value takes effect the next time the counter reaches zero. Reads from this register return the reload value programmed into this register.

The possible values of this field are:

0b00000  
Synchronization disabled.

0b00111  
128 bytes.

0b01000  
256 bytes.

...
0b11111
2^{31} \text{ bytes.}

All other values are reserved.

The Periodic Synchronization Counter might have a maximum value smaller than $2^{31}$. In this case, if the programmed reload value is greater than the maximum value, then the Periodic Synchronization Counter is reloaded with its maximum value and the TPIU will generate synchronization requests at this interval.

This field resets to 0xA on a Cold reset.

Note

In the CoreSight TPIU, TPIU_PSCR specifies the number of frames between synchronizations, each frame being 16 bytes. This definition of TPIU_PSCR specifies a number of bytes and is encoded as a power-of-two rather than a plain binary number.
Chapter D1. Register Specification

D1.2. Alphabetical list of registers

D1.2.212 TPIU_SPPR, TPIU Selected Pin Protocol Register

The TPIU_SPPR characteristics are:

**Purpose**
Selects the protocol used for trace output.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

If a debugger changes the register value while the TPIU is transmitting data, the effect on the output stream is UNPREDICTABLE and the required recovery process is IMPLEMENTATION DEFINED.

**Configurations**
Present only if the TPIU is implemented and supports SWO.

This register is RES0 if the TPIU is not implemented or does not support SWO.

**Attributes**
32-bit read/write register located at 0xE00400F0.
This register is not banked between Security states.

**Field descriptions**

The TPIU_SPPR bit assignments are:

```
0 1
2 3
31:2  RES0
  0  1  2  3
```

**TXMODE, bits [1:0]**
Transmit mode. Specifies the protocol for trace output from the TPIU.

The possible values of this field are:

0b00
Parallel trace port mode. This value is reserved if TPIU_TYPE.PTINVALID == 1.

0b01
Asynchronous SWO, using Manchester encoding. This value is reserved if TPIU_TYPE.MANCVALID == 0.

0b10
Asynchronous SWO, using NRZ encoding. This value is reserved if TPIU_TYPE.NRZVALID == 0.

All other values are reserved.

The effect of selecting a reserved value, or a mode that the implementation does not support, is UNPREDICTABLE.

This field resets to an IMPLEMENTATION DEFINED value on a Cold reset.
The TPIU_SSPSR characteristics are:

**Purpose**
Indicates the supported parallel trace port sizes.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if the TPIU is implemented.
This register is RES0 if the TPIU is not implemented.

**Attributes**
32-bit read-only register located at 0xE0040000.
This register is not banked between Security states.

**Field descriptions**
The TPIU_SSPSR bit assignments are:

![Bit Assignments Diagram]

**SWIDTH, bits [31:0]**
Supported width. SWIDTH[m] indicates whether a parallel trace port width of \((m+1)\) is supported.

The possible values of each bit are:

0
Parallel trace port width \((m+1)\) not supported.

1
Parallel trace port width \((m+1)\) supported.

The value of this register is IMPLEMENTATION DEFINED.
This field reads as an IMPLEMENTATION DEFINED value.
### D1.2.214 TPIU_TYPE, TPIU Device Identifier Register

The TPIU_TYPE characteristics are:

**Purpose**
Describes the TPIU to a debugger.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.

This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

If the Main Extension is not implemented then it is IMPLEMENTATION DEFINED whether this register is accessible only to the debugger and RES0 for software. Otherwise the register is accessible to the debugger and software.

**Configurations**
Present only if the TPIU is implemented.

This register is RES0 if the TPIU is not implemented.

**Attributes**
32-bit read-only register located at 0xE0040FC8.

This register is not banked between Security states.

**Field descriptions**

The TPIU_TYPE bit assignments are:

<table>
<thead>
<tr>
<th>Bit Position</th>
<th>Description</th>
<th>Value</th>
<th>Notes</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:16]</td>
<td>Reserved, RES0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>[15:12]</td>
<td>IMPLEMENTATION DEFINED.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>[11]</td>
<td>NRZ VALID</td>
<td></td>
<td>NRZ valid. Indicates support for SWO using UART/NRZ encoding. The possible values of this bit are:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0</td>
<td>Not supported.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1</td>
<td>Supported.</td>
</tr>
<tr>
<td>[10]</td>
<td>MANC VALID</td>
<td></td>
<td>Manchester valid. Indicates support for SWO using Manchester encoding. The possible values of this bit are:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0</td>
<td>Not supported.</td>
</tr>
</tbody>
</table>
1
   Supported.
   This bit reads as an IMPLEMENTATION DEFINED value.

**PTINVALID, bit [9]**
   Parallel Trace Interface invalid. Indicates support for parallel trace port operation.
   The possible values of this bit are:
   0
      Supported.
   1
      Not supported.
   This bit reads as an IMPLEMENTATION DEFINED value.

**FIFOSZ, bits [8:6]**
   FIFO depth. Indicates the minimum implemented size of the TPIU output FIFO for trace data.
   The possible values of this field are:
   0
      IMPLEMENTATION DEFINED FIFO depth.
   Other
      Minimum FIFO size is $2^{FIFOSZ}$.
      For example, a value of $0b011$ indicates a FIFO size of at least $2^3 = 8$ bytes.
      This field reads as an IMPLEMENTATION DEFINED value.

**Bits [5:0]**
   IMPLEMENTATION DEFINED.
D1.2.215  TT_RESP, Test Target Response Payload

The TT_RESP characteristics are:

**Purpose**
Provides the response information from a TT, TTA, TTT, or TTAT instruction.

**Usage constraints**
None.

**Configurations**
All.

**Attributes**
32-bit payload.

**Field descriptions**

The TT_RESP bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>31</td>
<td>IREGION</td>
</tr>
<tr>
<td>24</td>
<td>S</td>
</tr>
<tr>
<td>23</td>
<td>R</td>
</tr>
<tr>
<td>21</td>
<td>SREGION</td>
</tr>
<tr>
<td>16</td>
<td>MRVALID</td>
</tr>
<tr>
<td>15</td>
<td>SRVALID</td>
</tr>
<tr>
<td>8</td>
<td>RW</td>
</tr>
<tr>
<td>7</td>
<td>NSRW</td>
</tr>
<tr>
<td>23</td>
<td>IRVALID</td>
</tr>
<tr>
<td>22</td>
<td>NSR</td>
</tr>
<tr>
<td>21</td>
<td>S</td>
</tr>
</tbody>
</table>

**IREGION, bits [31:24]**
IDAU region number. Indicates the IDAU region number containing the target address.
This field is zero if IRVALID is zero.

**IRVALID, bit [23]**
IREGION valid flag. For a Secure request, indicates the validity of the IREGION field.
The possible values of this bit are:

0  IREGION content not valid.
1  IREGION content valid.

This bit is always zero if the IDAU cannot provide a region number, the address is exempt from security attribution, or if the requesting TT instruction was executed from the Non-secure state.

**S, bit [22]**
Security. For a Secure request, indicates the Security attribute of the target address.
The possible values of this bit are:

0  Target address is Non-secure.
1  Target address is Secure.

This bit is always zero if the requesting TT instruction was executed from the Non-secure state.

**NSRW, bit [21]**
Non-secure read and writable. Equal to RW AND NOT S. Can be used in combination with the LSLS (immediate) instruction to check both the MPU and SAU/IDAU permissions. This field is only valid if the instruction was executed from Secure state and the RW field is valid.
NSR, bit [20]
Non-secure readable. Equal to R AND NOT S. Can be used in combination with the LSLS (immediate) instruction to check both the MPU and SAU/IDAU permissions. This field is only valid if the instruction was executed from Secure state and the R field is valid.

RW, bit [19]
Read and writable.
Set to 1 if the memory location can be read and written according to the permissions of the selected MPU when operating in the current mode. For TTT and TTAT, this field returns the permissions for unprivileged access, regardless of whether the current mode is privileged or unprivileged.

This field is invalid and RAZ if the TT instruction was executed from an unprivileged mode and the A flag was not specified. This field is also RAZ if the address matches multiple MPU regions.

R, bit [18]
Readable.

Read accessibility. Set to 1 if the memory location can be read according to the permissions of the selected MPU when operating in the current mode. For TTT and TTAT, this field returns the permissions for unprivileged access, regardless of whether the current mode is privileged or unprivileged.

This field is invalid and RAZ if the TT instruction was executed from an unprivileged mode and the A flag was not specified. This field is also RAZ if the address matches multiple MPU regions.

SRVALID, bit [17]
SREGION valid flag. For a Secure request indicates validity of the SREGION field.

The possible values of this bit are:

0
SREGION content not valid.

1
SREGION content valid.

This bit is always zero if the requesting TT instruction was executed from the Non-secure state.

The SREGION field is invalid if any of the following are true:

- SAU_CTRL.ENABLE is set to zero.
- The register argument specified in the SREGION field does not match any enabled SAU regions.
- The address specified matches multiple enabled SAU regions.
- The address specified by the SREGION field is exempt from the secure memory attribution.
- The TT instruction was executed from the Non-secure state or the Security Extension is not implemented.

MRVALID, bit [16]
MREGION valid flag. Indicates validity of the MREGION field.

The possible values of this bit are:

0
MREGION content not valid.

1
MREGION content valid.

This bit is only valid for TT and TTA instructions, executed in the Secure state or in privileged mode in Non-secure state.

The MREGION field is invalid if any of the following is true:

- The MPU is not implemented or MPU_CTRL.ENABLE is set to zero.
The register argument specified by the MREGION field does not match any enabled MPU regions.

The address matched multiple MPU regions.

The TT instruction was executed from an unprivileged mode and the A flag was not specified.

**SREGION, bits [15:8]**

SAU region number. Holds the SAU region that the address maps to.

This field is only valid if the instruction was executed from Secure state. This field is zero if SRVALID is 0.

**MREGION, bits [7:0]**

MPU region number. Holds the MPU region that the address maps to.

This field is zero if MRVALID is 0.
D1.2.216 UFSR, UsageFault Status Register

The UFSR characteristics are:

**Purpose**
Contains the status for some instruction execution faults, and for data access faults.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
If the Main Extension is implemented, this register is word, halfword, and byte accessible.
If the Main Extension is not implemented, this register is word accessible only, halfword and byte accesses are UNPREDICTABLE.

**Configurations**
Present only if the Main Extension is implemented.
This register is RES0 if the Main Extension is not implemented.

**Attributes**
16-bit read/write-one-to-clear register located at 0xE000ED2A.
Secure software can access the Non-secure version of this register via UFSR_NS located at 0xE002ED2A.
The location 0xE002ED2A is RES0 to software executing in Non-secure state and the debugger.
This register is banked between Security states.
This register is part of CFSR.

**Field descriptions**
The UFSR bit assignments are:

<table>
<thead>
<tr>
<th>15</th>
<th>14</th>
<th>13</th>
<th>12</th>
<th>11</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>RES0</td>
<td>RES0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

- **DIVBYZERO**, bit [9]
  Divide by zero flag. Sticky flag indicating whether an integer division by zero error has occurred.

  The possible values of this bit are:

  - 0  Error has not occurred.
  - 1  Error has occurred.

  This bit resets to zero on a Warm reset.
UNALIGNED, bit [8]
Unaligned access flag. Sticky flag indicating whether an unaligned access error has occurred.
The possible values of this bit are:

0
Error has not occurred.
1
Error has occurred.
This bit resets to zero on a Warm reset.

Bits [7:5]
Reserved, RES0.

STKOF, bit [4]
Stack overflow flag. Sticky flag indicating whether a stack overflow error has occurred.
The possible values of this bit are:

0
Error has not occurred.
1
Error has occurred.
This bit resets to zero on a Warm reset.

NOCP, bit [3]
No coprocessor flag. Sticky flag indicating whether a coprocessor disabled or not present error has occurred.
The possible values of this bit are:

0
Error has not occurred.
1
Error has occurred.
This bit resets to zero on a Warm reset.

INVPC, bit [2]
Invalid PC flag. Sticky flag indicating whether an integrity check error has occurred.
The possible values of this bit are:

0
Error has not occurred.
1
Error has occurred.
This bit resets to zero on a Warm reset.

INVSTATE, bit [1]
Invalid state flag. Sticky flag indicating whether an EPSR.T or EPSR.IT validity error has occurred.
The possible values of this bit are:

0
Error has not occurred.
1
Error has occurred.
This bit resets to zero on a Warm reset.
**UNDEFINSTR, bit [0]**

UNDEFINED instruction flag. Sticky flag indicating whether an UNDEFINED instruction error has occurred.

The possible values of this bit are:

- **0**
  - Error has not occurred.

- **1**
  - Error has occurred.

This includes attempting to execute an UNDEFINED instruction associated with an enable coprocessor.

This bit resets to zero on a Warm reset.
D1.2.217 VTOR, Vector Table Offset Register

The VTOR characteristics are:

**Purpose**
Holds the vector table address for the selected Security state.

**Usage constraints**
Privileged access permitted only. Unprivileged accesses generate a fault.
This register is word accessible only. Halfword and byte accesses are UNPREDICTABLE.

**Configurations**
This register is always implemented.

**Attributes**
32-bit read/write register located at 0xE000ED08.
To allow lock down of this register it is IMPLEMENTATION DEFINED whether this register is writable.
Secure software can access the Non-secure version of this register via VTOR_NS located at 0xE002ED08.
The location 0xE002ED08 is RES0 to software executing in Non-secure state and the debugger.
This register is banked between Security states.

**Field descriptions**
The VTOR bit assignments are:

<table>
<thead>
<tr>
<th>31</th>
<th>7</th>
<th>6</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>TBLOFF</td>
<td>RES0</td>
<td></td>
</tr>
</tbody>
</table>

**TBLOFF, bits [31:7]**
Table offset. Bits [31:7] of the vector table address for the selected Security state.
It is IMPLEMENTATION DEFINED whether any of the TBLOFF bits are WI.
This field resets to an IMPLEMENTATION DEFINED value on a Warm reset.

**Bits [6:0]**
Reserved, RES0.
### D1.2.218 XPSR, Combined Program Status Registers

The XPSR characteristics are:

**Purpose**
Provides access to a combination of the APSR, EPSR and IPSR.

**Usage constraints**
Privileged access only. Unprivileged access is RAZ/WI, unless otherwise stated.

**Configurations**
This register is always implemented.

**Attributes**
- 32-bit read/write special-purpose register.
- This register is not banked between Security states.

#### Field descriptions

The XPSR bit assignments are:

**When \{XPSR[26:25], XPSR[11:10]\} \neq 0:**

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
<th>25</th>
<th>24</th>
<th>23</th>
<th>20</th>
<th>19</th>
<th>16</th>
<th>15</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>N</td>
<td>Z</td>
<td>C</td>
<td>V</td>
<td>Q</td>
<td>IT</td>
<td>T</td>
<td>RES0</td>
<td>GE</td>
<td>IT</td>
<td>0</td>
<td>Exception</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**When \{XPSR[26:25], XPSR[11:10]\} == 0:**

<table>
<thead>
<tr>
<th>31</th>
<th>30</th>
<th>29</th>
<th>28</th>
<th>27</th>
<th>26</th>
<th>25</th>
<th>24</th>
<th>23</th>
<th>20</th>
<th>19</th>
<th>16</th>
<th>15</th>
<th>10</th>
<th>9</th>
<th>8</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>N</td>
<td>Z</td>
<td>C</td>
<td>V</td>
<td>Q</td>
<td>ICI</td>
<td>T</td>
<td>RES0</td>
<td>GE</td>
<td>ICI</td>
<td>0</td>
<td>Exception</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**N**, bit [31]
Negative flag. Reads or writes the current value of APSR.N.

**Z**, bit [30]
Zero flag. Reads or writes the current value of APSR.Z.

**C**, bit [29]
Carry flag. Reads or writes the current value of APSR.C.

**V**, bit [28]
Overflow flag. Reads or writes the current value of APSR.V.

**Q**, bit [27]
Saturate flag. Reads or writes the current value of APSR.Q.

**T**, bit [24]
T32 state. Reads or writes the current value of EPSR.T.

**Bits** [23:20]
Reserved, RES0.

**GE**, bits [19:16]
Greater-than or equal flag. Reads or writes the current value of APSR.GE.

**IT**, bits [15:10,26:25], when \{XPSR[26:25], XPSR[11:10]\} \neq 0
If-then flags. Reads or writes the current value of EPSR.IT.
ICI, bits [26:25,15:10], when [[XPSR[26:25], XPSR[11:10]] == 0]
Interruption continuation flags. Reads or writes the current value of EPSR.ICI.

Bit [9]
Reserved, RES0.

Exception, bits [8:0]
Exception number. Reads or writes the current value of IPSR.Exception.
Part E
Armv8-M Pseudocode
Chapter E1
Arm Pseudocode Definition

This chapter provides a definition of the pseudocode that this manual uses, and defines some built-in functions that the pseudocode uses. It contains the following sections:

E1.1 About the Arm pseudocode on page 1200.
E1.2 Data types on page 1201.
E1.3 Operators on page 1207.
E1.4 Statements and control structures on page 1213.
E1.5 Built-in functions on page 1218.
E1.6 Arm pseudocode definition index on page 1221.
E1.7 Additional functions on page 1224.

Note
This chapter is not a formal language definition for the pseudocode. It is a guide to help understand the use of Arm pseudocode.
Chapter E1. Arm Pseudocode Definition

E1.1 About the Arm pseudocode

The Arm pseudocode provides precise descriptions of some areas of the Arm architecture. This includes description of the decoding and operation of all valid instructions.

The following sections describe the Arm pseudocode in detail:

E1.2 Data types on page 1201.
E1.3 Operators on page 1207.
E1.4 Statements and control structures on page 1213.
E1.5 Built-in functions on page 1218 describes some built-in functions that the pseudocode functions use that this manual describes elsewhere.
E1.6 Arm pseudocode definition index on page 1221 contains the indexes to the pseudocode.

E1.1.1 General limitations of Arm pseudocode

Because of the limitations inherent in all pseudocode, the Arm pseudocode and pseudocode comments describe only one particular implementation of the architecture. There are several instances where a rule relaxes the behavior that a particular piece of pseudocode describes.

The pseudocode statements EndOfInstruction(), SEE, UNDEFINED, CONSTRAINED_UNPREDICTABLE, and UNPREDICTABLE indicate behavior that differs from that indicated by the pseudocode being executed. If one of the statements is encountered:

- CONSTRAINED_UNPREDICTABLE, and UNPREDICTABLE mean earlier behavior indicated by the pseudocode is only specified as occurring to the extent required to determine that the statement is executed. No subsequent behavior that the pseudocode indicates occurs.
- EndOfInstruction(), SEE, and UNDEFINED mean that the pseudocode will terminate execution of the current instruction and pseudocode execution continues from the exception catch.

For more information, see E1.4.5 Special statements on page 1216.
Chapter E1. Arm Pseudocode Definition
E1.2. Data types

This section describes:

E1.2.1 General data type rules.
E1.2.2 Bitstrings.
E1.2.3 Integers on page 1202.
E1.2.4 Reals on page 1202.
E1.2.5 Booleans on page 1203.
E1.2.6 Enumerations on page 1203.
E1.2.7 Structures on page 1204.
E1.2.8 Tuples on page 1205.
E1.2.9 Arrays on page 1205.

E1.2.1 General data type rules

Arm architecture pseudocode is a strongly typed language. Every literal and variable is of one of the following types:

- Bitstring.
- Integer.
- Boolean.
- Real.
- Enumeration.
- Tuple.
- Struct.
- Array.

The syntax of a literal determines its type. A variable can be assigned to without an explicit declaration. The variable implicitly has the type of the assigned value. For example, the following assignments implicitly declare the variables \(x\), \(y\), and \(z\) to have types integer, bitstring of length 1, and Boolean, respectively.

1 \ x = 1;
2 \ y = '1';
3 \ z = TRUE;

Variables can also have their types declared explicitly by preceding the variable name with the name of the type. The following example declares explicitly that a variable named \(\text{count}\) is an integer.

\text{integer} \ \text{count};

This is most often done in function definitions for the arguments and the result of the function.

The remaining subsections describe each data type in more detail.

E1.2.2 Bitstrings

This section describes the bitstring data type.
Chapter E1. Arm Pseudocode Definition

E1.2. Data types

Syntax

bits (N)

The type name of a bitstring of length ‘N’.

bit

A synonym of bits(1).

Description

A bitstring is a finite-length string of 0s and 1s. Each length of bitstring is a different type. The minimum permitted length of a bitstring is 0.

Bitstring constants literals are written as a single quotation mark, followed by the string of 0s and 1s, followed by another single quotation mark. For example, the two constants literals of type bit are ‘0’ and ‘1’. Spaces can be included in bitstrings for clarity.

The bits in a bitstring are numbered from left to right N-1 to 0. This numbering is used when accessing the bitstring using bitslices. In conversions to and from integers, bit N-1 is the MSByte and bit 0 is the LSByte. This order matches the order in which bitstrings derived from encoding diagrams are printed.

Every bitstring value has a left-to-right order, with the bits being numbered in standard little-endian order. That is, the leftmost bit of a bitstring of length N is bit (N-1) and its right-most bit is bit 0. This order is used as the most-significant-to-least-significant bit order in conversions to and from integers. For bitstring constants and bitstrings that are derived from encoding diagrams, this order matches the way that they are printed.

Bitstrings are the only concrete data type in pseudocode, corresponding directly to the contents values that are manipulated in registers, memory locations, and instructions. All other data types are abstract.

E1.2.3 Integers

This section describes the data type for integer numbers.

Syntax

integer

The type name for the integer data type.

Description

Pseudocode integers are unbounded in size and can be either positive or negative. That is, they are mathematical integers rather than what computer languages and architectures commonly call integers. Computer integers are represented in pseudocode as bitstrings of the appropriate length, and the pseudocode provides functions to interpret those bitstrings as integers.

Integer literals are normally written in decimal form, such as 0, 15, −1234. They can also be written in C-style hexadecimal form, such as 0x55 or 0x80000000. Hexadecimal integer literals are treated as positive unless they have a preceding minus sign. For example, 0x80000000 is the integer +2\(^{31}\). If −2\(^{31}\) needs to be written in hexadecimal, it must be written as −0x80000000.

E1.2.4 Reals

This section describes the data type for real numbers.
Chapter E1. Arm Pseudocode Definition

E1.2. Data types

Syntax

real

The type name for the real data type.

Description

Pseudocode reals are unbounded in size and precision. That is, they are mathematical real numbers, not computer floating-point numbers. Computer floating-point numbers are represented in pseudocode as bitstrings of the appropriate length, and the pseudocode provides functions to interpret those bitstrings as reals.

Real constant literals are written in decimal form with a decimal point. This means 0 is an integer constant literal, but 0.0 is a real constant literal.

E1.2.5 Booleans

This section describes the boolean data type.

Syntax

boolean

The type name for the boolean data type.

TRUE, FALSE

The two values a boolean variable can take.

Description

A boolean is a logical TRUE or FALSE value.

Note

This is not the same type as bit, which is a bitstring of length 1. A boolean can only take on one of two values: TRUE or FALSE.

E1.2.6 Enumerations

This section describes the enumeration data type.

Syntax and examples

enumeration

Keyword to define a new enumeration type.

enumeration Example {Example_One, Example_Two, Example_Three};

A definition of a new enumeration that is called Example, which can take on the values Example_One, Example_Two, Example_Three.
Description

An enumeration is a defined set of named values.

An enumeration must contain at least one named value. A named value must not be shared between enumerations.

Enumerations must be defined explicitly, although a variable of an enumeration type can be declared implicitly by assigning one of the named values to it. By convention, each named value starts with the name of the enumeration followed by an underscore. The name of the enumeration is its type name, or type, and the named values are its possible values.

E1.2.7 Structures

This section describes the structure data type.

Syntax and examples

type

The keyword that is used to declare the structure data type.

type ShiftSpec is (bits(2)shift, integer amount):

An example definition for a new structure that is called ‘ShiftSpec’ that contains a bitstring member that is called ‘shift’ and an integer member called ‘amount’. Structure definitions must not be terminated with a semicolon.

ShiftSpec abc;

A declaration of a variable that is named ‘abc’ of type ‘ShiftSpec’.

abc.shift

Syntax to refer to the individual members within the structure variable.

Description

A structure is a compound data type composed of one or more data items. The data items can be of different data types. This can include compound data types. The data items of a structure are called its members and are named.

In the syntax section, the example defines a structure that is called ShiftSpec with two members. The first is a bitstring of length 2 named shift and the second is an integer that is named amount. After declaring a variable of that type that is named abc, the members of this structure are referred to as abc.shift and abc.amount.

Every definition of a structure creates a different type, even if the number and type of their members are identical. For example:

type ShiftSpec1 is (bits(2)shift, integer amount)
type ShiftSpec2 is (bits(2)shift, integer amount)

ShiftSpec1 and ShiftSpec2 are two different types despite having identical definitions. This means that the value in a variable of type ShiftSpec1 cannot be assigned to variable of type ShiftSpec2.

E1.2.7.1 _Type and _Type

This subsection describes the data structure types for a particular register or payload.
**Example**

```cpp
RETPSR_Type
```

The data structure of type RETPSR.

**Description**

By convention, `Type` declares a structure data type for a specific register or payload. See the individual register descriptions for the fields that apply to a particular data structure.

### E1.2.8 Tuples

This section describes the tuple data type.

**Examples**

```cpp
(bits(32) shifter_result, bit shifter_carry_out)
```

An example of the tuple syntax.

```cpp
(shift_t, shift_n) = ('00', 0);
```

An example of assigning values to a tuple.

**Description**

A tuple is an ordered set of data items, which are separated by commas and enclosed in parentheses. The items can be of different types and a tuple must contain at least one data item.

Tuples are often used as the return type for functions that return multiple results. For example, in the syntax section, the example tuple is the return type of the function `Shift_C()`, which performs a standard A32/T32 shift or rotation. Its return type is a tuple containing two data items, with the first of type, and `bits(32)` the second of type `bit`.

Each tuple is a separate compound data type. The compound data type is represented as a comma-separated list of ordered data types between parentheses. This means that the example tuple at the start of this section is of type `(bits(32), bit)`. The general principle that types can be implied by an assignment extends to implying the type of the elements in the tuple. For example, in the syntax section, the example assignment implicitly declares:

- `shift_t` to be of type `bits(2)`.
- `shift_n` to be of type `integer`.
- `(shift_t, shift_n)` to be a tuple of type `(bits(2), integer)`.

### E1.2.9 Arrays

This section describes the array data type.

**Syntax**

```cpp
array
```

The type name for the array data type.

```cpp
array data_type array_name[A..B];
array [A..B] of data_type array_name
```
Declaration of an array of type 'data_type', which might be compound data type. It is named 'array_name' and is indexed with an integer range from 'A' to 'B'.

**Description**

An array is an ordered set of fixed size containing items of a single data type. This can include compound data types. Pseudocode arrays are indexed by either enumerations or integer ranges. An integer range is represented by the lower inclusive end of the range, then \ldots then the upper inclusive end of the range.

For example:

The following example declares an array of 31 bitstrings of length 64, indexed from 0-30.

```plaintext
array bits(64) _R[0..30];
```

Arrays are always explicitly declared, and there is no notation for a constant literal array. Arrays always contain at least one element data item, because:

- Enumerations always contain at least one symbolic constant named value.
- Integer ranges always contain at least one integer.

An array declared with an enumeration type as the index must be accessed using enumeration values of that enumeration type. An array declared with an integer range type as the index must be accessed using integer values from that inclusive range. Accessing such an array with an integer value outside of the range is a coding error.

Pseudocode can also contain array-like functions such as \( R[i], \text{MemU}[\text{address}, \text{size}] \), or \( \text{Elem}[\text{vector}, i, \text{size}] \). These functions package up and abstract additional operations that are normally performed on accesses to the underlying arrays, such as register banking, memory protection, endian-dependent byte ordering, exclusive-access housekeeping and Advanced SIMD element processing. See E1.4.2 *Function and procedure calls* on page 1213.
E1.3 Operators

This section describes:

E1.3.1 Relational operators.
E1.3.2 Boolean operators.
E1.3.3 Bitstring operators on page 1208.
E1.3.4 Arithmetic operators on page 1209.
E1.3.5 The assignment operator on page 1210.
E1.3.6 Precedence rules on page 1211.
E1.3.7 Conditional expressions on page 1211.
E1.3.8 Operator polymorphism on page 1211.

E1.3.1 Relational operators

The following operations yield results of type boolean.

Equality and non-equality

If two variables \(x\) and \(y\) are of the same type, their values can be tested for equality by using the expression \(x == y\) and for non-equality by using the expression \(x != y\). In both cases, the result is of type boolean.

Both \(x\) and \(y\) must be of type bits\((N)\), real, enumeration, boolean, or integer. Named values from an enumeration can only be compared if they are both from the same enumeration. An exception is that a bitstring can be tested for equality with an integer to allow a \(d==15\) test.

A special form of comparison is defined with a bitstring literal that can contain bit values ‘0’, ‘1’, and ‘x’. Any bit with value ‘x’ is ignored in determining the result of the comparison. For example, if \(\text{opcode}\) is a 4-bit bitstring, the expression \(\text{opcode} == '1x0x'\) matches the values 1000, 1100, 1001, and 1101. This is known as a bitmask.

Note

This special form is permitted in the implied equality comparisons in the when parts of case ... of ... structures.

Comparisons

If \(x\) and \(y\) are integers or reals, then \(x < y, x <= y, x > y,\) and \(x = y\) are less than, less than or equal, greater than, and greater than or equal comparisons between them, producing boolean results.

E1.3.1.1 Set membership with IN

\(<\text{expression}>\ IN \{<\text{set}>\}\) produces TRUE if \(<\text{expression}>\) is a member of \(<\text{set}>\). Otherwise, it is FALSE. \(<\text{set}>\) must be a list of expressions that are separated by commas.

E1.3.2 Boolean operators

If \(x\) is a boolean expression, then \(!x\) is its logical inverse.

If \(x\) and \(y\) are boolean expressions, then \(x \&\& y\) is the result of ANDing them together. As in the C language, if \(x\) is FALSE, the result is determined to be FALSE without evaluating \(y\).
Note
This is known as short circuit evaluation.

If \( x \) and \( y \) are boolean, then \( x \lor y \) is the result of ORing them together. As in the C language, if \( x \) is \texttt{TRUE}, the result is determined to be \texttt{TRUE} without evaluating \( y \).

Note
If \( x \) and \( y \) are boolean or boolean expressions, then the result of \( x \neq y \) is the same as the result of exclusive-ORing \( x \) and \( y \) together. The operator \texttt{EOR} only accepts bitstring arguments.

### E1.3.3 Bitstring operators

The following operations can be applied only to bitstrings.

#### Logical operations on bitstrings

If \( x \) is a bitstring, \( \text{NOT}(x) \) is the bitstring of the same length that is obtained by logically inverting every bit of \( x \).

If \( x \) and \( y \) are bitstrings of the same length, \( x \land y \), \( x \lor y \), and \( x \oplus y \) are the bitstrings of that same length that is obtained by logically ANDing, logically ORing, and exclusive-ORing corresponding bits of \( x \) and \( y \) together.

#### Bitstring concatenation and slicing

If \( x \) and \( y \) are bitstrings of lengths \( N \) and \( M \) respectively, then \( x:y \) is the bitstring of length \( N+M \) constructed by concatenating \( x \) and \( y \) in left-to-right order.

The bitstring slicing operator addresses specific bits in a bitstring. This can be used to create a new bitstring from extracted bits or to set the value of specific bits. Its syntax is \( x\{\text{integer\_list}\} \), where \( x \) is the integer or bitstring being sliced, and \( \text{integer\_list} \) is a comma-separated list of integers that are enclosed in square brackets. The length of the resulting bitstring is equal to the number of integers in \( \text{integer\_list} \). In \( x\{\text{integer\_list}\} \), each of the integers in \( \text{integer\_list} \) must be:

- \( \geq 0 \).
- \( < \text{Len}(x) \) if \( x \) is a bitstring.

The definition of \( x\{\text{integer\_list}\} \) depends on whether \( \text{integer\_list} \) contains more than one integer:

- If \( \text{integer\_list} \) contains more than one integer, \( x\{i,j,k,\ldots,n\} \) is defined to be the concatenation:

\[
\begin{align*}
x[i]: x[j]: x[k]: \ldots: x[n]
\end{align*}
\]

- If \( \text{integer\_list} \) consists of just one integer \( i \), \( x[i] \) is defined to be:

  - If \( x \) is a bitstring, \'0\' if bit \( i \) of \( x \) is a zero and \'1\' if bit \( i \) of \( x \) is a one.
  
  - If \( x \) is an integer, %2^i \( x \) is the unique integer in the range 0 to \( 2^{(i+1)}-1 \) that is congruent to \( x \) modulo \( 2^{(i+1)} \). Then \( x[i] \) is \'0\' if \( y < 2^i \) and \'1\' if \( y \geq 2^i \).

Loosely, this definition treats an integer as equivalent to a sufficiently long two's complement representation of it as a bitstring.

The notation for a range expression is \( i:j \) with \( i >= j \) is shorthand for the integers in order from \( i \) down to \( j \), with both end values included. For example, \( x\{31:28\} \) represents \( \text{instr}[31, 30, 29, 28] \).

\( x\{\text{integer\_list}\} \) is assignable provided \( x \) is an assignable bitstring and no integer appears more than once in \( \text{integer\_list} \). In particular, \( x[i] \) is assignable if \( x \) is an assignable bitstring and \( 0 <= i < \text{Len}(x) \).

Encoding diagrams for registers frequently show named bits or multi-bit fields. For example, the encoding diagram for the APSR shows its bit[31] as \( N \). In such cases, the syntax APSR.N is used as a more readable synonym for APSR[31] as named bits can be referred to with the same syntax as referring to members of a struct. A
comma-separated list of named bits enclosed in square brackets following the register name allows multiple bits to be addressed simultaneously.

For example, **APSR\[N, C, Q\]** is synonymous with **APSR [31, 29, 27]**.

### E1.3.4 Arithmetic operators

Most pseudocode arithmetic is performed on integer or real values, with operands obtained by conversions from bitstrings and results that are converted back to bitstrings. As these data types are the unbounded mathematical types, no issues arise about overflow or similar errors.

#### Unary plus and minus

If \( x \) is an integer or real, then +\( x \) is \( x \) unchanged, -\( x \) is \( x \) with its sign reversed. Both are of the same type as \( x \).

#### Addition and subtraction

If \( x \) and \( y \) are integers or reals, \( x + y \) and \( x - y \) are their sum and difference. Both are of type **integer** if \( x \) and \( y \) are both of type **integer**, and **real** otherwise.

There are two cases where the types of \( x \) and \( y \) can be different. A bitstring and an integer can be added together to allow the operation \( PC + 4 \). An integer can be subtracted from a bitstring to allow the operation \( PC - 2 \).

If \( x \) and \( y \) are bitstrings of the same length \( N \), so that \( N = \text{Len}(x) = \text{Len}(y) \), then \( x + y \) and \( x - y \) are the least significant \( N \) bits of the results of converting \( x \) and \( y \) to integers and adding or subtracting them. Signed and unsigned conversions produce the same result:

1. \( x + y = (\text{SInt}(x) + \text{SInt}(y))[N-1:0] \)
2. \( x + y = (\text{UInt}(x) + \text{UInt}(y))[N-1:0] \)
3. \( x - y = (\text{SInt}(x) - \text{SInt}(y))[N-1:0] \)
4. \( x - y = (\text{UInt}(x) - \text{UInt}(y))[N-1:0] \)

If \( x \) is a bitstring of length \( N \) and \( y \) is an integer, \( x + y \) and \( x - y \) are the bitstrings of length \( N \) defined by \( x + y = x + y[N-1:0] \) and \( x - y = x - y[N-1:0] \). Similarly, if \( x \) is an integer and \( y \) is a bitstring of length \( M \), \( x + y \) and \( x - y \) are the bitstrings of length \( M \) defined by \( x + y = x[M-1:0] + y \) and \( x - y = x[M-1:0] - y \).

#### Multiplication

If \( x \) and \( y \) are integers or reals, then \( x \times y \) is the product of \( x \) and \( y \). It is of type **integer** if \( x \) and \( y \) are both of type **integer**, and **real** otherwise.

#### Division and modulo

If \( x \) and \( y \) are reals, then \( x/y \) is the result of dividing \( x \) by \( y \), and is always of type **real**.

If \( x \) and \( y \) are integers, then \( x \div y \) and \( x \mod y \) are defined by:

1. \( x \div y = \text{RoundDown}(x/y) \)
2. \( x \mod y = x - y \times (x \div y) \)

It is a pseudocode error to use any of \( x/y, x \mod y \), or \( x \div y \) in any context where \( y \) can be zero.

#### Scaling

If \( x \) and \( n \) are of type **integer**, then:

- \( x \ll n = \text{RoundDown}(x \times 2^n) \).
- \( x \gg n = \text{RoundDown}(x \times 2^{(-n)}) \).
Raising to a power

If $x$ is an integer or a real and $n$ is an integer, then $x^n$ is the result of raising $x$ to the power of $n$, and:

- If $x$ is of type `integer` then $x^n$ is of type `integer`.
- If $x$ is of type `real` then $x^n$ is of type `real`.

### E1.3.5 The assignment operator

The assignment operator is the `=` character, which assigns the value of the right-hand side to the left-hand side. An assignment statement takes the form:

```plaintext
<assignable_expression> = <expression>;
```

This following subsection defines valid expression syntax.

#### General expression syntax

An expression is one of the following:

- A literal.
- A variable, optionally preceded by a data type name to declare its type.
- The word `UNKNOWN` preceded by a data type name to declare its type.
- The result of applying a language-defined operator to other expressions.
- The result of applying a function to other expressions.

Variable names normally consist of alphanumeric and underscore characters, starting with an alphabetic or underscore character.

Each register that is defined in an Arm architecture specification defines a correspondingly named pseudocode bitstring variable, and that variable has the stated behavior of the register. For example, if a bit of a register is defined as RAZ/WI, then the corresponding bit of its variable reads as '0' and ignore writes.

An expression like `bits(32) UNKNOWN` indicates that the result of the expression is a value of the given type, but the architecture does not specify what value it is and software must not rely on such values. The value produced must not:

- Return information that cannot be accessed at the current or a lower level of privilege using instructions that are not `UNPREDICTABLE` or `CONSTRAINED UNPREDICTABLE` and do not return `UNKNOWN` values,
- Be promoted as providing any useful information to software.

Note

`UNKNOWN` values are similar to the definition of `UNPREDICTABLE`, but do not indicate that the entire architectural state becomes unspecified.

Only the following expressions are assignable. This means that these are the only expressions that can be placed on the left-hand side of an assignment:

- Variables.
- The results of applying some operators to other expressions.

The description of each language-defined operator that can generate an assignable expression specifies the circumstances under which it does so. For example, those circumstances might require that one or more of the expressions the operator operates on is an assignable expression.

- The results of applying array-like functions to other expressions. The description of an array-like function specifies the circumstances under which it can generate an assignable expression.
E1.3. Operators

Note

If the right-hand side in an assignment is a function returning a tuple, an item in the assignment
destination can be written as – to indicate that the corresponding item of the assigned tuple value is
discarded. For example:

\[(\text{shifted, \text{-}}) = \text{LSL}_C(\text{operand, amount});\]

The expression on the right-hand side itself can be a tuple. For example:

\[(x, y) = (\text{function}_1(), \text{function}_2());\]

Every expression has a data type.

- For a literal, this data type is determined by the syntax of the literal.
- For a variable, there are the following possible sources for the data type
  - An optional preceding data type name.
  - A data type the variable was given earlier in the pseudocode by recursive application of this rule.
  - A data type the variable is being given by assignment, either by direct assignment to the variable, or by
    assignment to a list of which the variable is a member.

It is a pseudocode error if none of these data type sources exists for a variable, or if more than one of them
exists and they do not agree about the type.

- For a language-defined operator, the definition of the operator determines the data type.
- For a function, the definition of the function determines the data type.

E1.3.6 Precedence rules

The precedence rules for expressions are:

1. Literals, variables, and function invocations are evaluated with higher priority than any operators using their
   results, but see E1.3.2 Boolean operators on page 1207.
2. Operators on integers follow the normal operator precedence rules of exponentiation before multiply/divide
   before add/subtract, with sequences of multiply/divides or add/subtracts evaluated left-to-right.
3. Other expressions must be parenthesized to indicate operator precedence if ambiguity is possible, but do not
   need to be if all permitted precedence orders under the type rules necessarily lead to the same result. For
   example, if \(i, j\) and \(k\) are integer variables, \(i > 0 \land j > 0 \land k > 0\) is acceptable, but \(i > 0 \lor j > 0 \lor k > 0\) is not.

E1.3.7 Conditional expressions

If \(x\) and \(y\) are two values of the same type and \(t\) is a value of type boolean, then if \(t\) then \(x\) else \(y\) is an
expression of the same type as \(x\) and \(y\) that produces \(x\) if \(t\) is True and \(y\) if \(t\) is False.

E1.3.8 Operator polymorphism

Operators in pseudocode can be polymorphic, with different functionality when applied to different data types.
Each resulting form of an operator has a different prototype definition. For example, the operator + has forms that
act on various combinations of integers, reals and bitstrings.

Table E1-1 summarizes the operand types valid for each unary operator and the result type. Table E1-2 summarizes
the operand types valid for each binary operator and the result type.
Table E1-1, Result and operand types that are permitted for unary operators.

<table>
<thead>
<tr>
<th>Operator</th>
<th>Operand Type</th>
<th>Result Type</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>integer</td>
<td>integer</td>
</tr>
<tr>
<td></td>
<td>real</td>
<td>real</td>
</tr>
<tr>
<td>NOT</td>
<td>bits(N)</td>
<td>bits(N)</td>
</tr>
<tr>
<td>!</td>
<td>boolean</td>
<td>boolean</td>
</tr>
</tbody>
</table>

Table E1-2, Result and operand types that are permitted for binary operators.

<table>
<thead>
<tr>
<th>Operator</th>
<th>First operand type</th>
<th>Second operand type</th>
<th>Result type</th>
</tr>
</thead>
<tbody>
<tr>
<td>==</td>
<td>bits(N)</td>
<td>integer</td>
<td>boolean</td>
</tr>
<tr>
<td></td>
<td>bits(N)</td>
<td>bits(N)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>integer</td>
<td>integer</td>
<td></td>
</tr>
<tr>
<td></td>
<td>real</td>
<td>real</td>
<td></td>
</tr>
<tr>
<td></td>
<td>enumeration</td>
<td>enumeration</td>
<td></td>
</tr>
<tr>
<td></td>
<td>boolean</td>
<td>boolean</td>
<td></td>
</tr>
<tr>
<td>!=</td>
<td>bits(N)</td>
<td>bits(N)</td>
<td>boolean</td>
</tr>
<tr>
<td></td>
<td>integer</td>
<td>integer</td>
<td></td>
</tr>
<tr>
<td></td>
<td>real</td>
<td>real</td>
<td></td>
</tr>
<tr>
<td>&lt;, &gt;</td>
<td>integer</td>
<td>integer</td>
<td>boolean</td>
</tr>
<tr>
<td>&lt;=, &gt;=</td>
<td>real</td>
<td>real</td>
<td></td>
</tr>
<tr>
<td>+, -</td>
<td>integer</td>
<td>integer</td>
<td>integer</td>
</tr>
<tr>
<td></td>
<td>real</td>
<td>real</td>
<td></td>
</tr>
<tr>
<td></td>
<td>bits(N)</td>
<td>bits(N)</td>
<td></td>
</tr>
<tr>
<td></td>
<td>bits(N)</td>
<td>integer</td>
<td></td>
</tr>
<tr>
<td>«, »</td>
<td>integer</td>
<td>integer</td>
<td>integer</td>
</tr>
<tr>
<td>*</td>
<td>integer</td>
<td>integer</td>
<td>integer</td>
</tr>
<tr>
<td></td>
<td>real</td>
<td>real</td>
<td></td>
</tr>
<tr>
<td></td>
<td>bits(N)</td>
<td>bits(N)</td>
<td></td>
</tr>
<tr>
<td>/</td>
<td>real</td>
<td>real</td>
<td></td>
</tr>
<tr>
<td>DIV</td>
<td>integer</td>
<td>integer</td>
<td>integer</td>
</tr>
<tr>
<td>MOD</td>
<td>integer</td>
<td>integer</td>
<td>integer</td>
</tr>
<tr>
<td></td>
<td>bits(N)</td>
<td>integer</td>
<td></td>
</tr>
<tr>
<td>&amp;&amp;,</td>
<td></td>
<td></td>
<td>boolean</td>
</tr>
<tr>
<td>AND, OR, EOR</td>
<td>bits(N)</td>
<td>bits(N)</td>
<td>bits(N)</td>
</tr>
<tr>
<td>^</td>
<td>integer</td>
<td>integer</td>
<td>integer</td>
</tr>
<tr>
<td></td>
<td>real</td>
<td>integer</td>
<td>real</td>
</tr>
</tbody>
</table>
Chapter E1. Arm Pseudocode Definition

E1.4 Statements and control structures

This section describes the statements and program structures available in the pseudocode.

E1.4.1 Statements and Indentation

A simple statement is either an assignment, a function call, or a procedure call. Each statement must be terminated with a semicolon.

Indentation normally indicates the structure in compound statements. The statements that are contained in structures such as if... then... else... or procedure and function definitions are indented more deeply than the statement structure itself. The end of a compound statement structure and their end is indicated by returning to the original indentation level or less.

Indentation is normally done by four spaces for each level. Standard indentation uses four spaces for each level of indent.

E1.4.2 Function and procedure calls

This section describes how functions and procedures are defined and called in the pseudocode.

Procedure and function definitions

A procedure definition has the form:

```
<procedure name>(<argument prototypes>)
<statement 1>;
<statement 2>;
...
<statement n>;
```

where <argument prototypes> consists of zero or more argument definitions, which are separated by commas. Each argument definition consists of a type name followed by the name of the argument.

Note

This first definition line is not terminated by a semicolon. This distinguishes it from a procedure call.

A function definition is similar, but also declares the return type of the function:

```
<return type> <function name>(<argument prototypes>)
<statement 1>;
<statement 2>;
...
<statement n>;
```

Array-like functions are similar, but are written with square brackets and have two forms. These two forms exist because reading from and writing to an array element require different functions. They are frequently used in memory operations. An array-like function definition with a return type is equivalent to reading from an array. For example:

```
<return type> <function name>[<argument prototypes>]
<statement 1>;
<statement 2>;
...
<statement n>;
```

Its related function definition with no return type is equivalent to writing to an array. For example:
E1.4. Statements and control structures

1. <function name>[<argument prototypes>] =<value prototype>
2. <statement 1>;
3. <statement 2>;
4. ...
5. <statement n>;

The value prototype determines what data type can be written to the array. The two related functions must share
the same name, but the value prototype and return type can be different.

Procedure calls

A procedure call has the form:

1. <procedure_name>(<arguments>);

Return statements

A procedure return has the form:

1. return;
A function return has the form:

2. return <expression>;

where <expression> is of the type declared in the function prototype line.

E1.4.3 Conditional control structures

This section describes how conditional control structures are used in the pseudocode.

if...then...else...

In addition to being a ternary operator, a multi-line if...then...else... structure can act as a control
structure and has the form:

1. if <boolean_expression> then
2. <statement 1>;
3. <statement 2>;
4. ...
5. <statement n>;
6. <boolean_expression> then
7. <statement a>;
8. <statement b>;
9. ...
10. <statement z>;
11. else
12. <statement A>;
13. <statement B>;
14. ...
15. <statement Z>;

The block of lines consisting of elsif and its indented statements is optional, and multiple elsif blocks can be
used.

The block of lines consisting of else and its indented statements is optional.

Abbreviated one-line forms can be used when the then part, and in the else part if it is present, contain only
simple statements such as:

1. if <boolean_expression> then <statement 1>;
2. if <boolean_expression> then <statement 1>; else <statement A>;
3. if <boolean_expression> then <statement 1>; <statement 2>; else <statement A>;
Chapter E1. Arm Pseudocode Definition

E1.4. Statements and control structures

Note

In these forms, <statement 1>, <statement 2>, and <statement A> must be terminated by semicolons. This and the fact that the else part is optional distinguish its use as a control structure from its use as a ternary operator.

**case...of...**

A case...of... structure has the form:

```markdown
  case <expression> of
  when <literal values1>
    <statement 1>
    <statement 2>
    ...
    <statement n>
  when <literal values2>
    <statement 1>
    <statement 2>
    ...
    <statement n>
    ...more "when" groups if required...
  otherwise
    <statement A>
    <statement B>
    ...
    <statement Z>
```

In this structure, <literal values1> and <literal values2> consist of literal values of the same type as <expression>, separated by commas. There can be additional when groups in the structure. Abbreviated one line forms of when and otherwise parts can be used when they contain only simple statements.

If <expression> has a bitstring type, the literal values can also include bitstring literals containing 'x' bits, known as bitmasks. For details, see Equality and non-equality.

**E1.4.4 Loop control structures**

This section describes the three loop control structures that are used in the pseudocode.

**repeat...until...**

A repeat...until... structure has the form:

```markdown
  repeat
  <statement 1>
  <statement 2>
  ...
  <statement n>
  until <boolean_expression>;
```

It executes the statement block at least once, and the loop repeats until <boolean expression> evaluates to TRUE. Variables explicitly declared inside the loop body have scope local to that loop and might not be accessed outside the loop body.

**while...do**

A while...do structure has the form:
while <boolean_expression> do
  <statement 1>;
  <statement 2>;
  ...
  statement n>;

It begins executing the statement block only if the boolean expression is true. The loop then runs until the expression is false.

for...

A for... structure has the form:

for <assignable_expression> = <integer_expr1> to <integer_expr2>
  <statement 1>;
  <statement 2>;
  ...
  <statement n>;

The <assignable_expression> is initialized to <integer_expr1> and compared to <integer_expr2>. If <integer_expr1> is less than <integer_expr2>, the loop body is executed and the <assignable_expression> incremented by one. This repeats until <assignable_expression> is more than or equal to <integer_expr2>.

There is an alternate form:

for <assignable_expression> = <integer_expr1> downto <integer_expr2>

where <integer_expr1> is decremented after the loop body executes and continues until <assignable_expression> is less than or equal than <integer_expr2>.

Try...Catch

A try...catch structure has the following form:

try
  <statement 1>;
  <statement 2>;
  ...
  <statement n>;
  catch <exception>
    <statement a>;
    <statement b>;
    ...
    <statement z>;

The purpose of this structure is to catch exceptions that are generated by the try statements.

E1.4.5 Special statements

This section describes statements with particular architecturally defined behaviors.

UNDEFINED

This subsection describes the statement:

UNDEFINED;

This statement indicates a pseudocode exception that will be caught by the try...catch block. When caught, this might result in an UNDEFINISTR UsageFault, NOP or NOCP UsageFault.
## UNPREDICTABLE

This subsection describes the statement:

```
UNPREDICTABLE;
```

This statement indicates a special case that replaces the behavior that is defined by the current pseudocode, apart from behavior that is required to determine that the special case applies. The replacement behavior is UNPREDICTABLE.

## CONSTRAINED UNPREDICTABLE

This subsection describes the statement:

```
CONSTRAINED_UNPREDICTABLE;
```

This statement indicates a special case that replaces the behavior that is defined by the current pseudocode, apart from behavior that is required to determine that the special case applies. The replacement behavior is CONSTRAINED UNPREDICTABLE within the limits defined for each particular case, and might vary.

## SEE . . .

This subsection describes the statement:

```
SEE <reference>;
```

This statement indicates a special case that replaces the behavior that is defined by the current instruction pseudocode, apart from behavior that is required to determine that the special case applies. It usually refers to another instruction, but can also refer to another encoding or note of the same instruction.

## IMPLEMENTATION DEFINED

This subsection describes the statement:

```
IMPDEF {"<text>"};
```

This statement indicates a special case that provides an IMPLEMENTATION DEFINED value or behavior. An optional `<text>` field can give more information.

### E1.4.6 Comments

The pseudocode supports two styles of comments:

- `//` starts a comment that is terminated by the end of the line.
- `/*` starts a comment that is terminated by `*/`.

`/**/` statements might not be nested, and the first `*/` ends the comment.

**Note**

Comment lines do not require a terminating semicolon.
E1.5 Built-in functions

This section describes:

E1.5.1 Bitstring manipulation functions.

E1.5.2 Arithmetic functions on page 1219.

E1.5.1 Bitstring manipulation functions

The following bitstring manipulation functions are defined:

**Bitstring length**

If \( x \) is a bitstring:

- The bitstring length function \( \text{Len}(x) \) returns the length of \( x \) as an integer.

**Bitstring concatenation and replication**

If \( x \) is a bitstring and \( n \) is an integer with \( n \geq 0 \):

- \( \text{Replicate}(x, n) \) is the bitstring of length \( n \times \text{Len}(x) \) consisting of \( n \) copies of \( x \) concatenated together.
- \( \text{Zeros}(n) = \text{Replicate}('0', n) \).
- \( \text{Ones}(n) = \text{Replicate}('1', n) \).

**Bitstring count**

If \( x \) is a bitstring, \( \text{BitCount}(x) \) is an integer result equal to the number of bits of \( x \) that are ones.

**Testing a bitstring for being all zero or all ones**

If \( x \) is a bitstring:

- \( \text{IsZero}(x) \) produces \text{TRUE} if all of the bits of \( x \) are zeros and \text{FALSE} if any of them are ones
- \( \text{IsZeroBit}(x) \) produces \text{'1'} if all of the bits of \( x \) are zeros and \text{'0'} if any of them are ones

\( \text{IsOnes}(x) \) and \( \text{IsOnit}(x) \) work in the corresponding ways. This means:

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>\text{IsZero}(x) = (\text{BitCount}(x) == 0)</td>
</tr>
<tr>
<td>2</td>
<td>\text{IsOnes}(x) = (\text{BitCount}(x) == \text{Len}(x))</td>
</tr>
<tr>
<td>3</td>
<td>\text{IsZeroBit}(x) = \text{if IsZero}(x) then '1' else '0'</td>
</tr>
<tr>
<td>4</td>
<td>\text{IsOnit}(x) = \text{if IsOnes}(x) then '1' else '0'</td>
</tr>
</tbody>
</table>

**Lowest and highest set bits of a bitstring**

If \( x \) is a bitstring, and \( N = \text{Len}(x) \):

- \( \text{LowestSetBit}(x) \) is the minimum bit number of any of the bits of \( x \) that are ones. If all of its bits are zeros, \( \text{LowestSetBit}(x) = N \).
- \( \text{HighestSetBit}(x) \) is the maximum bit number of any of the bits of \( x \) that are ones. If all of its bits are zeros, \( \text{HighestSetBit}(x) = -1 \).
- \( \text{CountLeadingZeroBits}(x) \) is the number of zero bits at the left end of \( x \), in the range 0 to \( N \). This means:
  \[
  \text{CountLeadingZeroBits}(x) = N - 1 - \text{HighestSetBit}(x).
  \]
• CountLeadingSignBits(x) is the number of copies of the sign bit of x at the left end of x, excluding the sign bit itself, and is in the range 0 to N-1. This means:

\[
\text{CountLeadingSignBits}(x) = \text{CountLeadingZeroBits}(x[N-1:1] \text{ EOR } x[N-2:0])
\]

**Zero-extension and sign-extension of bitstrings**

If x is a bitstring and i is an integer, then ZeroExtend(x, i) is x extended to a length of i bits, by adding sufficient zero bits to its left. That is, if \(i = \text{Len}(x)\), then zeroExtend(x, i) = x, and if \(i > \text{Len}(x)\), then:

\[
\text{ZeroExtend}(x, i) = \text{Replicate('0', i-Len(x))}: x
\]

If x is a bitstring and i is an integer, then SignExtend(x, i) is x extended to a length of i bits, by adding sufficient copies of its leftmost bit to its left. That is, if \(i = \text{Len}(x)\), then SignExtend(x, i) = x, and if \(i > \text{Len}(x)\), then:

\[
\text{SignExtend}(x, i) = \text{Replicate(TopBit(x), i-Len(x))}: x
\]

It is a pseudocode error to use either ZeroExtend(x, i) or SignExtend(x, i) in a context where it is possible that \(i < \text{Len}(x)\).

**Converting bitstrings to integers**

If x is a bitstring, SInt() is the integer whose twos complement representation is x.
UInt() is the integer whose unsigned representation is x.
Int(x, unsigned) returns either SInt(x) or UInt(x) depending on the value of its second argument.

### E1.5.2 Arithmetic functions

This section defines built-in arithmetic functions.

#### Absolute value

If \(x\) is either of type real or integer, \(\text{Abs}(x)\) returns the absolute value of \(x\). The result is the same type as \(x\).

#### Rounding and aligning

If \(x\) is a real:

- \(\text{RoundDown}(x)\) produces the largest integer \(n\) so that \(n <= x\).
- \(\text{RoundUp}(x)\) produces the smallest integer \(n\) so that \(n >= x\).
- \(\text{RoundTowardsZero}(x)\) produces:
  - \(\text{RoundDown}(x)\) if \(x > 0.0\).
  - 0 if \(x == 0.0\).
  - \(\text{RoundUp}(x)\) if \(x < 0.0\).

If \(x\) and \(y\) are both of type integer, \(\text{Align}(x, y) = y \times (x \text{ DIV } y)\), and is of type integer.

If \(x\) is of type bitstring and \(y\) is of type integer, \(\text{Align}(x, y) = (\text{Align}(\text{UInt}(x), y))[\text{Len}(x)-1:0]\), and is a bitstring of the same length as \(x\).

It is a pseudocode error to use either form of \(\text{Align}(x, y)\) in any context where \(y\) can be 0. In practice, \(\text{Align}(x, y)\) is only used with \(y\) a constant power of two, and the bitstring form used with \(y = 2^n\) has the effect of producing its argument with its \(n\) low-order bits forced to zero.
**Chapter E1. Arm Pseudocode Definition**

**E1.5. Built-in functions**

**Maximum and minimum**

If $x$ and $y$ are integers or reals, then $\text{Max}(x, y)$ and $\text{Min}(x, y)$ are their maximum and minimum respectively. $x$ and $y$ must both be of type integer or of type real. The function returns a value of the same type as its operands.
E1.6 Arm pseudocode definition index

This section contains the following tables:

Table E1-3 which contains the pseudocode data types.
Table E1-4 which contains the pseudocode operators.
Table E1-5 which contains the pseudocode keywords and control structures.
Table E1-6 which contains the statements with special behaviors.

Table E1-3 Index of pseudocode data types

<table>
<thead>
<tr>
<th>Keyword</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>array</td>
<td>Type name for the array type</td>
</tr>
<tr>
<td>bit</td>
<td>Keyword equivalent to bits(1)</td>
</tr>
<tr>
<td>bits(N)</td>
<td>Type name for the bitstring of length N data type</td>
</tr>
<tr>
<td>boolean</td>
<td>Type name for the boolean data type</td>
</tr>
<tr>
<td>enumeration</td>
<td>Keyword to define a new enumeration type</td>
</tr>
<tr>
<td>integer</td>
<td>Type name for the integer data type</td>
</tr>
<tr>
<td>real</td>
<td>Type name for the real data type</td>
</tr>
<tr>
<td>type</td>
<td>Keyword to define a new structure</td>
</tr>
</tbody>
</table>
## Table E1-4 Index of pseudocode operators

<table>
<thead>
<tr>
<th>Operator</th>
<th>Meaning</th>
</tr>
</thead>
<tbody>
<tr>
<td>-</td>
<td>Unary minus on integers or reals</td>
</tr>
<tr>
<td></td>
<td>Subtraction of integers, reals, and bitstrings</td>
</tr>
<tr>
<td></td>
<td>used in the left-hand side of an assignment or a tuple to discard the result</td>
</tr>
<tr>
<td>+</td>
<td>Unary plus on integers or reals</td>
</tr>
<tr>
<td></td>
<td>Addition of integers, reals, and bitstrings</td>
</tr>
<tr>
<td>.</td>
<td>Extract named member from a list</td>
</tr>
<tr>
<td></td>
<td>Integer in bitstring extraction operator</td>
</tr>
<tr>
<td>:</td>
<td>Bitstring concatenation</td>
</tr>
<tr>
<td></td>
<td>Integer range in bitstring extraction operator</td>
</tr>
<tr>
<td>!</td>
<td>Boolean NOT</td>
</tr>
<tr>
<td>!=</td>
<td>Comparison for inequality</td>
</tr>
<tr>
<td>(...)</td>
<td>Around arguments of procedure or function</td>
</tr>
<tr>
<td>[...]</td>
<td>Around array index</td>
</tr>
<tr>
<td>*</td>
<td>Around arguments of array-like function</td>
</tr>
<tr>
<td>/</td>
<td>Multiplication of integers, reals and bitstrings</td>
</tr>
<tr>
<td></td>
<td>Division of integers and reals (real result)</td>
</tr>
<tr>
<td>&amp;&amp;</td>
<td>Boolean AND</td>
</tr>
<tr>
<td>&lt;</td>
<td>Less than comparison of integers and reals</td>
</tr>
<tr>
<td>[...]</td>
<td>Slicing of specified bits or bitstring or integer</td>
</tr>
<tr>
<td>&lt;&lt;</td>
<td>Less than or equal comparison of integers and reals</td>
</tr>
<tr>
<td>&lt;=</td>
<td>Multiply integer by power of 2 (with rounding towards infinity)</td>
</tr>
<tr>
<td>=</td>
<td>Assignment operator</td>
</tr>
<tr>
<td>==</td>
<td>Comparison for equality</td>
</tr>
<tr>
<td>&gt;</td>
<td>Greater than comparison of integers and reals</td>
</tr>
<tr>
<td>&gt;=</td>
<td>Greater than or equal comparison of integers and reals</td>
</tr>
<tr>
<td>&gt;&gt;</td>
<td>Divide integer by power of 2</td>
</tr>
<tr>
<td></td>
<td></td>
</tr>
<tr>
<td>∧</td>
<td>Boolean OR</td>
</tr>
<tr>
<td>AND</td>
<td>Exponential operator</td>
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<tr>
<td>DIV</td>
<td>Bitwise AND of bitstrings</td>
</tr>
<tr>
<td>DIV</td>
<td>Quotient from integer division</td>
</tr>
<tr>
<td>EOR</td>
<td>Bitwise EOR of bitstrings</td>
</tr>
<tr>
<td>IN</td>
<td>Test membership of a certain expression in a set of values</td>
</tr>
<tr>
<td>MOD</td>
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<tr>
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<tr>
<td>OR</td>
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<tr>
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<td>One of two values a boolean can take (other than TRUE)</td>
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<tr>
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</tr>
<tr>
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</tr>
<tr>
<td>repeat...until...</td>
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</tr>
<tr>
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<tr>
<td>TRUE</td>
<td>One of two values a boolean can take (other than FALSE)</td>
</tr>
<tr>
<td>try...catch</td>
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</tr>
<tr>
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</tr>
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### Table E1-6 Index of special statements

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E1.7 Additional functions

The following functions are not listed in E2 Pseudocode specification, and are only described in this section.

E1.7.1 IsSee()

IsSee() returns TRUE if the exception variable that is passed to it was created because all the encodings that matched the instruction that was being decoded called SEE.

See SEE).

E1.7.2 IsUndefined()

IsUndefined() returns TRUE if the exception variable that is passed to it was created because either the instruction that was being decoded did not match any known encoding, or because one of the encodings that was matched called the special statement UNDEFINED.

See UNDEFINED.
Chapter E2
Pseudocode Specification

This chapter specifies the Armv8-M pseudocode. It contains the following section:

Alphabetical Pseudocode List
Chapter E2. Pseudocode Specification

E2.1. Alphabetical Pseudocode List

E2.1.1 _D

// The 32-bit extension register bank for the FP extension.
array bits(64) _D[0..15];

E2.1.2 _ITStateChanged

// Indicates a write to ITSTATE
boolean _ITStateChanged;

E2.1.3 _Mem

// _Mem[] - non-assignment (read) form
// ==============================================================
// Perform single-copy atomic, aligned, little-endian read from physical memory
(boolean, bits(8*size)) _Mem(AddressDescriptor memaddrdesc, integer size)
assert size == 1 || size == 2 || size == 4;

// _Mem[] - assignment (write) form
// ==============================================================
// Perform single-copy atomic, aligned, little-endian write to physical memory
boolean _Mem(AddressDescriptor memaddrdesc, integer size, bits(8*size) value)
assert size == 1 || size == 2 || size == 4;

E2.1.4 _NextInstrAddr

// Address of next instruction to be fetched in case of branch type operation
bits(32) _NextInstrAddr;

E2.1.5 _NextInstrITState

// Updated ITSTATE for next instruction
ITSTATEType _NextInstrITState;

E2.1.6 _PCChanged

// Indicates a change in instruction fetch address due to branch type operations
boolean _PCChanged;

E2.1.7 _PendingReturnOperation

// Indicate any pending exception returns
boolean _PendingReturnOperation;

E2.1.8 _R
array \texttt{bits(32)} _R[RName];

\section*{E2.1.9 \_SP}

// _SP()
// =====

// Non-assignment form

\texttt{bits(32) \_SP(RName spreg)}

\begin{verbatim}
assert ((spreg == RNameSP_Main_NonSecure) ||
((spreg == RNameSP_Main_Secure) && HaveSecurityExt()) ||
((spreg == RNameSP_Process_NonSecure) ||
((spreg == RNameSP_Process_Secure) && HaveSecurityExt())));
return _R[spreg][31:2]:'00';
\end{verbatim}

// Assignment form

\texttt{ExcInfo _SP(RName spreg, boolean excEntry, bits(32) value)}

\begin{verbatim}
excInfo = DefaultExcInfo();
(limit, applylimit) = LookUpSPLim(spreg);
if applylimit && (UInt(value) < UInt(limit)) then
  // If the stack limit is violated during exception entry then the stack
  // pointer is set to the limit value. This both prevents violations and
  // ensures that the stack pointer is 8 byte aligned.
  if excEntry then
    _R[spreg] = limit;

  // Raise the appropriate exception and syndrome information
  if HaveMainExt() then
    UFSR.STKOF = '1';
  // Create the exception. NOTE: If Main Extension is not implemented the fault always
  // escalates to HardFault.
  excInfo = CreateException(UsageFault, FALSE, boolean UNKNOWN);
  if !excEntry then
    HandleException(excInfo);
else
  // Stack pointer only updated normally if limit not violated
  _R[spreg] = value[31:2]:'00';
return excInfo;
\end{verbatim}

\section*{E2.1.10 Abs}

\begin{verbatim}
__overloaded integer Abs(integer x)
  return if x >= 0 then x else -x;
__overloaded real Abs(real x)
  return if x >= 0.0 then x else -x;
\end{verbatim}

\section*{E2.1.11 AccessAttributes}

type AccessAttributes is {
  boolean iswrite, // TRUE for memory stores, FALSE for load accesses
  boolean ispriv, // TRUE if the access is privileged, FALSE if unprivileged
  AccType acctype
};
E2.1.12 AccType

```plaintext
// Memory reference access type
enumeration AccType {
    AccType_NORMAL, // Normal loads and stores
    AccType_ORDERED, // Load-Acquire and Store-Release
    AccType_STACK, // HW generated stacking / unstacking operation
    AccType_LAZYFP, // HW generated stacking due to lazy
                    // floating point state preservation
    AccType_IFETCH, // Instruction fetch
    AccType_VECTABLE // Vector table fetch
};
```

E2.1.13 ActivateException

```plaintext
// ActivateException()
// ============

ActivateException(integer exceptionNumber, boolean excIsSecure)
// If the exception is Secure, directly entry the Secure state.
CurrentState = if excIsSecure
    then SecurityState_Secure
    else SecurityState_NonSecure;
IPSR.Exception = exceptionNumber[8:0]; // Update IPSR to this exception. This
also
    // causes a transition to privileged
    // mode as IPSR.Exception != 0
if HaveMainExt() then
    ITSTATE = Zeros(8); // IT/ICI bits cleared
    // PRIMASK, FAULTMASK, BASEPRI unchanged on exception entry
if HaveFPExt() then
    CONTROL.FPCA = '0'; // Floating-point Extension only
    CONTROL.S_SPPA = '0';
    CONTROL.SPSEL = '0';
    the
    // CONTORL.SPSEL is updated to indicate
    // selection of the Main stack pointer - SP_main
    // CONTROL.nPRIV unchanged
    // Transition exception from pending to active
SetPending(exceptionNumber, excIsSecure, FALSE);
SetActive(exceptionNumber, excIsSecure, TRUE);
```

E2.1.14 AddressDescriptor

```plaintext
// Descriptor used to access the underlying memory array
type AddressDescriptor is {
    MemoryAttributes memattrs,
    bits(32) paddress, // Physical Address
    AccessAttributes accattrs
}
```

E2.1.15 AddWithCarry

```plaintext
// AddWithCarry()
// =============

(bits(N), bit, bit) AddWithCarry(bits(N) x, bits(N) y, bit carry_in)
unsigned_sum = UInt(x) + UInt(y) + UInt(carry_in);
signed_sum = SInt(x) + SInt(y) + UInt(carry_in);
result = unsigned_sum[N-1:0]; // same value as signed_sum[N-1:0]
carry_out = if UInt(result) == unsigned_sum then '0' else '1';
overflow = if SInt(result) == signed_sum then '0' else '1';
return (result, carry_out, overflow);
```
Chapter E2. Pseudocode Specification

E2.1. Alphabetical Pseudocode List

E2.1.16 Align

```
// Align()
// =========
integer Align(integer x, integer y)
    return y * (x DIV y);

bits(N) Align(bits(N) x, integer y)
    return Align(UInt(x), y)[N-1:0];
```

E2.1.17 ALUWritePC

```
// ALUWritePC()
// ============
ALUWritePC(bits(32) address)
    BranchWritePC(address);
```

E2.1.18 ASR

```
// ASR()
// =====
bits(N) ASR(bits(N) x, integer shift)
    assert shift >= 0;
    if shift == 0 then
        result = x;
    else
        (result, -) = ASR_C(x, shift);
    return result;
```

E2.1.19 ASR_C

```
// ASR_C()
// ========
(bits(N), bit) ASR_C(bits(N) x, integer shift)
    assert shift > 0;
    extended_x = SignExtend(x, shift+N);
    result = extended_x[shift+N-1:shift];
    carry_out = extended_x[shift-1];
    return (result, carry_out);
```

E2.1.20 BigEndian

```
// BigEndian()
// ===========
boolean BigEndian()
    return (AIRCR.ENDIANNESS == '1');
```

E2.1.21 BigEndianReverse

```
// BigEndianReverse()
// =================
bits(8*N) BigEndianReverse (bits(8*N) value, integer N)
    assert N == 1 || N == 2 || N == 4;
    bits(8*N) result;
    case N of
        when 1
            result[1:0] = value[1:0];
        when 2
            result[1:0] = value[1:0];
            result[2:1] = value[2:1];
        when 4
            result[1:0] = value[1:0];
            result[3:2] = value[3:2];
            result[4:3] = value[4:3];
            result[5:4] = value[5:4];
```

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E2.1.22 BitCount

```plaintext
// BitCount()
// ===========
integer BitCount(bits[N]) x
integer result = 0;
for i = 0 to N-1
    if x[i] == '1'
        result = result + 1;
return result;
```

E2.1.23 BKPTInstrDebugEvent

```plaintext
// BKPTInstrDebugEvent()
// =====================
// Generates a debug event based on BKPT Instruction.
BKPTInstrDebugEvent()
    if !GenerateDebugEventResponse() then
        excInfo = CreateException(HardFault, FALSE, boolean UNKNOWN);
        HandleException(excInfo);
```

E2.1.24 BLXWritePC

```plaintext
// BLXWritePC()
// ============
BLXWritePC(bits(32) address, boolean allowNonSecure)
// If in the Secure state and transitions to the Non-secure state are allowed
// then the target state is specified by the LSB of the target address
    if HaveSecurityExt() && allowNonSecure && IsSecure() then
        BranchToNS(address);
    else
        EPSR.T = address[0];
// If EPSR.T == 0 then an exception is taken on the next
// instruction: UsageFault('Invalid State') if the Main Extension is
// implemented; HardFault otherwise
    BranchTo(address[31:1]:'0');
```

E2.1.25 BranchTo

```plaintext
// BranchTo()
// ==========
BranchTo(bits(32) address)
// Sets the address to fetch the next instruction from. NOTE: The current PC
// is not changed directly as this would modify the result of
// ThisInstrAddr(), which would cause the wrong return addresses to be used
// for some types of exception. The actual update of the PC is done in the
// InstructionAdvance() function after the instruction finishes executing.
_nextInstrAddr = address;
```
E2.26 BranchToAndCommit

// BranchToAndCommit()
===
BranchToAndCommit(bits(32) address)
// This function directly commits the change to the PC, so ThisInstrAddr()
// and NextInstrAddr() both point to the target address. Used for exception
// returns and resets so the state is consistent before the next instruction
// (or exception) is taken.
_PCChanged = address[31:1]:'0';
_PCChanged = TRUE;
_PENDINGRETURNOperation = FALSE;
return;

E2.27 BranchToNS

// BranchToNS()
===
BranchToNS(bits(32) address)
assert HaveSecurityExt() && IsSecure();
_EPSR.T = '1';
if address[0] == '0' then
  CurrentState = SecurityState_NonSecure;
elsif CurrentMode() == PEMode_Handler && address[31:24] == '11111111'
  // The actual exception return is performed when the
  // current instruction completes. This is because faults that occur
  // during the exception return are handled differently from faults
  exc = DefaultExcInfo();
elsif CurrentMode() == PEMode_Handler && address[31:24] == '11111111'
  // Unlike exception return, any faults raised during a FNC_RETURN
  // unstacking are raised synchronously with the instruction that triggered
  // the unstacking.
  exc = FunctionReturn();
else
  exc = DefaultExcInfo();
return;

E2.28 BranchWritePC

// BranchWritePC()
===
BranchWritePC(bits(32) address, boolean allowNonSecure)
exc = DefaultExcInfo();
if HaveSecurityExt() && address == '1111 1110 1111 1111 1111 1111 111x'
  // Unlike exception return, any faults raised during a FNC_RETURN
  // unstacking are raised synchronously with the instruction that triggered
  // the unstacking.
  exc = FunctionReturn();
eTo(address[31:1]:'0');

E2.29 BXWritePC
E2.1.30 CallSupervisor

```plaintext
// CallSupervisor()
// ================
CallSupervisor()
excInfo = CreateException(SVCall, FALSE, boolean UNKNOWN);
HandleException(excInfo);
```

E2.1.31 CanHaltOnEvent

```plaintext
// CanHaltOnEvent()
// ================
boolean CanHaltOnEvent(boolean is_secure)
if !HaveSecurityExt() then assert !is_secure;
return (HaveHaltingDebug() && HaltingDebugAllowed() && DHCSR.C_DEBUGEN == '1' &&
DHCSR.S_HALT == '0' && (!is_secure || DHCSR.S_SDE == '1'));
```

E2.1.32 CanPendMonitorOnEvent

```plaintext
// CanPendMonitorOnEvent()
// =======================
boolean CanPendMonitorOnEvent(boolean is_secure, boolean check_pri)
if !HaveSecurityExt() then assert !is_secure;
return (HaveDebugMonitor() && CanHaltOnEvent(is_secure) && DEMCR.MON_EN == '1' &&
DHCSR.S_HALT == '0' && (!is_secure || DEMCR.SDME == '1') &&
(!check_pri || ExceptionPriority(DebugMonitor, is_secure, TRUE) <
ExecutionPriority()));
```

E2.1.33 CheckCPEnabled

```plaintext
// CheckCPEnabled()
// ================
ExcInfo CheckCPEnabled(integer cp, boolean privileged, boolean secure)
{enabled, toSecure} = IsCPEnabled(cp, privileged, secure);
if !enabled then
  if toSecure then
    UFSR_S.NOCP = '1';
  else
    UFSR_NS.NOCP = '1';
  excInfo = CreateException(UsageFault, TRUE, toSecure);
else
  excInfo = DefaultExcInfo();
return excInfo;
```
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E2.1.34 CheckDecodeFaults

ExcInfo CheckCPEnabled(integer cp)
    return CheckCPEnabled(cp, CurrentModeIsPrivileged(), IsSecure());

E2.1.35 CheckPermission

ExcInfo CheckPermission(Permissions perms, bits(32) address, AccType acctype,
    boolean iswrite, boolean ispriv, boolean isSecure)
    if !perms.apValid then
        fault = TRUE;
    elsif (perms.xn == '1') && (acctype == AccType_IFETCH) then
        fault = TRUE;
    else
        case perms.ap of
            when '00' fault = !ispriv;
            when '01' fault = FALSE;
            when '10' fault = !ispriv || iswrite;
            when '11' fault = iswrite;
            otherwise UNPREDICTABLE;
    // If a fault occurred generate the syndrome info and create the exception.
    if fault then
        // Create and write out the syndrome info on implementations with Main Extension.
        if HaveMainExt() then
            MMFSR_Type fsr = Zeros(8);
            case acctype of
                when AccType_IFETCH
                    fsr.IACCVIOL = '1';
                when AccType_STACK
                    if iswrite then
                        fsr.MSTKERR = '1';
                    else
                        fsr.MUNSTKERR = '1';
                when AccType_NORMAL, AccType_ORDERED
                    fsr.MMARVALID = '1';
E2.1.36 ClearEventRegister

```plaintext
// ClearEventRegister
// ================
// Clears the Event register

ClearEventRegister();
```

E2.1.37 ClearExclusiveByAddress

```plaintext
// ClearExclusiveByAddress
// ====================
// Clear the global exclusive monitor for all PEs, except for the PE specified
// by processorid for which an address region including any of size bytes
// starting from address has had a request for an exclusive access

ClearExclusiveByAddress(bits(32) address, integer exclprocessorid, integer size);
```

E2.1.38 ClearExclusiveLocal

```plaintext
// ClearExclusiveLocal()
// ====================
// Clear local exclusive monitor records for the PE.

ClearExclusiveLocal(integer processorid);
```

E2.1.39 ComparePriorities

```plaintext
// ComparePriorities()
// ===============

boolean ComparePriorities(integer exc0Pri, integer exc0Number, boolean exc0IsSecure,
                          integer exc1Pri, integer exc1Number, boolean exc1IsSecure)
  if exc0Pri != exc1Pri then
    takeE0 = exc0Pri < exc1Pri;
  elsif exc0Number != exc1Number then
    takeE0 = exc0Number < exc1Number;
  elsif exc0IsSecure != exc1IsSecure then
    takeE0 = exc0IsSecure;
  else
    // The two exceptions have exactly the same priority, so exception 0
    // cannot be taken in preference to exception 1.
```
E2.1.40 ConditionHolds

```
// ConditionHolds()
// ================

boolean ConditionHolds(bits(4) cond)

// Evaluate base condition.

  case cond[3:1] of
    when '000' result = (APSR.Z == '1'); // EQ or NE
    when '001' result = (APSR.C == '1'); // CS or CC
    when '010' result = (APSR.N == '1'); // MI or PL
    when '011' result = (APSR.V == '1'); // VS or VC
    when '100' result = (APSR.C == '1') && (APSR.Z == '0'); // HI or LS
    when '101' result = (APSR.N == APSR.V); // GE or LT
    when '110' result = (APSR.N == APSR.V) && (APSR.Z == '0'); // GT or LE
    when '111' result = TRUE; // AL

  // Condition flag values in the set '111x' indicate the instruction is always executed.
  // Otherwise, invert condition if necessary.
  if cond[0] == '1' && cond != '1111' then
    result = !result;

return result;
```

E2.1.41 ConditionPassed

```
// ConditionPassed()
// =================

boolean ConditionPassed()
  return ConditionHolds(CurrentCond());
```

E2.1.42 ConstrainUnpredictableBool

```
// ConstrainUnpredictableBool()
// ============================

// This is a wrapper for UNPREDICTABLE cases where the constrained result is
// either TRUE or FALSE.

boolean ConstrainUnpredictableBool(Unpredictable which);
```

E2.1.43 ConsumeExcStackFrame

```
// ConsumeExcStackFrame()
// ======================

ConsumeExcStackFrame(EXC_RETURN_Type excReturn, bit fourByteAlign)

  // Calculate the size of the integer part of the stack frame
  if toSecure && (excReturn.ES == '0') ||
    excReturn.DCRS == '0') then
    framesize = 0x48;
  else
```
framesize = 0x20;
// Add on the size of the FP part of the stack frame if present
if HaveFPExt() & excReturn.FType == '0' then
  if toSecure & FPCCR_S.TS == '1' then
    framesize = framesize + 0x88;
  else
    framesize = framesize + 0x48;
else
  // Update stack pointer. NOTE: Stack pointer limit not checked on exception
  // return as stack pointer guaranteed to be ascending not descending.
  mode = if excReturn.Mode == '1' then PEMode_Thread else PEMode_Handler;
  spName = LookUpSP_with_security_mode(toSecure, mode);
  _R[spName] = (_SP(spName) + framesize) OR ZeroExtend(fourByteAlign:'00',32);

E2.1.44 ConsumptionOfSpeculativeDataBarrier

// Consumption of Speculative Data Barrier
// Perform a Consumption of Speculative Data Barrier operation.
ConsumptionOfSpeculativeDataBarrier();

E2.1.45 Coproc_Accepted

// Coproc_Accepted
// Check whether a coprocessor accepts an instruction.

boolean Coproc_Accepted(integer cp_num, bits(32) instr);

E2.1.46 Coproc_DoneLoading

// Coproc_DoneLoading
// Check whether enough 32-bit words have been loaded for an LDC instruction

boolean Coproc_DoneLoading(integer cp_num, bits(32) instr);

E2.1.47 Coproc_DoneStoring

// Coproc_DoneStoring
// Check whether enough 32-bit words have been stored for a STC instruction

boolean Coproc_DoneStoring(integer cp_num, bits(32) instr);

E2.1.48 Coproc_GetOneWord

// Coproc_GetOneWord
// Gets the 32-bit word for an MRC instruction from the coprocessor

bits(32) Coproc_GetOneWord(integer cp_num, bits(32) instr);

E2.1.49 Coproc_GetTwoWords

// Coproc_GetTwoWords
// Get two 32-bit words for an MRRC instruction from the coprocessor

(bits(32), bits(32)) Coproc_GetTwoWords(integer cp_num, bits(32) instr);
E2.1.50 Coproc_GetWordToStore

```c
// Coproc_GetWordToStore
// =====================
// Gets the next 32-bit word to store for an STC instruction from the coprocessor

bits(32) Coproc_GetWordToStore(integer cp_num, bits(32) instr);
```

E2.1.51 Coproc_InternalOperation

```c
// Coproc_InternalOperation
// ========================
// Instructs a coprocessor to perform the internal operation requested
// by a CDP instruction

Coproc_InternalOperation(integer cp_num, bits(32) instr);
```

E2.1.52 Coproc_SendLoadedWord

```c
// Coproc_SendLoadedWord
// ======================
// Sends a loaded 32-bit word for an LDC instruction to the coprocessor

Coproc_SendLoadedWord(bits(32) word, integer cp_num, bits(32) instr);
```

E2.1.53 Coproc_SendOneWord

```c
// Coproc_SendOneWord
// ===============
// Sends the 32-bit word for an MCR instruction to the coprocessor

Coproc_SendOneWord(bits(32) word, integer cp_num, bits(32) instr);
```

E2.1.54 Coproc_SendTwoWords

```c
// Coproc_SendTwoWords
// ===================
// Sends two 32-bit words for an MCRR instruction to the coprocessor.

Coproc_SendTwoWords(bits(32) word2, bits(32) word1, integer cp_num, bits(32) instr);
```

E2.1.55 CountLeadingSignBits

```c
// CountLeadingSignBits()
// -----------------------

integer CountLeadingSignBits(bits(N) x)

return CountLeadingZeroBits(x[N-1:1] EOR x[N-2:0]);
```

E2.1.56 CountLeadingZeroBits

```c
// CountLeadingZeroBits()
// -----------------------

integer CountLeadingZeroBits(bits(N) x)

return N - 1 - HighestSetBit(x);
```

E2.1.57 CreateException
ExcInfo CreateException(integer exception, boolean forceSecurity, boolean isSecure, boolean isSynchronous)

// Work out the effective target state of the exception
if HaveSecurityExt() then
    if !forceSecurity then
        isSecure = ExceptionTargetsSecure(exception, IsSecure());
    else
        isSecure = FALSE;
else
    // An implementation without Security Extensions cannot cause a fault targeting Secure state
    assert HaveSecurityExt() || !isSecure;

// Get the remaining exception details
(escalateToHf, termInst) = ExceptionDetails(exception, isSecure, isSynchronous);

// Fill in the default exception info
info = DefaultExcInfo();
info.fault = exception;
info.termInst = termInst;
info.origFault = exception;
info.origFaultIsSecure = isSecure;

// Check for HardFault escalation
// NOTE: In some cases (for example faults during lazy floating-point state preservation)
// the decision to escalate below is ignored and instead based on the info.
origFault* fields and other factors.
if escalateToHf && info.fault != HardFault then
    // Update the exception info with the escalation details, including whether there's a change in destination Security state.
    info.fault = HardFault;
    isSecure = ExceptionTargetsSecure(HardFault, isSecure);
    (escalateToHf, -) = ExceptionDetails(HardFault, isSecure, isSynchronous);

// If the requested exception was already a HardFault then we can't escalate to a HardFault, so lockup. NOTE: Asynchronous BusFaults never cause lockups, if the BusFault is disabled it escalates to a HardFault that is pended.
if escalateToHf && isSynchronous && info.fault == HardFault then
    info.lockup = TRUE;

// Fill in the remaining exception info
info.isSecure = isSecure;
return info;

ExcInfo CreateException(integer exception, boolean forceSecurity, boolean isSecure)
    return CreateException(exception, forceSecurity, isSecure, TRUE);

E2.1.58 CurrentCond


E2.1.59 CurrentMode

PEMode CurrentMode();
E2.1.60 CurrentModelsPrivileged

```pseudocode
// CurrentModeIsPrivileged()
// =========================

boolean CurrentModeIsPrivileged()
return CurrentModeIsPrivileged(IsSecure());

boolean CurrentModeIsPrivileged(boolean isSecure)
nPriv = if isSecure then CONTROL_S.nPRIV else CONTROL_NS.nPRIV;
return (CurrentMode() == PEMode_Handler || nPriv == '0');
```

E2.1.61 D

```pseudocode
// D[]
// ==
// Non-assignment form

bits(64) D[integer n]
assert n >= 0 && n <= 31;
if n >= 16 && VFPSmallRegisterBank() then UNDEFINED;
return _D[n];

// Assignment form
D[integer n] = bits(64) value
assert n >= 0 && n <= 31;
if n >= 16 && VFPSmallRegisterBank() then UNDEFINED;
_D[n] = value;
return;
```

E2.1.62 DataMemoryBarrier

```pseudocode
// DataMemoryBarrier()
// ===================

DataMemoryBarrier(bits(4) option);
```

E2.1.63 DataSynchronizationBarrier

```pseudocode
// DataSynchronizationBarrier
// ==========================

DataSynchronizationBarrier(bits(4) option);
```

E2.1.64 DeActivate

```pseudocode
// DeActivate()
// ============

DeActivate(integer returningExceptionNumber, boolean targetDomainSecure)
// To prevent the execution priority remaining negative (and therefore
// masking HardFault) when returning from NMI / HardFault with a corrupted
// IPSR value, the active bits corresponding to the execution priority are
// cleared if the raw execution priority (ie the priority before FAULTMASK
// and other priority boosting is considered) is negative.
rawPri = RawExecutionPriority();
if rawPri == -1 then
```
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```plaintext
SetActive(HardFault, AIRCR.BFHFNMINS == '0', FALSE);
elsif rawPri == -2 then
SetActive(NMI, AIRCR.BFHFNMINS == '0', FALSE);
elsif rawPri == -3 then
SetActive(HardFault, TRUE, FALSE);
else
  secure = HaveSecurityExt() && targetDomainSecure;
 SetActive(returningExceptionNumber, secure, FALSE);
end

/* PRIMASK and BASEPRI unchanged on exception exit */
if HaveMainExt() && rawPri >= 0 then
  // clear FAULTMASK for exception security domain on any return except
  // NMI and HardFault
  if HaveSecurityExt() && targetDomainSecure then
    FAULTMASK_S[0] = '0';
  else
    FAULTMASK_NS[0] = '0';
  return;

E2.1.65 Debug_authentication

// In the recommended CoreSight interface, there are four signals for external debug
// authentication, DBGEN, SPIDEN, NIDEN and SPNIDEN. Each signal is active-HIGH.
signal DBGEN;
signal SPIDEN;
signal NIDEN;
signal SPNIDEN;

E2.1.66 DecodeExecute

// DecodeExecute
// =============
// Decode instruction and execute
DecodeExecute(bits(32) instr, bits(32) pc, boolean isT16);

E2.1.67 DecodeImmShift

// DecodeImmShift()
// ================
(SRType, integer) DecodeImmShift(bits(2) sr_type, bits(5) imm5)
case sr_type of
  when '00'
    shift_t = SRType_LSL; shift_n = UInt(imm5);
  when '01'
    shift_t = SRType_LSR; shift_n = if imm5 == '00000' then 32 else UInt(imm5);
  when '10'
    shift_t = SRType_ASR; shift_n = if imm5 == '00000' then 32 else UInt(imm5);
  when '11'
    if imm5 == '00000' then
      shift_t = SRType_RRX; shift_n = 1;
    else
      shift_t = SRType_ROR; shift_n = UInt(imm5);
  return (shift_t, shift_n);

E2.1.68 DecodeRegShift

// DecodeRegShift()
// ================
```
E2.1.69 DefaultExcInfo

```c
// DefaultExcInfo()
// ================

ExcInfo DefaultExcInfo()
{
    ExcInfo exc;
    exc.fault = NoFault;
    exc.origFault = NoFault;
    exc.isSecure = TRUE;
    exc.isTerminal = FALSE;
    exc.inExcTaken = FALSE;
    exc.lockup = FALSE;
    exc.termInst = TRUE;
    return exc;
}
```

E2.1.70 DefaultMemoryAttributes

```c
// DefaultMemoryAttributes()
// =========================

MemoryAttributes DefaultMemoryAttributes(bits(32) address)
{
    MemoryAttributes memattrs;
    case address[31:29] of
    when '000'
        memattrs.memtype = MemType_Normal;
        memattrs.device = DeviceType UNKNOWN;
        memattrs.innerattrs = '10';
        memattrs.shareable = FALSE;
    when '001'
        memattrs.memtype = MemType_Normal;
        memattrs.device = DeviceType UNKNOWN;
        memattrs.innerattrs = '01';
        memattrs.shareable = FALSE;
    when '010'
        memattrs.memtype = MemType_Device;
        memattrs.device = DeviceType_nGnRE;
        memattrs.innerattrs = '00';
        memattrs.shareable = TRUE;
    when '011'
        memattrs.memtype = MemType_Normal;
        memattrs.device = DeviceType UNKNOWN;
        memattrs.innerattrs = '01';
        memattrs.shareable = FALSE;
    when '100'
        memattrs.memtype = MemType_Normal;
        memattrs.device = DeviceType UNKNOWN;
        memattrs.innerattrs = '10';
        memattrs.shareable = FALSE;
    when '101'
        memattrs.memtype = MemType_Device;
        memattrs.device = DeviceType_nGnRE;
        memattrs.innerattrs = '00';
        memattrs.shareable = TRUE;
    when '110'
        memattrs.memtype = MemType_Device;
        memattrs.device = DeviceType nGnRE;
        memattrs.innerattrs = '01';
        memattrs.shareable = FALSE;
    when '111'
        memattrs.memtype = MemType_Device;
        memattrs.device = DeviceType nGnRE;
        memattrs.innerattrs = '10';
        memattrs.shareable = TRUE;
    return memattrs;
}
```
E2.1.71 DefaultPermissions

// DefaultPermissions()
// ====================

Permissions DefaultPermissions(bits(32) address)

Permissions perms;
perms.ap = '01';
perms.apValid = TRUE;
perms.region = Zeros(8);
perms.regionValid = FALSE;

case address[31:29] of
  when '000'
    perms.xn = '0';
  when '001'
    perms.xn = '0';
  when '010'
    perms.xn = '1';
  when '011'
    perms.xn = '0';
  when '100'
    perms.xn = '0';
  when '101'
    perms.xn = '1';
  when '110'
    perms.xn = '1';
  when '111'
    perms.xn = '1';
return perms;

E2.1.72 DerivedLateArrival

// DerivedLateArrival()
// ====================

DerivedLateArrival(integer pePriority, integer peNumber, boolean peIsSecure, ExcInfo deInfo, integer oeNumber, boolean oeIsSecure)

// PE: the pre-empted exception - before exception entry
// OE: the original exception - exception entry
// DE: the derived exception - fault on exception entry

// Get the priorities of the exceptions
// xePriority: the lower the value, the higher the priority
// oPriority = ExceptionPriority(oeNumber, oeIsSecure, FALSE);
// NOTE: Comparison of dePriority against PE priority and possible
// escalation to HardFault has already occurred. See CreateException().

// Is the derived exception a DebugMonitor
if HaveMainExt() then
deIsDbgMonFault = (deInfo.origFault == DebugMonitor);
else
deIsDbgMonFault = FALSE;

// Work out which fault to take, and what the target domain is
if deInfo.isTerminal then
  // Derived exception is terminal and prevents the original exception
  // from being taken (eg fault on vector fetch). As a result the derived
  // exception is treated as a HardFault.
  targetIsSecure = deInfo.isSecure;
targetFault = deInfo.fault;
  // If the derived fault does not have sufficient priority to pre-empt
  // lockup instead of taking it.
  if !ComparePriorities(deInfo, FALSE, oePriority, oeNumber, oeIsSecure) then
    ActivateException(oeNumber, oeIsSecure);
    // Since execution of original exception cannot be started, lockup
    // at the current priority level. That is the priority of the original
    // exception.
    Lockup(TRUE);
  elsif deIsDbgMonFault && !ComparePriorities(deInfo, TRUE, pePriority, peNumber, peIsSecure) then
    // Ignore the DebugMonitorFault and take original exception
    SetPending(DebugMonitor, deInfo.isSecure, FALSE);
    targetFault = oeNumber;
targetIsSecure = oeIsSecure;
  elseif ComparePriorities(deInfo, FALSE, oePriority, oeNumber, oeIsSecure) then
    // Derive exception has a higher priority (that is a lower value) than the
    // original exception, so the derived exception first. Tail-chaining
    // IMPLEMENTATION DEFINED
    targetFault = deInfo.fault;
targetIsSecure = deInfo.isSecure;
  else
    // If the derived exception caused a lockup then this must be handled
    // now as the lockup cannot be pended until the original exception
    // returns
    if deInfo.lockup then
      // Lockup at the priority of the original exception being entered.
      ActivateException(oeNumber, oeIsSecure);
      Lockup(TRUE);
    else
      // DE will be pended below, start execution of the OE
      targetFault = oeNumber;
targetIsSecure = oeIsSecure;
    // If not of the tests above have triggered a lockup (which would have
    // terminated execution of the pseudocode) then the derived exception
    // must be pended and any escalation syndrome info generated
    if HaveMainExt() && (deInfo.fault == HardFault) &&
      (deInfo.origFault != HardFault) then
      HFSR.FORCED = '1';
      SetPending(deInfo.fault, deInfo.isSecure, TRUE);
    // Take the target exception. NOTE: None terminal faults are ignored when
    // handling the derived exception, allowing forward progress to be made.
    excInfo = ExceptionTaken(targetFault, deInfo.inExcTaken, targetIsSecure, TRUE);
    // If trying to take the resulting exception results in another fault, then handle
    // the derived derived fault.
    if excInfo.fault != NoFault then

DerivedLateArrival(pePriority, peNumber, peIsSecure, excInfo, targetFault, targetIsSecure);

E2.1.73 DeviceType

// Types of memory

enumeration DeviceType {DeviceType_GRE, DeviceType_nGRE, DeviceType_nGnRE, DeviceType_nGnRnE};

E2.1.74 DWT_AddressCompare

// DWT_AddressCompare()
// ============
// Returns a pair of values. The first result is whether the (masked) addresses are equal,
// where the access address (addr) is masked according to DWT_FUNCTION[n].DATASIZE and the
// comparator address (comaddr) is masked according to the access size. The second result
// is whether the (unmasked) addr is greater than the (unmasked) compaddr.

(bool, bool) DWT_AddressCompare(bits<32> addr, bits<32> compadr, int size,
   int compsize)
   // addr must be a multiple of size. Unaligned accesses are split into smaller accesses.
   assert Align(addr, size) == addr;
   // compaddr must be a multiple of compsize
   if Align(compadr, compsize) != compadr then UNPREDICTABLE;
   addrmatch = (Align(addr, compsize) == Align(compadr, size));
   addrgreater = (UInt(addr) > UInt(compadr));
   return (addrmatch, addrgreater);

E2.1.75 DWT_CycCountMatch

// DWT_CycCountMatch()
// ================
// Check for DWT cycle count match. This is called for each increment of
// DWT_CYCCNT.

DWT_CycCountMatch()
   boolean trigger_debug_event = FALSE;
   boolean debug_event = FALSE;
   N = UInt(DWT_CTRL.NUMCOMP);
   if N == 0 then return; // No comparator support
   secure_match = IsSecure() && DWT_CTRL.CYCDISS == '1';
   for i = 0 to N-1
      if IsDWTConfigUnpredictable(i) then UNPREDICTABLE;
      if DWT_FUNCTION[i].MATCH == '0001' && DWT_ValidMatch(i, secure_match)
         && DWT_CYCCNT == DWT_COMP[i] then
         DWT_FUNCTION[i].MATCHED = '1';
         debug_event = DWT_FUNCTION[i].ACTION == '01';
         trigger_debug_event = trigger_debug_event || debug_event;
      // Setting the debug event if atleast one comparator matches
      if trigger_debug_event then
         debug_event = SetDWTDebugEvent(secure_match);
   return;

E2.1.76 DWT_DataAddressMatch

// DWT_DataAddressMatch()
// ===============
// Check for match of access at "daddr", "dsize", "read" and "NSreq" are the attributes
// for the access. Note that for a load or store instruction, "NSreq" is the current
// Security state of the PE, but this is not necessarily true for a hardware stack

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// push/pop or vector table access. "NSreq" might not be the same as the "NSattr"
// attribute the PE finally uses to make the access.
// If comparators 'm' and 'm+1' form an Data Address Range comparator, then this function
// returns the range match result when N=m+1.

boolean DWT_DataAddressMatch(integer N, bits(32) daddr, integer dsiz, boolean read, boolean NSreq)
assert N < UInt(DWT_CTRL.NUMCOMP) && dsiz IN {1,2,4} && Align(daddr, dsiz) == daddr;

valid_match = DWT_ValidMatch(N, !NSreq);
valid_addr = DWT_FUNCTION[N].MATCH == 'x1xx';

if valid_match & valid_addr then
if N != UInt(DWT_CTRL.NUMCOMP)-1 then
  linked_to_addr = DWT_FUNCTION[N+1].MATCH == '0111'; // Data Address Limit
  linked_to_data = DWT_FUNCTION[N+1].MATCH == '1011'; // Linked Data Value
else
  linked_to_addr = FALSE; linked_to_data = FALSE;
end if

case DWT_FUNCTION[N].MATCH[1:0] of
  when '00' match_lsc = TRUE; linked = FALSE;
  when '01' match_lsc = !read; linked = FALSE;
  when '10' match_lsc = read; linked = FALSE;
  when '11' case DWT_FUNCTION[N-1].MATCH[1:0] of
    when '00' match_lsc = TRUE; linked = TRUE;
    when '01' match_lsc = !read; linked = TRUE;
    when '10' match_lsc = read; linked = TRUE;
  end case
  if !linked_to_addr then
    vsize = 2^UInt(DWT_FUNCTION[N].DATAVISIZE);
    (match_eq,match_gt) = DWT_AddressCompare(daddr, DWT_COMP[N], dsiz, vsize);
  end if
  if linked then
    valid_match = DWT_ValidMatch(N-1, !NSreq);
    (lower_eq,lower_gt) = DWT_AddressCompare(daddr, DWT_COMP[N-1], dsiz, 1);
    match_addr = valid_match && (lower_eq || lower_gt) && !match_gt;
  else
    match_addr = match_eq;
  end if
  else
    match_addr = match_lsc;
  end if
end case

match = match_addr && match_lsc;
else
  match = FALSE;
end if

return match;

E2.1.77 DWT_DataMatch

// DWT_DataMatch()
// Perform various Data match checks for DWT
DWT_DataMatch(bits(32) daddr, integer dsiz, bits(32) dvalue, boolean read, boolean NSreq)

boolean trigger_debug_event = FALSE;
boolean debug_event = FALSE;
if !HaveDWT() || IsZero(DWT_CTRL.NUMCOMP) then return; // No comparator support
for i = 0 to UInt(DWT_CTRL.NUMCOMP) - 1
if IsDWTConfigUnpredictable(i) then UNPREDICTABLE;
daddr_match = DWT_DataAddressMatch(i, daddr, dsiz, read, NSreq);
dvalue_match = DWT_DataValueMatch(i, daddr, dvalue, dsiz, read, NSreq);
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```plaintext
// Data Address and Data Address Limit
if daddr_match && DWT_FUNCTION[i].MATCH == '01xx' then
  // Data Address
  if DWT_FUNCTION[i].MATCH != '0111' then
    DWT_FUNCTION[i].MATCHED = '1';
    debug_event = DWT_FUNCTION[i].ACTION == '01';
  else
    // ith comparator
    DWT_FUNCTION[i].MATCHED = bit UNKNOWN;
    // (i-1)th comparator
    DWT_FUNCTION[i-1].MATCHED = '1';
    debug_event = DWT_FUNCTION[i-1].ACTION == '01';
  end if
end if
// Data Address with Data Address Limit
if daddr_match && DWT_FUNCTION[i].MATCH == '10xx' then
  // Data Value
  if DWT_FUNCTION[i].MATCH != '1011' then
    DWT_FUNCTION[i].MATCHED = '1';
    debug_event = DWT_FUNCTION[i].ACTION == '01';
  else
    // For Linked Data Value, daddr_match will be TRUE for [i-1]
    DWT_FUNCTION[i].MATCHED = '1';
    debug_event = DWT_FUNCTION[i].ACTION == '01';
  end if
else
  // Data Address with Value
  if daddr_match && DWT_FUNCTION[i].MATCH == '11xx' then
    DWT_FUNCTION[i].MATCHED = '1';
    // No debug_event generated in the case of Data Address with Value
  end if
end if
// Setting the debug event if at least one comparator matches
if trigger_debug_event then
  debug_event = SetDWTDebugEvent(!NSreq);
end if
return;
```

E2.1.78 DWT_DataValueMatch

```plaintext
// DWT_DataValueMatch()
// ====================
// Check for match of access of "dvalue" at "daddr". "dsize", "read" and "NSreq"
// are the attributes for the access. Note that for a load or store instruction,
// "NSreq" is the current Security state of the PE, but this is not necessarily
// true for a hardware stack push/pop or vector table access. "NSreq" might not
// be the same as the "NSattr" attribute the PE finally uses to make the access.

boolean DWT_DataValueMatch(integer N, bits(32) daddr, bits(32) dvalue, integer dsize, boolean read, boolean NSreq)
assert N < UInt(DWT_CTRL.NUMCOMP) &&
  dsize IN {1,2,4} &&
  Align(daddr,dsize) == daddr;
valid_match = DWT_ValidMatch(N, !NSreq);
valid_data = DWT_FUNCTION[N].MATCH[3:2] == '10';
if valid_match && valid_data then
  case DWT_FUNCTION[N].MATCH[1:0] of
    when '00' match_lsc = TRUE;  linked = FALSE;
    when '01' match_lsc = !read;  linked = FALSE;
    when '10' match_lsc = read;   linked = FALSE;
    when '11'
      case DWT_FUNCTION[N-1].MATCH[1:0] of
        when '00' match_lsc = TRUE;  linked = TRUE;
        when '01' match_lsc = !read;  linked = TRUE;
        when '10' match_lsc = read;   linked = TRUE;
```
vsize = 2^UInt(DWT_FUNCTION[N].DATASIZE);

// Determine which bytes of dvalue to look at in the comparison.
if linked then
  dmask = '0000'; // Filled in below if there is
  // an address match
  if DWT_DataAddressMatch(N-1, daddr, dsize, read, NSreq) then
    case (vsize,dsize) of
      when (1,1) dmask[0] = '1';
      when (1,2) dmask[UInt(DWT_COMP[N-1][0])] = '1';
      when (1,4) dmask[UInt(DWT_COMP[N-1][1:0])] = '1';
      when (2,2) dmask[1:0] = '11';
      when (2,4)
        dmask[UInt(DWT_COMP[N-1][1:0])+1:UInt(DWT_COMP[N-1][1:0])] = '11';
      when (4,4)
        dmask = '1111';
      otherwise dmask = '0000'; // vsize > dsize: no match
  else
    case dsize of
      when 1 dmask = '0001';
      when 2 dmask = '0011';
      when 4 dmask = '1111';

  // Split both values into byte lanes: DCBA and dcba.
  // This function relies on the values being correctly replicated across DWT_COMP[N].
  D = dvalue[31:24]; C = dvalue[23:16]; B = dvalue[15:8]; A = dvalue[7:0];
  d = DWT_COMP[N][31:24]; c = DWT_COMP[N][23:16];
  b = DWT_COMP[N][15:8]; a = DWT_COMP[N][7:0];

  // Partial results
  D_d = dmask[3] == '1' && D == d;
  C_c = dmask[2] == '1' && C == c;
  B_b = dmask[1] == '1' && B == b;
  A_a = dmask[0] == '1' && A == a;

  // Combined partial results
  BA_ba = B_b && A_a;
  DC_dc = D_d && C_c;
  DCBA_dcba = D_d && C_c && B_b && A_a;

  // Generate full results
  case (vsize,dsize) of
    when (1,-) match_data = D_d || C_c || B_b || A_a;
    when (2,2), (2,4) match_data = DC_dc || BA_ba;
    when (4,4) match_data = DCBA_dcba;
    otherwise match_data = FALSE;

  match = match_data && match_lsc;
else
  match = FALSE;

return match;

E2.1.79 DWT_InstructionAddressMatch

// DWT_InstructionAddressMatch()
// -----------------------------
// Check for match of instruction access at "Iaddr".
// If comparators 'm' and 'm+1' form an Instruction Address Range comparator, then this
// function returns the range match when N=m+1.

boolean DWT_InstructionAddressMatch(integer N, bits(32) Iaddr)
assert N < UInt(DWT_CTRL.NUMCOMP) && Align(Iaddr, 2) == Iaddr;
secure_match = IsSecure();
valid_match = DWT_ValidMatch(N, secure_match);
valid_instr = DWT_FUNCTION[N].MATCH == '001x';
if valid_match && valid_instr then
if \( N \neq \text{UInt(DWT_CTRL.NUMCOMP)}-1 \) then

\[
\text{linked_to_instr} = \text{DWT_FUNCTION}[N+1].\text{MATCH} = '0011';
\]

else

\[
\text{linked_to_instr} = \text{FALSE};
\]

if \( \text{DWT_FUNCTION}[N].\text{MATCH} = '0011' \) then

\[
\text{linked} = \text{TRUE};
\]

else

\[
\text{linked} = \text{FALSE};
\]

if !\text{linked_to_instr} then

\[
(\text{match_eq},\text{match_gt}) = \text{DWT_AddressCompare(Iaddr, DWT_COMP}[N], 2, 2);
\]

if \text{linked} then

\[
\text{valid_match} = \text{DWT_ValidMatch(N-1, secure_match)};
\]

\[
(\text{lower_eq},\text{lower_gt}) = \text{DWT_AddressCompare(Iaddr, DWT_COMP}[N-1], 2, 2);
\]

\[
\text{match_addr} = \text{valid_match} \&\& (\text{lower_eq} \&\& \text{lower_gt}) \&\& \text{match_gt};
\]

else

\[
\text{match_addr} = \text{match_eq};
\]

else

\[
\text{match_addr} = \text{FALSE};
\]

match = \text{match_addr};

else

\[
\text{match} = \text{FALSE};
\]

return \text{match};

---

E2.1.80 DWT_InstructionMatch

// DWT_InstructionMatch()
// =====================
// Perform various Instruction Address checks for DWT

DWT_InstructionMatch(bits(32) Iaddr)

boolean trigger_debug_event = FALSE;
boolean debug_event = FALSE;

if !\text{HaveDWT()} || IsZero(DWT_CTRL.NUMCOMP) then return; // No comparator support

for i = 0 to \text{UInt(DWT_CTRL.NUMCOMP)} - 1

if IsDWTConfigUnpredictable(i) then UNPREDICTABLE;
instr_addr_match = DWT_InstructionAddressMatch(i, Iaddr);
if instr_addr_match then

// Instruction Address

if DWT_FUNCTION[i].MATCH == '0010' then

DWT_FUNCTION[i].MATCHED = '1';

direct_event = DWT_FUNCTION[i].ACTION == '01';

// Instruction Address Limit

elseif DWT_FUNCTION[i].MATCH == '0011' then

DWT_FUNCTION[i].MATCHED = bit UNKNOWN;

DWT_FUNCTION[i-1].MATCHED = '1';

direct_event = DWT_FUNCTION[i-1].ACTION == '01';

trigger_debug_event = trigger_debug_event || direct_event;

if trigger_debug_event then

direct_event = SetDWTDebugEvent(IsSecure());

return;

---

E2.1.81 DWT_ValidMatch

// DWT_ValidMatch()
// ================
// Returns TRUE if this match is permitted by the current authentication controls, FALSE otherwise.
### E2.1.82 EndOfInstruction

```plaintext
// EndOfInstruction
// ================
// Terminates the processing of current instruction.
EndOfInstruction();
```

### E2.1.83 EventRegistered

```plaintext
// EventRegistered
// ===============
// Returns TRUE if PE Event Register is set to 1 and FALSE otherwise.
boolean EventRegistered();
```

### E2.1.84 ExceptionActiveBitCount

```plaintext
// ExceptionActiveBitCount()
// =========================
integer ExceptionActiveBitCount()
integer count = 0;
for i = 0 to MaxExceptionNum()
    for j = 0 to 1
        if IsActiveForState(i, j == 0)
            count = count + 1;
return count;
```

### E2.1.85 ExceptionDetails

```plaintext
// ExceptionDetails()
// ================
(ExceptionDetails(boolean, boolean) ExceptionDetails(integer exception, boolean isSecure, boolean isSynchronous)
    // Is the exception subject to escalation
    case exception of
        when HardFault
            termInst = TRUE;
        enabled = TRUE;
        canEscalate = TRUE;
        when MemManage
            termInst = TRUE;
        if HaveMainExt() then
```
val = if isSecure then SHCSR_S else SHCSR_NS;

enabled = val.MEMFAULTENA == '1';

else
  enabled = FALSE;
  canEscalate = TRUE;

when BusFault
  termInst = isSynchronous;
  enabled = if HaveMainExt() then SHCSR_S.BUSFAULTENA == '1' else FALSE;
  // Async BusFaults only escalate if they are disabled
  canEscalate = termInst || !enabled;

when UsageFault
  termInst = TRUE;
  if HaveMainExt() then
    val = if isSecure then SHCSR_S else SHCSR_NS;
    enabled = val.USGFAULTENA == '1';
  else
    enabled = FALSE;
    canEscalate = FALSE;
  canEscalate = TRUE;

when SecureFault
  termInst = TRUE;
  enabled = if HaveMainExt() then SHCSR_S.SECUREFAULTENA == '1' else FALSE;
  canEscalate = TRUE;

when SVCcall
  termInst = FALSE;
  enabled = TRUE;
  canEscalate = TRUE;

when DebugMonitor
  termInst = TRUE;
  enabled = if HaveMainExt() then DEMCR.MON_EN == '1' else FALSE;

  canEscalate = FALSE; // TRUE if fault caused by BKPT instruction

  otherwise
    termInst = FALSE;
    canEscalate = FALSE;

  // If the fault can escalate then check if exception can be taken immediately, or whether
  // it should escalate.
  // NOTE: In some cases (for example faults during lazy floating-point state preservation)
  // the priority comparison below is ignored and the decision to escalate or not is
  // based on other factors.
  escalateToHf = FALSE;
  if canEscalate then
    execPri = ExecutionPriority();
    excePri = ExceptionPriority(exception, isSecure, TRUE);
    if (excePri >= execPri) || !enabled then
      escalateToHf = TRUE;

  return (escalateToHf, termInst);

E2.1.86 ExceptionEnabled

// ExceptionEnabled()
// ---------------------
// Checks whether the given exception is enabled.

boolean ExceptionEnabled(integer exception, boolean secure);

E2.1.87 ExceptionEntry

// ExceptionEntry()
// ---------------------
// Exception entry is modified according to the behavior of a derived
// exception, see DerivedLateArrival() also.

ExcInfo ExceptionEntry(integer exceptionType, boolean toSecure, boolean instExecOk)
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```c
// Gadget() can abandon memory accesses if a fault occurs during the stacking
// sequence.
exc = Gadget(toSecure, instExecOk);
if exc.fault == NoFault then
  exc = ExceptionTaken(exceptionType, FALSE, toSecure, FALSE);
return exc;
```

E2.1.88 ExceptionPriority

```c
// ExceptionPriority()
// ===================
integer
ExceptionPriority(integer n, boolean isSecure, boolean groupPri)
if HaveMainExt() then
  assert n >= 1 && n <= 511;
else
  assert n >= 1 && n <= 48;
if n == Reset then // Reset
  result = -4;
elsif n == NMI then // NMI
  result = -2;
elsif n == HardFault then // HardFault
  if isSecure && AIRCR.BFHFNMINS == '1' then
    result = -3;
  else
    result = -1;
elsif HaveMainExt() && n == MemManage then // MemManage
  result = UInt(SHPR1_S.PRI_4) else SHPR1_NS.PRI_4);
elsif HaveMainExt() && n == BusFault then // BusFault
  result = UInt(SHPR1_S.PRI_5);
elsif HaveMainExt() && n == UsageFault then // UsageFault
  result = UInt(SHPR1_S.PRI_6) else SHPR1_NS.PRI_6);
elsif HaveMainExt() && n == SecureFault then // SecureFault
  result = UInt(SHPR1_S.PRI_7);
elsif HaveMainExt() && n == SecureFault then // SecureFault
  result = UInt(SHPR1_S.PRI_7);
elsif HaveMainExt() && n == SecureFault then // SecureFault
  result = UInt(SHPR1_S.PRI_7);
elsif HaveMainExt() && n == SVCall then // SVCall
  result = UInt(SHPR2_S.PRI_11) else SHPR2_NS.PRI_11);
elsif HaveMainExt() && n == DebugMonitor then // DebugMonitor
  result = UInt(SHPR3_S.PRI_12);
elsif n == PendSV then // PendSV
  result = UInt(SHPR3_S.PRI_14) else SHPR3_NS.PRI_14);
elsif n == SysTick // SysTick
  result = UInt(SHPR3_S.PRI_15) else SHPR3_NS.PRI_15);
elsif n >= 16 then // External interrupt (n-16)
  r = (n - 16) DIV 4;
  v = n MOD 4;
  result = UInt(NVIC_IPR[r][v*8+7:v*8]);
else // Reserved exceptions
  result = 256;

// Negative priorities (ie Reset, NMI, and HardFault) are not effected by
// PRIGROUP or PRIS
if result >= 0 then // Include the PRIGROUP effect
  if HaveMainExt() && groupPri then
    integer subgroupshift;
    if isSecure then
      subgroupshift = UInt(AIRCR_S.PRIGROUP);
    else
      subgroupshift = UInt(AIRCR_NS.PRIGROUP);
    integer groupvalue = 2 << subgroupshift;
    integer subgroupvalue = result MOD groupvalue;
    result = result - subgroupvalue;
  PrISnSPri = RestrictedNSPri();
```
if (AIRCR_S.PRIS == '1') && !isSecure then
  result = (result >> 1) + PriSNsPri;
return result;

E2.1.89 ExceptionReturn

// ExceptionReturn()
// ===============
(ExcInfo, EXC_RETURN_Type) ExceptionReturn(EXC_RETURN_Type excReturn)
  integer returningExceptionNumber = UInt(IPSR.Exception);
  (exc, excReturn) = ValidateExceptionReturn(excReturn, returningExceptionNumber);
  if exc.fault != NoFault then
    return (exc, excReturn);
  if HaveSecurityExt() then
    excSecure = excReturn.ES == '1';
    retToSecure = excReturn.S == '1';
  else
    excSecure = FALSE;
    retToSecure = FALSE;
  // Restore SPSEL for the Security state we are returning from.
  if excSecure then
    CONTROL_S.SPSEL = excReturn.SPSEL;
  else
    CONTROL_NS.SPSEL = excReturn.SPSEL;
  targetDomainSecure = excReturn.ES == '1';
  DeActivate(returningExceptionNumber, targetDomainSecure);
  // If requested, clear the scratch FP values left in the caller saved
  // registers before returning/tail chaining.
  if HaveFPExt() && FPCCR.CLRONRET == '1' && CONTROL.FPCA == '1' then
    if FPCCR_S.LSPACT == '1' then
      SFSR.LSERR = '1';
      exc = CreateException(SecureFault, TRUE, TRUE);
      return (exc, excReturn);
    else
      for i = 0 to 15
        S[i] = Zeros();
      FPSCR = Zeros();
  // If TailChaining is supported, check if there is a pending exception with
  // sufficient priority to be taken now. This check is done after the
  // previous exception is deactivated so the priority of the previous
  // exception doesn't mask any pending exceptions.
  // The position of TailChain() within this function is the earliest point
  // at which an tailchain is architecturally visible. Tail-chaining from a
  // later point is permissible.
  if boolean IMPLEMENTATION_DEFINED "Tail chaining supported" then
    (takeException, exception, excIsSecure) = PendingExceptionDetails();
    if takeException then
      exc = TailChain(exception, excIsSecure, excReturn);
      return (exc, excReturn);
  // Return to the background Security state
  if HaveSecurityExt() then
    CurrentState = if retToSecure then
      SecurityState_Secure else SecurityState_NonSecure;
  // Sleep-on-exit performs equivalent behavior to the WFI instruction.
  // The position of SleepOnExit() within this function is the earliest point
  // at which it can be performed. Performing SleepOnExit from a later point
  // is permissible.
  if (excReturn.Mode == '1' && SCR.SLEEPONEXIT == '1') 

ExceptionActiveBitCount() == 0) then
SleepOnExit(); // IMPLEMENTATION DEFINED

// Pop the stack and raise any exceptions that are generated
exc = PopStack(excReturn);
if exc.fault == NoFault then
ClearExclusiveLocal(ProcessorID());
SetEventRegister(); // See WFE instruction for more details
InstructionSynchronizationBarrier('1111);
return (exc, excReturn);

E2.1.90 ExceptionTaken

ExceptionTaken()
// ================

ExcInfo = ExceptionTaken(integer exceptionNumber, boolean doTailChain,
boolean excIsSecure, boolean ignStackFaults)
assert(HaveSecurityExt() || !excIsSecure);

// If the background code was running in the Secure state that are some
// additional steps that might need to be taken to protect the callee saved
// registers
exc = DefaultExcInfo();
if HaveSecurityExt() && LR[6] == '1' then
if excIsSecure then // Transitioning to Secure
    // If tail chaining is from Non-secure to Secure, then the callee registers
    // are already on stack. Set excReturn.DCRS accordingly
    if doTailChain && LR[0] == '0' then
        LR[5] = '0';
    else // Transitioning to Non-secure
        // If the callee registers aren't already on the stack push them now
            exc = PushCalleeStack(doTailChain);
        // Going to Non-secure exception. Set excReturn.DCRS to default
        // value
        LR[5] = '1';

    // Finalise excReturn value
    if excIsSecure then
        LR[2] = CONTROL_S.SPSEL;
        LR[0] = '1';
    else
        LR[2] = CONTROL_NS.SPSEL;
        LR[0] = '0';

    // Register clearing
    // Caller saved registers: These registers are cleared if exception targets
    // the Non-secure state, otherwise they are UNKNOWN. NOTE: The original
    // values were pushed to the stack.
callerRegValue = if !HaveSecurityExt() || excIsSecure then bits(32) UNKNOWN else
    Zeros(32);
for n = 0 to 3
    R[n] = callerRegValue;
R[12] = callerRegValue;
EAPSR = callerRegValue;
// Callee saved registers: If the background code was in the Secure state
// these registers are cleared if the exception targets the Non-secure state,
// and UNKNOWN if it targets the Secure state and the registers have been
// pushed to the stack (as indicated by EXC_RETURN.DCRS).
//
// NOTE: Callee saved registers are preserved if the background code is
// Non-secure, of when the exception is Secure and the values have not
// been pushed to the stack.
if HaveSecurityExt() && LR[6] == '1' then
if excIsSecure then
    if LR[5] == '0' then
for n = 4 to 11
    R[n] = bits(32) UNKNOWN;
else
    for n = 4 to 11
        R[n] = Zeros();

// If no errors so far (or errors that can be ignored) load the vector address
if exc.fault == NoFault || ignStackFaults then
    (exc, start) = Vector[exceptionNumber, excIsSecure];

// The state or mode of processor is not updated if an exception is raised
// during the entry sequence.
if exc.fault == NoFault then
    ActivateException(exceptionNumber, excIsSecure);
    SCS_UpdateStatusRegs();
    SetEventRegister(); // See WFE instruction for details
    InstructionSynchronizationBarrier('1111');
    // Start execution of handler
    EPSR.T = start[0];
    // If EPSR.T == 0 then an exception is taken on the next
    // instruction: UsageFault('Invalid State') if the Main Extension is
    // implemented; HardFault otherwise
    BranchTo(start[31:1]:'0');
else
    exc.inExcTaken = TRUE;
return exc;

E2.1.91 ExceptionTargetsSecure

// ExceptionTargetsSecure()
// ========================
// Determine the default Security state an exception is expected to target if the
// exception is not forced to a specific domain.
bool ExceptionTargetsSecure(integer exceptionNumber, boolean isSecure)
if !HaveSecurityExt() then
    return FALSE;
bool targetSecure = FALSE;
case exceptionNumber of
    when NMI
        targetSecure = AIRCR.BFHFNMINS == '0';
    when HardFault
        targetSecure = AIRCR.BFHFNMINS == '0' || isSecure;
    when MemManage
        targetSecure = isSecure;
    when BusFault
        targetSecure = AIRCR.BFHFNMINS == '0';
    when UsageFault
        targetSecure = isSecure;
    when SecureFault
        // SecureFault always targets Secure state.
        targetSecure = TRUE;
    when SVC
        targetSecure = isSecure;
    when DebugMonitor
        targetSecure = DEMCR.SDME == '1';
    when PendSV
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// This state should be unreachable as PendSV is a banked interrupt
// and it is directly pended for the correct security state, so this
// function is not called for this exception.
assert FALSE;

when SysTick
  if HaveSysTick() != 1 then
    // If there is a SysTick for each domain, then the exception
    // targets the domain associated with the SysTick instance that
    // raised the exception.
    // This state should be unreachable as SysTick exception is banked
    // and it is directly pended for the correct security state. This
    // function can only be called when 1 SysTick is implemented.
    assert FALSE;
  else
    // SysTick target state is configurable
    targetSecure = ICSR_S.STTNS == '0';
  otherwise
    if exceptionNumber >= 16 then
      // Interrupts target the state defined by the NVIC_ITNS register
      targetSecure = NVIC_ITNS[exceptionNumber - 16] == '0';
    return targetSecure;

E2.1.92 ExcInfo

// Exception information
type ExcInfo is (  
  integer fault, // The ID of the resulting fault, or NoFault (ie 0)  
  integer origFault, // The ID if the original fault raised before  
  boolean isSecure, // TRUE if the fault targets the Secure state.  
  boolean origFaultIsSecure, // TRUE if the original fault raised targeted  
  boolean isTerminal, // Set to TRUE for derived faults (eg exception on  
  boolean inExcTaken, // TRUE if the exception occurred during ExceptionTaken()  
  boolean lockup, // Set to TRUE if the exception should cause a lockup.  
  boolean termInst // instruction to be terminated. )

E2.1.93 ExclusiveMonitorsPass

// ExclusiveMonitorsPass()
// =======================
boolean ExclusiveMonitorsPass(bits(32) address, integer size)
  // It is IMPLEMENTATION DEFINED whether the detection of memory aborts happens
  // before or after the check on the local Exclusive Monitor. As a result a failure
  // of the local monitor can occur on some implementations even if the memory
  // access would give a memory abort.
  if address != Align(address, size) then
    UFSR.UNALIGNED = '1';
    excInfo = CreateException(UsageFault, FALSE, boolean UNKNOWN);
  else
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E2.1.94 ExecuteCPCheck

```c
// ExecuteCPCheck()
// ================

ExecuteCPCheck(integer cp)
// Check access to coprocessor is enabled
excInfo = CheckCPEnabled(cp);
HandleException(excInfo);
```

E2.1.95 ExecuteFPCheck

```c
// ExecuteFPCheck()
// ================

ExecuteFPCheck()
// If FP lazy context save is enabled then save state
if FPCCR_S.S == '1' then
  lspact = FPCCR_S.LSPACT;
else
  lspact = FPCCR_NS.LSPACT;
if lspact == '1' then
  PreserveFPState();
// Update the ownership of the FP context
FPCCR_S.S = if IsSecure() then '1' else '0';
// Update CONTROL.FPCA, and create new FP context
// if this has been enabled by setting FPCCR.ASPEN to 1
if FPCCR.ASPEN == '1' &&
  (CONTROL.FPCA == '0' || (IsSecure() && CONTROL_S.SFPA == '0')) then
  FPSCR = FPDSCR[31:0];
  CONTROL.FPCA = '1';
  if IsSecure() then
    CONTROL_S.SFPA = '1';
return;
```

E2.1.96 ExecutionPriority

```c
// ExecutionPriority()
// ===============

integer ExecutionPriority()
boostedpri = HighestPri(); // Priority influence of BASEPRI, PRIMASK and FAULTMASK
// Calculate boosted priority effect due to BASEPRI for both Security states
FrisNSPri = RestrictedNSPri();
if HaveMainExt() then
  if UInt(BASEPRI_NS[7:0]) != 0 then
    basepri = UInt(BASEPRI_NS[7:0]);
  // Include the PRIGROUP effect
  subgroupshift = UInt(AIRCNS.PRIGROUP);
```
groupvalue = 2 << subgroupshift;
subgroupvalue = basepri MOD groupvalue;
boostedpri = basepri - subgroupvalue;
if AIRCR_S.PRIS == '1' then
  boostedpri = (boostedpri >> 1) + PriSNsPri;
if UInt(BASEPRI_S[7:0]) != 0 then
  basepri = UInt(BASEPRI_S[7:0]);
// Include the PRIGROUP effect
subgroupshift = UInt(AIRCR_S.PRIGROUP);
if boostedpri > basepri then
  boostedpri = basepri;

// Calculate boosted priority effect due to PRIMASK for both Security states
if PRIMASK_NS.PM == '1' then
  if AIRCR_S.PRIS == '0' then
    boostedpri = 0;
  else
    if boostedpri > PriSNsPri then
      boostedpri = PriSNsPri;
  if PRIMASK_S.PM == '1' then
    boostedpri = 0;
// Calculate boosted priority effect due to FAULTMASK for both Security states
if HaveMainExt() then
  if FAULTMASK_NS.FM == '1' then
    if AIRCR.BFHFNMINS == '0' then
      if AIRCR_S.PRIS == '0' then
        if AIRCR_S.PRIS == '0' then
          boostedpri = -1;
        else
          if boostedpri > PriSNsPri then
            boostedpri = PriSNsPri;
        else
          boostedpri = -3;
    else
      if FAULTMASK_S.FM == '1' then
        if AIRCR.BFHFNMINS == '0' then
          boostedpri = -1;
        else
          if boostedpri > PriSNsPri then
            boostedpri = PriSNsPri;
        else
          boostedpri = -3;
  // Finally calculate the resultant priority after boosting
  rawExecPri = RawExecutionPriority();
  if boostedpri < rawExecPri then
    priority = boostedpri;
  else
    priority = rawExecPri;
return priority;

E2.1.97 ExternalInvasiveDebugEnabled

// ExternalInvasiveDebugEnabled()
// ----------------------------------------
// Return TRUE if Halting debug is enabled by the IMPLEMENTATION DEFINED authentication
// interface.

boolean ExternalInvasiveDebugEnabled()
// In the recommended interface, ExternalInvasiveDebugEnabled returns the state of
// the DBGEN signal.
return DBGEN == HIGH;

E2.1.98 ExternalNoninvasiveDebugEnabled

// ExternalNoninvasiveDebugEnabled()
// ----------------------------------
// Return TRUE if non-invasive debug is enabled by the IMPLEMENTATION DEFINED authentication
// interface.

boolean ExternalNoninvasiveDebugEnabled()
{
    // In the recommended interface, ExternalNoninvasiveDebugEnabled returns the state of
    // the (DBGEN OR NIDEN) signal.
    return ExternalInvasiveDebugEnabled() || NIDEN == HIGH;
}

E2.1.99  ExternalSecureInvasiveDebugEnabled

// ExternalSecureInvasiveDebugEnabled()
// ====================================
// Return TRUE if Secure Halting debug is enabled by the IMPLEMENTATION DEFINED
// authentication
// interface.

boolean ExternalSecureInvasiveDebugEnabled()
{
    // In the recommended interface, ExternalSecureInvasiveDebugEnabled returns the state
    // of the (DBGEN AND SPIDEN) signal.
    return ExternalInvasiveDebugEnabled() && SPIDEN == HIGH;
}

E2.1.100 ExternalSecureNoninvasiveDebugEnabled

// ExternalSecureNoninvasiveDebugEnabled()
// =======================================
// Return TRUE if Secure non-invasive debug is enabled by the IMPLEMENTATION DEFINED
// authentication
// interface.

boolean ExternalSecureNoninvasiveDebugEnabled()
{
    // In the recommended interface, ExternalSecureNoninvasiveDebugEnabled returns the state
    // of the (DBGEN OR NIDEN) AND (SPIDEN OR SPNIDEN) signal.
    return ExternalNoninvasiveDebugEnabled() && (SPIDEN == HIGH || SPNIDEN == HIGH);
}

E2.1.101 ExternalSecureSelfHostedDebugEnabled

// ExternalSecureSelfHostedDebugEnabled()
// ======================================
// Return TRUE if Secure self-hosted debug is enabled by the IMPLEMENTATION DEFINED
// authentication
// interface.

boolean ExternalSecureSelfHostedDebugEnabled()
{
    // In the recommended interface, ExternalSecureSelfHostedDebugEnabled returns the state
    // of the (DBGEN AND SPIDEN) signal.
    return DBGEN == HIGH && SPIDEN == HIGH;
}

E2.1.102 FaultNumbers

// Fault Numbers
// =============
// The fault numbers are a subset of ExceptionNumber and can be one of the
// following values:
custom integer NoFault = 0;
custom integer Reset = 1;
custom integer NMI = 2;
custom integer HardFault = 3;
custom integer MemManage = 4;
custom integer BusFault = 5;
custom integer UsageFault = 6;
custom integer SveFault = 7;
custom integer SVCall = 11;
custom integer DebugMonitor = 12;
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constant integer PendSV = 14;
constant integer SysTick = 15;

E2.1.103 FetchInstr

// FetchInstr()
// ============
(bits(32), boolean) FetchInstr(bits(32) addr)
// NOTE: It is CONstrained UNPredictable whether otherwise valid sequential
// instruction fetches that cross from Non-secure to Secure memory
// generate a INVeP SecureFault, or transition normally.
sgOpcode = 0xE97FE97F[31:0];
hw1Attr = SecurityCheck(addr, TRUE, IsSecure());
// Fetch the a T16 instruction, or the first half of a T32.
hw1Instr = MemI[addr];

// If the T bit is clear then the instruction can't be decoded
if EPSR.T == '0' then
// Attempted NS->S domain crossings with the T bit clear raise an INVeP
// SecureFault
if !IsSecure() && !hw1Attr.ns then
  excInfo = CreateException(SecureFault, TRUE, TRUE);
else
  UFSR.INVSTATE = '1';
  excInfo = CreateException(UsageFault, FALSE, boolean UNKNOWN);
HandleException(excInfo);

// Implementations are permitted to terminate the fetch process early if a
// domain crossing is being attempted and the first 16bits of the opcode
// isn't the first part of the SG instruction.
if boolean IMPLEMENTATION_DEFINED "Early SG check" then
if !IsSecure() && !hw1Attr.ns && (hw1Instr != sgOpcode[31:16]) then
  excInfo = CreateException(SecureFault, TRUE, TRUE);
HandleException(excInfo);

// NOTE: Implementations are also permitted to terminate the fetch process
// at this point with an UNDEFINSTR UsageFault if the first 16bit is
// an undefined T32 prefix.
// If the data fetched is the top half of a T32 instruction fetch the bottom
// 16 bits
isT16 = UInt(hw1Instr[15:11]) < UInt('11101');
if isT16 then
  instr = Zeros(16) : hw1Instr;
else
  hw2Attr = SecurityCheck(addr+2, TRUE, IsSecure());
  The following test covers 2 possible fault conditions:-
  // 1) NS code branching to a T32 instruction where the first half is in
  // NS memory, and the second half is in S memory,
  // 2) NS code branching to a T32 instruction in S & NSC memory, but
  // where the second half of the instruction is in NS memory.
if !IsSecure() && (hw1Attr.ns != hw2Attr.ns) then
  SFSR.INVEP = '1';
  excInfo = CreateException(SecureFault, TRUE, TRUE);
HandleException(excInfo);

// Fetch the second half of T32 instruction
instr = hw1Instr : MemI[addr+2];

// Raise a fault if an otherwise valid NS->S transition that doesn't land on
// an SG instruction.
if !IsSecure() && (instr != sgOpcode) then
  SFSR.INVEP = '1';
  excInfo = CreateException(SecureFault, TRUE, TRUE);
E2.1.104 FindPriv

```plaintext
// FindPriv()
// =========

boolean FindPriv()
return CurrentModeIsPrivileged();
```

E2.1.105 FixedToFP

```plaintext
// FixedToFP()
// ===========

bits(N) FixedToFP(bits(M) operand, integer N, integer fraction_bits, boolean unsigned, boolean round_to_nearest, boolean fpscr_controlled)
assert N IN {32,64};
fpscr_val = if fpscr_controlled then FPSCR else StandardFPSCRValue();
if round_to_nearest then fpscr_val[23:22] = '00';
int_operand = if unsigned then UInt(operand) else SInt(operand);
real_operand = Real(int_operand) / 2.0^fraction_bits;
if real_operand == 0.0 then
result = FPZero('0', N);
else
result = FPRound(real_operand, N, fpscr_val);
return result;
```

E2.1.106 FPAbs

```plaintext
// FPAbs()
// ========

bits(N) FPAbs(bits(N) operand)
assert N IN {32,64};
return '0' : operand[N-2:0];
```

E2.1.107 FPAdd

```plaintext
// FPAdd()
// ========

bits(N) FPAdd(bits(N) op1, bits(N) op2, boolean fpscr_controlled)
assert N IN {32,64};
fpscr_val = if fpscr_controlled then FPSCR else StandardFPSCRValue();
(typed1,sign1,value1) = FPUnpack(op1, fpscr_val);
(typed2,sign2,value2) = FPUnpack(op2, fpscr_val);
(done,result) = FPProcessNaNs(typed1, typed2, op1, op2, fpscr_val);
if !done then
inf1 = (typed1 == FPType_Infinity); inf2 = (typed2 == FPType_Infinity);
zero1 = (typed1 == FPType_Zero); zero2 = (typed2 == FPType_Zero);
if inf1 && inf2 || sign1 == NOT(sign2) then
result = FPDefaultNaN(N);
FPProcessException(FPExc_InvalidOp, fpscr_val);
elsif (inf1 && sign1 == '1') || (inf2 && sign2 == '0') then
result = FPInfinity('0', N);
elsif (inf1 && sign1 == '1') || (inf2 && sign2 == '1') then
result = FPInfinity('1', N);
elsif zero1 && zero2 && sign1 == sign2 then
result = FPZero(sign1, N);
else
result_value = value1 + value2;
```
24 if result_value == 0.0 then // Sign of exact zero result depends on rounding
25 mode
26 result_sign = if fpscr_val[23:22] == '10' then '1' else '0';
27 result = FPZero(result_sign, N);
28 else
29 result = FPRound(result_value, N, fpscr_val);
30 return result;

E2.1.108 FPB_BreakpointMatch

// FPB_BreakpointMatch()
// Generates a debug event based on FP Breakpoint Match
5 FPB_BreakpointMatch()
6 i = GenerateDebugEventResponse();

E2.1.109 FPB_CheckBreakPoint

// FPB_CheckBreakPoint
// Check for Flash Patch Breakpoint
5 boolean FPB_CheckBreakPoint(bits(32) iaddr, integer size, boolean is_ifetch, boolean is_secure)
6 match = FPB_CheckMatchAddress(iaddr);
7 if !match && size == 4 && FPB_CheckMatchAddress(iaddr + 2) then
8 match = ConstrainUnpredictableBool(Unpredictable_FPBreakpoint);
9 return match;

E2.1.110 FPB_CheckMatchAddress

// FPB_CheckMatchAddress
// Flash Patch breakpoint instruction address comparison
5 boolean FPB_CheckMatchAddress(bits(32) iaddr)
6 if FP_CTRL.ENABLE == '0' then return FALSE; // FPB not enabled
7 // Instruction Comparator.
8 num_addr_cmp = UInt(FP_CTRL.NUM_CODE);
9 if num_addr_cmp == 0 then return FALSE; // No comparator support
10 for N = 0 to (num_addr_cmp - 1)
11 if FP_COMP[N].BE == '1' then // Breakpoint enabled
12 if iaddr[31:1] == FP_COMP[N].BPADDR then
13 return TRUE;
14 return FALSE;

E2.1.111 FPCompare

// FPCompare()
// (bit, bit, bit, bit) FPCompare(bits(N) op1, bits(N) op2, boolean quiet_nan_exc,
4 boolean fpscr_controlled)
6 assert N IN {32, 64};
7 fpscr_val = if fpscr_controlled then FPSCR else StandardFPSCRValue();
8 (type1,-,value1) = FPUnpack(op1, fpscr_val);
9 (type2,-,value2) = FPUnpack(op2, fpscr_val);
if type1==FPType_SNaN || type2==FPType_SNaN || type2==FPType_QNaN
then
result = ('0', '0', '1', '1');
else
  // All non-NaN cases can be evaluated on the values produced by FPUnpack()
  if value1 == value2 then
    result = ('0','1','1','0');
  elsif value1 < value2 then
    result = ('1','0','0','0');
  else
    result = ('0','0','1','0');
  return result;

E2.1.112 FPDefaultNaN

// FPDefaultNaN()
// ===============
bits(N) FPDefaultNaN(integer N)
assert N IN {16,32,64};
integer E = if N == 16 then 5 elsif N == 32 then 8 else 11;
constant integer F = N - E - 1;
sign = '0';
exp = Ones(E);
frac = '1':'Zeros(F-1);
return sign : exp : frac;

E2.1.113 FPDiv

// FPDiv()
// =========
bits(N) FPDiv(bits(N) op1, bits(N) op2, boolean fpscr_controlled)
assert N IN {32,64};
fpscr_val = if fpscr_controlled then FPSCR else StandardFPSCRValue();
(fp_type1,sign1,value1) = FPUnpack(op1, fpscr_val);
(fp_type2,sign2,value2) = FPUnpack(op2, fpscr_val);
(done,result) = FPProcessNaNs(fp_type1, fp_type2, op1, op2, fpscr_val);
if !done then
  inf1 = (fp_type1 == FPType_Infinity); inf2 = (fp_type2 == FPType_Infinity);
  zero1 = (fp_type1 == FPType_Zero); zero2 = (fp_type2 == FPType_Zero);
  if (inf1 && inf2) || (zero1 && zero2) then
    result = FPDefaultNaN(N);
    FPProcessException(FPExc_InvalidOp, fpscr_val);
  elsif inf1 || zero2 then
    result_sign = if sign1 == sign2 then '0' else '1';
    result = FPInfinity(result_sign, N);
  if !inf1 then FPProcessException(FPExc_DivideByZero, fpscr_val);
  elsif zero1 || inf2 then
    result_sign = if sign1 == sign2 then '0' else '1';
    result = FPZero(result_sign, N);
  else
    result = FPRound(value1/value2, N, fpscr_val);
  return result;

E2.1.114 FPDoubleToHalf

// FPDoubleToHalf()
// ===============
bits(16) FPDoubleToHalf(bits(64) operand, boolean fpscr_controlled)
fpscr_val = if fpscr_controlled then FPSCR else StandardFPSCRValue();
(fp_type,sign,value) = FPUnpack(operand, fpscr_val);
if fp_type == FPType_SNaN || fp_type == FPType_QNaN then
E2.1.115 FPDoubleToSingle

```c
// FPDoubleToSingle()
// ================

// FPDoubleToSingle(bits(64) operand, boolean fpscr_controlled)

bits(32) FPDoubleToSingle(bits(64) operand, boolean fpscr_controlled) {
    fpscr_val = if fpscr_controlled then FPSCR else StandardFPSCRValue();
    (fp_type,sign,value) = FPUnpack(operand, fpscr_val);
    if fp_type == FPType_SNaN || fp_type == FPType_QNaN then
        if fpscr_val[25] == '1' then // DN bit set
            result = FPDefaultNaN32();
        else
            result = sign : '11111 1' : operand[50:29];
        if fp_type == FPType_SNaN then
            FPProcessException(FPExc_InvalidOp, fpscr_val);
    else
        result = FPInfinity(sign, 32);
    else
        result = FPRound(value, 32, fpscr_val);
    return result;
}
```

E2.1.116 FPExc

```c
// Floating point exceptions

enumeration FPExc {FPExc_InvalidOp, FPExc_DivideByZero, FPExc_Overflow,
    FPExc_Underflow, FPExc_Inexact, FPExc_InputDenorm};
```

E2.1.117 FPHalfToDouble

```c
// FPHalfToDouble()
// ===============

bits(64) FPHalfToDouble(bits(16) operand, boolean fpscr_controlled) {
    fpscr_val = if fpscr_controlled then FPSCR else StandardFPSCRValue();
    (fp_type,sign,value) = FPUnpack(operand, fpscr_val);
    if fp_type == FPType_SNaN || fp_type == FPType_QNaN then
        if fpscr_val[25] == '1' then // DN bit set
            result = FPDefaultNaN64();
    else
        result = sign : '11111111111 1' : operand[8:0] : Zeros(42);
    if fp_type == FPType_SNaN then
        FPProcessException(FPExc_InvalidOp, fpscr_val);
```
E2.1.118 FPHalfToSingle

```c
// FPHalfToSingle()
// ================

bits(32) FPHalfToSingle(bits(16) operand, boolean fpscr_controlled)
fpscr_val = if fpscr_controlled then FPSCR else StandardFPSCRValue();
(fp_type,sign,value) = FPUnpack(operand, fpscr_val);
if fp_type == FPType_SNaN || fp_type == FPType_QNaN then
  if fpscr_val[25] == '1' then // DN bit set
    result = FPDefaultNaN(32);
  else
    result = sign : '11111111 1' : operand[8:0] : Zeros(13);
  end
  if fp_type == FPType_SNaN then
    FPProcessException(FPExc_InvalidOp, fpscr_val);
  elseif fp_type == FPType_Infinity then
    result = FPInfinity(sign, 32);
  elseif fp_type == FPType_Zero then
    result = FPZero(sign, 32);
else
  result = FPRound(value, 32, fpscr_val); // Rounding will be exact
return result;
```

E2.1.119 FPInfinity

```c
// FPInfinity()
// ============

bits(N) FPInfinity(bit sign, integer N)
assert N IN {16,32,64};
integer E = if N == 16 then 5 elseif N == 32 then 8 else 11;
constant integer F = N - E - 1;
exp = Ones(E);
frac = Zeros(F);
return sign : exp : frac;
```

E2.1.120 FPMax

```c
// FPMax()
// =======

bits(N) FPMax(bits(N) op1, bits(N) op2, boolean fpscr_controlled)
assert N IN {32,64};
fpscr_val = if fpscr_controlled then FPSCR else StandardFPSCRValue();
(fp_type1,sign1,value1) = FPUnpack(op1, fpscr_val);
(fp_type2,sign2,value2) = FPUnpack(op2, fpscr_val);
(done,result) = FPProcessNaNs(fp_type1, fp_type2, op1, op2, fpscr_val);
if !done then
  if value1 > value2 then
    (fp_type,sign,value) = (fp_type1,sign1,value1);
  else
    (fp_type,sign,value) = (fp_type2,sign2,value2);
  end
  if fp_type == FPType_Infinity then
    result = FPInfinity(sign, N);
  elseif fp_type == FPType_Zero then
    sign = sign1 AND sign2; // Use most positive sign
    result = FPZero(sign, N);
```
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E2.1.121 FPMaxNormal

```c
// FPMaxNormal()
// =============

// (N) FPMaxNormal(bit sign, integer N)
assert N IN {16,32,64};
integer E = if N == 16 then 5 elseif N == 32 then 8 else 11;
constant integer F = N - E - 1;
exp = Ones(E-1):'0';
frac = Ones(F);
return sign : exp : frac;
```

E2.1.122 FPMaxNum

```c
// FPMaxNum()
// ===========

// (N) FPMaxNum(bits(N) op1, bits(N) op2)
assert N IN {32,64};
(tp1,-,-) = FPUnpack(op1, FPSCR);
(tp2,-,-) = FPUnpack(op2, FPSCR);

// treat a single quiet-NaN as -Infinity
if tp1 == FPType_QNaN && tp2 != FPType_QNaN then
    op1 = FPInfinity('1', N);
elsif tp1 != FPType_QNaN && tp2 == FPType_QNaN then
    op2 = FPInfinity('1', N);
return FPMax(op1, op2, TRUE);
```

E2.1.123 FPMin

```c
// FPMin()
// =========

// (N) FPMin(bits(N) op1, bits(N) op2, boolean fpscr_controlled)
assert N IN {32,64};
fpscr_val = if fpscr_controlled then FPSCR else StandardFPSCRValue();
(fp_type1,sign1,value1) = FPUnpack(op1, fpscr_val);
(fp_type2,sign2,value2) = FPUnpack(op2, fpscr_val);
(done,result) = FPProcessNaNs(fp_type1, fp_type2, op1, op2, fpscr_val);
if !done then
    if value1 < value2 then
        (fp_type,sign,value) = (fp_type1,sign1,value1);
    else
        (fp_type,sign,value) = (fp_type2,sign2,value2);
    if fp_type == FPTypeInfinity then
        result = FPInfinity(sign, N);
    elseif fp_type == FPTypeZero then
        sign = sign1 OR sign2; // Use most negative sign
        result = FPZero(sign, N);
    else
        result = FPRound(value, N, fpscr_val);
```

E2.1.124 FPMinNum
// FPMinNum()
// ===========
4
5 // bits(N) FPMinNum(bits(N) op1, bits(N) op2)
6 assert N IN [32,64];
7 (fp_type1,-,-) = FPUnpack(op1, FPSCR);
8 (fp_type2,-,-) = FPUnpack(op2, FPSCR);
9 // Treat a single quiet-NaN as +Infinity
10 if fp_type1 == FPType_QNaN && fp_type2 != FPType_QNaN then
11 op1 = FPInfinity('0', N);
12 elsif fp_type1 != FPType_QNaN && fp_type2 == FPType_QNaN then
13 op2 = FPInfinity('0', N);
14
15 return FPMin(op1, op2, TRUE);

E2.1.125 FPMul

// FPMul()
// =========

// bits(N) FPMul(bits(N) op1, bits(N) op2, boolean fpscr_controlled)
assert N IN [32,64];
fpscr_val = if fpscr_controlled then FPSCR else StandardFPSCRValue();
(type1,sign1,value1) = FPUnpack(op1, fpscr_val);
(type2,sign2,value2) = FPUnpack(op2, fpscr_val);
(done,result) = FPProcessNaNs(type1, type2, op1, op2, fpscr_val);
if !done then
  inf1 = (type1 == FPType_Infinity); inf2 = (type2 == FPType_Infinity);
  zero1 = (type1 == FPType_Zero); zero2 = (type2 == FPType_Zero);
  if (inf1 && inf2) || (zero1 && inf2) then
    result = FPDefaultNaN(N);
    FPProcessException(FPExc_InvalidOp, fpscr_val);
  elseif inf1 || inf2 then
    result_sign = if sign1 == sign2 then '0' else '1';
    result = FPInfinity(result_sign, N);
  elseif zero1 || zero2 then
    result_sign = if sign1 == sign2 then '0' else '1';
    result = FPZero(result_sign, N);
  else
    result = FPRound(value1*value2, N, fpscr_val);
  return result;

E2.1.126 FPMulAdd

// FPMulAdd()
// ==========

// bits(N) FPMulAdd(bits(N) addend, bits(N) op1, bits(N) op2,
// boolean fpscr_controlled)
assert N IN [32,64];
fpscr_val = if fpscr_controlled then FPSCR else StandardFPSCRValue();
(typeA,signA,valueA) = FPUnpack(addend, fpscr_val);
(type1,sign1,value1) = FPUnpack(op1, fpscr_val);
(type2,sign2,value2) = FPUnpack(op2, fpscr_val);
infl = (type1 == FPType_Infinity); zero1 = (type1 == FPType_Zero);
infl = (type2 == FPType_Infinity); zero2 = (type2 == FPType_Zero);
(done,result) = FPProcessNaNs3(type1, type2, typeA, addend, op1, op2, fpscr_val);
if typeA == FPType_QNaN66 ((inf1 && zero2) || (zero1 && inf2)) then
  result = FPDefaultNaN(N);
  FPProcessException(FPExc_InvalidOp, fpscr_val);
if !done then
  infA = (typeA == FPType_Infinity); zeroA = (typeA == FPType_Zero);
// Determine sign and type product will have if it does not cause an Invalid Operation.
signP = if sign1 == sign2 then '0' else '1';
infP = inf1 || inf2;
zeroP = zero1 || zero2;

// Non SNaN-generated Invalid Operation cases are multiplies of zero by infinity and
// additions of opposite-signed infinities.
if (inf1 && zero2) || (zero1 && inf2) || (infA && infP && signA == NOT(signP)) then
result = FPDefaultNaN(N);
FPProcessException(FPExc_InvalidOp, fpscr_val);

// Other cases involving infinities produce an infinity of the same sign.
elsif (infA && signA == '0') || (infP && signP == '0') then
result = FPInfinity('0', N);
elsif (infA && signA == '1') || (infP && signP == '1') then
result = FPInfinity('1', N);

// Cases where the result is exactly zero and its sign is not determined by the
// rounding mode are additions of same-signed zeros.
elsif zeroA && zeroP && signA == signP then
result = FPZero(signA, N);

// Otherwise calculate numerical result and round it.
else
result_value = valueA + (value1 * value2);
if result_value == 0.0 then
// Sign of exact zero result depends on rounding mode
result_sign = if fpscr_val[23:22] == '10' then '1' else '0';
result = FPZero(result_sign, N);
else
result = FPRound(result_value, N, fpscr_val);

return result;

E2.1.127 FPNeg

// FPNeg() // =========
bits(N) FPNeg(bits(N) operand)
assert N IN {32,64};
return NOT(operand[N-1]) : operand[N-2:0];

E2.1.128 FPProcessException

// FPProcessException()
// =============== // The 'fpscr_val' argument supplies FPSCR control bits. Status information is
// updated directly in FPSCR where appropriate.
FPProcessException(FPExc exception, bits(32) fpscr_val)
// Get appropriate FPSCR bit numbers
case exception of
when FPExc_InvalidOp enable = 8; cumul = 0;
when FPExc_DivideByZero enable = 9; cumul = 1;
when FPExc_Overflow enable = 10; cumul = 2;
when FPExc_Underflow enable = 11; cumul = 3;
when FPExc_Inexact enable = 12; cumul = 4;
when FPExcInputChange enable = 15; cumul = 7;
if fpscr_val[enable] == '1' then
IMPLEMENTATION_DEFINED "floating-point trap handling";
else
FPSCR[cumul] = '1';
return;
E2.1.129  FPProcessNaN

```plaintext
// FPProcessNaN()
// ==============
// The 'fpscr_val' argument supplies FPSCR control bits. Status information is
// updated directly in FPSCR where appropriate.

bits(N) FPProcessNaN(FPType fp_type, bits(N) operand, bits(32) fpscr_val)
assert N IN {32,64};
topfrac = if N == 32 then 22 else 51;
result = operand;
if fp_type == FPType_SNaN then
    result[topfrac] = '1';
    FPProcessException(FPExc_InvalidOp, fpscr_val);
if fpscr_val[25] == '1' then // DefaultNaN requested
    result = FPDefaultNaN(N);
return result;
```

E2.1.130  FPProcessNaNs

```plaintext
// FPProcessNaNs()
// ===============
// The boolean part of the return value says whether a NaN has been found and
// processed. The bits(N) part is only relevant if it has and supplies the
// result of the operation.

(boolean, bits(N)) FPProcessNaNs(FPType type1, FPType type2, 
    bits(N) op1, bits(N) op2, 
    bits(32) fpscr_val)
assert N IN {32,64};
if type1 == FPType_SNaN then
    done = TRUE; result = FPProcessNaN(type1, op1, fpscr_val);
elsif type2 == FPType_SNaN then
    done = TRUE; result = FPProcessNaN(type2, op2, fpscr_val);
elsif type1 == FPType_QNaN then
    done = TRUE; result = FPProcessNaN(type1, op1, fpscr_val);
elsif type2 == FPType_QNaN then
    done = TRUE; result = FPProcessNaN(type2, op2, fpscr_val);
else
    done = FALSE; result = Zeros(N); // 'Don't care' result
return (done, result);
```

E2.1.131  FPProcessNaNs3

```plaintext
// FPProcessNaNs3()
// ===============
// The boolean part of the return value says whether a NaN has been found and
// processed. The bits(N) part is only relevant if it has and supplies the
// result of the operation.

(boolean, bits(N)) FPProcessNaNs3(FPType type1, FPType type2, FPType type3, 
    bits(N) op1, bits(N) op2, bits(N) op3, 
    bits(32) fpscr_val)
assert N IN {32,64};
if type1 == FPType_SNaN then
    done = TRUE; result = FPProcessNaN(type1, op1, fpscr_val);
elsif type2 == FPType_SNaN then
    done = TRUE; result = FPProcessNaN(type2, op2, fpscr_val);
elsif type3 == FPType_SNaN then
    done = TRUE; result = FPProcessNaN(type3, op3, fpscr_val);
else
```
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20 elsif type1 == FPType_QNaN then
    done = TRUE; result = FPProcessNaN(type1, op1, fpscr_val);
21 elsif type2 == FPType_QNaN then
    done = TRUE; result = FPProcessNaN(type2, op2, fpscr_val);
22 elsif type3 == FPType_QNaN then
    done = TRUE; result = FPProcessNaN(type3, op3, fpscr_val);
23 else
    done = FALSE; result = Zeros(N); // 'Don't care' result
24 return (done, result);

E2.1.132 FPRound

1 // FPRound()
2 // =========
3 // The 'fpscr_val' argument supplies FPSCR control bits. Status information is
4 // updated directly in FPSCR where appropriate.
5
6 bits(N) FPRound(real value, integer N, bits(32) fpscr_val)
7 assert N IN {16,32,64};
8 assert value != 0.0;
9
10 // Obtain format parameters - minimum exponent, numbers of exponent and fraction bits.
11 integer E = if N == 16 then 5 elsif N == 32 then 8 else 11;
12 minimum_exp = 2 - 2^(E-1);
13 constant integer F = N - E - 1;
14
15 // Split value into sign, unrounded mantissa and exponent.
16 if value < 0.0 then
17    sign = '1'; mantissa = -value;
18 else
19    sign = '0'; mantissa = value;
20 exonponent = 0;
21 while mantissa < 1.0 do
22    mantissa = mantissa * 2.0; exponent = exponent - 1;
23 while mantissa >= 2.0 do
24    mantissa = mantissa / 2.0; exponent = exponent + 1;
25
26 // Deal with flush-to-zero.
27 if fpscr_val[24] == '1' && N != 16 && exponent < minimum_exp
28    result = FPZero(sign, N);
29    FPSCR.UFC = '1'; // Flush-to-zero never generates a trapped exception
30 else
31
32 // Start creating the exponent value for the result. Start by biasing the actual
33 // so that the minimum exponent becomes 1, lower values 0 (indicating possible
34 // underflow).
35 biased_exp = Max(exponent - minimum_exp + 1, 0);
36 if biased_exp == 0 then mantissa = mantissa / 2.0^(minimum_exp - exponent);
37
38 // Get the unrounded mantissa as an integer, and the "units in last place" rounding
39 // error.
40 int_mant = RoundDown(mantissa * 2.0^F); // < 2.0^F if biased_exp == 0, >= 2.0^F if
41 // not
42 error = mantissa * 2.0^F - Real(int_mant);
43
44 // Underflow occurs if exponent is too small before rounding, and result inexact
45 // or
46 // the Underflow exception is trapped.
47 if biased_exp == 0 && (error != 0.0 || fpscr_val[11] == '1') then
48    FPProcessException(FPExc_Underflow, fpscr_val);
49 else
50
51 // Round result according to rounding mode.
52 case fpscr_val[23:22] of
53    when '00' // Round to Nearest (rounding to even if exactly halfway)
54        round_up = (error > 0.5 || (error == 0.5 && int_mant[0] == '1'));
55        overflow_to_inf = TRUE;
56    when '01' // Round towards Plus Infinity
57        round_down = (error < -0.5 || (error == -0.5 && int_mant[0] == '1'));
58        underflow_to_zero = TRUE;
59        infinite = TRUE;
60    when '10' // Round towards Minus Infinity
61        round_down = (error < 0.5 || (error == 0.5 && int_mant[0] == '1'));
62        underflow_to_zero = TRUE;
63        infinite = TRUE;
64    when '11' // Round up
65        round_up = (error > 0.5 || (error == 0.5 && int_mant[0] == '1'));
66        overflow_to_inf = TRUE;
67        infinite = TRUE;
68
69    return mantissa * 2.0^biased_exp;
E2.1.133 FPRoundInt

begin

  // FPRoundInt()
  // ============
  // Round floating-point value to nearest integral floating point value
  // using given rounding mode. If exact is TRUE, set inexact flag if result
  // is not numerically equal to given value.
  
  bits(N) FPRoundInt(bits(N) op, bits(2) rmode, boolean away, boolean exact)
  assert N \in \{32, 64\};

  // Unpack using FPSCR to determine if subnormals are flushed-to-zero
  \{fp_type, sign, value\} = FPUnpack(op, FPSCR);

  if fp_type = FFPType_SNaN || fp_type = FFPType_QNaN then
    result = FPProcessNaN(fp_type, op, FPSCR);
  elsif fp_type = FFPType_Infinity then
    result = FPInfinity(sign, N);
  elsif fp_type = FFPType_Zero then
    result = FPZero(sign, N);
  else
    // extract integer component
    int_result = RoundDown(value);
    error = value - Real(int_result);

    // Determine whether supplied rounding mode requires an increment
    case rmode of
      when '00' // Round to nearest, ties to even
        round_up = (error > 0.5 || (error == 0.5 \&\& int_result[0] == '1'));
      when '01' // Round towards Minus Infinity
        round_up = (error != 0.0 \&\& sign == '0');
      when '10' // Round towards Zero
        round_up = (error != 0.0 \&\& sign == '1');
      when '11' // Round towards Plus Infinity
        round_up = FALSE;
    endcase

    overflow_to_inf = (sign == '0');
    if round_up then
      int_mant = int_mant + 1;
      if int_mant == 2^F then // Rounded up from denormalized to normalized
        biased_exp = 1;
      endif
      if int_mant == 2^{F+1} then // Rounded up to next exponent
        biased_exp = biased_exp + 1; int_mant = int_mant DIV 2;
      endif
    endif
    if N != 16 || fpscr_val[26] == '0' then // Single, double or IEEE half precision
      if biased_exp >= 2^E - 1 then
        result = if overflow_to_inf then FPInfinity(sign, N) else FPMaxNormal(sign, N);
        FPProcessException(FPExc_Overflow, fpscr_val);
        error = 1.0; // Ensure that an Inexact exception occurs
      else
        result = sign : biased_exp[E-1:0] : int_mant[F-1:0];
      endif
    endif
  else
    // Alternative half precision
    if biased_exp >= 2^E then
      result = sign : Ones(N-1);
      FPProcessException(FPExc_InvalidOp, fpscr_val);
      error = 0.0; // Ensure that an Inexact exception does not occur
    else
      result = sign : biased_exp[E-1:0] : int_mant[F-1:0];
    endif
  endif

  // Deal with Inexact exception.
  if error != 0.0 then
    FPProcessException(FPExc_Inexact, fpscr_val);
  endif

  return result;
end

E2.1.133 FPRoundInt
round_up = (error != 0.0);

when '10' // Round towards Minus Infinity
round_up = FALSE;

when '11' // Round towards Zero
round_up = (error != 0.0 & int_result < 0);

if away then // Round towards Zero, ties away
    round_up = (error > 0.5 || (error == 0.5 & int_result >= 0));

if round_up then int_result = int_result + 1;

// Convert integer value into an equivalent real value
real_result = Real(int_result);

// Re-encode as a floating-point value, result is always exact
if real_result == 0.0 then
    result = FPZero(sign, N);
else
    result = FPRound(real_result, N, FPSCR);

// Generate inexact exceptions
if error != 0.0 && exact then
    FPProcessException(FPExc_Inexact, FPSCR);

return result;

E2.1.134 FPSingleToDouble

bits(64) FPSingleToDouble(bits(32) operand, boolean fpscr_controlled)
fpscr_val = if fpscr_controlled then FPSCR else StandardFPSCRValue();
(fp_type, sign, value) = FPUnpack(operand, fpscr_val);
if fp_type == FPType_SNaN || fp_type == FPType_QNaN then
    if fpscr_val[25] == '1' then // DN bit set
        result = FPDefaultNaN(64);
    else
        result = sign : '11111111111 1' : operand[21:0] : Zeros(29);
    if fp_type == FPType_SNaN then
        FPProcessException(FPExc_InvalidOp, fpscr_val);
elsif fpscr_val[26] == '1' then // AH bit set
    result = FPInfinity(sign, 64);
elsif fp_type == FPType_Zero then
    result = FPZero(sign, 64);
else
    result = FPRound(value, 64, fpscr_val); // Rounding will be exact
return result;

E2.1.135 FPSingleToHalf

bits(16) FPSingleToHalf(bits(32) operand, boolean fpscr_controlled)
fpscr_val = if fpscr_controlled then FPSCR else StandardFPSCRValue();
(fp_type, sign, value) = FPUnpack(operand, fpscr_val);
if fp_type == FPType_SNaN || fp_type == FPType_QNaN then
    if fpscr_val[26] == '1' then // DN bit set
        result = FPDefaultNaN(16);
    else
        result = sign : '11111111 1' : operand[21:13] ;
    if fp_type == FPType_SNaN then
        FPProcessException(FPExc_InvalidOp, fpscr_val);
elsif fp_type == FPType_Infinity then
    result = FPInfinity(sign, 64);
elsif fp_type == FPType_Zero then
    result = FPZero(sign, 64);
else
    result = FPRound(value, 64, fpscr_val); // Rounding will be exact
return result;
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E2.1.136 FPSqrt

```plaintext
// FPSqrt()
// ========

#define bits(N) VSFixedPointType(N)

bits(N) FPSqrt(bits(N) operand)
assert N IN {32, 64};
( fp_type, sign, value) = FPUnpack(operand, FPSCR);
if fp_type == FPType_SNaN || fp_type == FPType_QNaN then
    result = FPProcessNaN(fp_type, operand, FPSCR);
elsif fp_type == FPType_Zero then
    result = FPZero(sign, N);
elsif fp_type == FPType_Infinity && sign == '0' then
    result = FPInfinity(sign, N);
elsif sign == '1' then
    result = FPDefaultNaN(N);
FPProcessException(FPExc_InvalidOp, FPSCR);
else
    result = FPRound(Sqrt(value), N, FPSCR);
return result;
```

E2.1.137 FPSub

```plaintext
// FPSub()
// ========

bits(N) FPSub(bits(N) op1, bits(N) op2, boolean fpscr_controlled)
assert N IN {32, 64};
fpscr_val = if fpscr_controlled then FPSCR else StandardFPSCRValue();
( fp_type1, sign1, value1) = FPUnpack(op1, fpscr_val);
( fp_type2, sign2, value2) = FPUnpack(op2, fpscr_val);
(done, result) = FPProcessNaNs(fp_type1, fp_type2, op1, op2, fpscr_val);
if !done then
    inf1 = (fp_type1 == FPType_Infinity); inf2 = (fp_type2 == FPType_Infinity);
    zero1 = (fp_type1 == FPType_Zero); zero2 = (fp_type2 == FPType_Zero);
    if inf1 && inf2 && sign1 == sign2 then
        result = FPDefaultNaN(N);
    FPProcessException(FPExc_InvalidOp, fpscr_val);
elsif (inf1 && sign1 == '0') || (inf2 && sign2 == '1') then
    result = FPInfinity('0', N);
elsif (inf1 && sign1 == '1') || (inf2 && sign2 == '0') then
    result = FPInfinity('1', N);
elsif zero1 && zero2 && sign1 == NOT(sign2) then
    result = FPZero(sign1, N);
else
    result_value = value1 - value2;
    if result_value == 0.0 then // Sign of exact zero result depends on rounding
        result_sign = if fpscr_val[23:22] == '10' then '1' else '0';
        result = FPZero(result_sign, N);
    else
        result = FPRound(result_value, N, fpscr_val);
return result;
```
### E2.1.138 FPToFixed

```plaintext
// FPToFixed()
// ===========

bits(N) FPToFixed(bits(N) operand, integer M, integer fraction_bits, boolean unsigned, boolean round_towards_zero, boolean fpscr_controlled)

assert N IN {32,64};
fpscr_val = if fpscr_controlled then FPSCR else StandardFPSCRValue();
if round_towards_zero then fpscr_val[23:22] = '11';
(fp_type,-,value) = FPUnpack(operand, fpscr_val);

// For NaNs and infinities, FPUnpack() has produced a value that will round to the
// required result of the conversion. Also, the value produced for infinities will
// cause the conversion to overflow and signal an Invalid Operation floating-point
// exception as required. NaNs must also generate such a floating-point exception.
if fp_type == FPType_SNaN || fp_type == FPType_QNaN then
    FPProcessException(FPExc_InvalidOp, fpscr_val);

// Scale value by specified number of fraction bits, then start rounding to an integer
// and determine the rounding error.
value = value * 2.0^fraction_bits;
int_result = RoundDown(value);
error = value - Real(int_result);

// Apply the specified rounding mode.
case fpscr_val[23:22] of
    when '00' // Round to Nearest (rounding to even if exactly halfway)
        round_up = (error > 0.5 || (error == 0.5 && int_result[0] == '1'));
    when '01' // Round towards Plus Infinity
        round_up = (error != 0.0);
    when '10' // Round towards Minus Infinity
        round_up = FALSE;
    when '11' // Round towards Zero
        round_up = (error != 0.0 && int_result < 0);
    if round_up then int_result = int_result + 1;

// Bitstring result is the integer result saturated to the destination size, with
// saturation indicating overflow of the conversion (signaled as an Invalid
// Operation floating-point exception).
(result, overflow) = SatQ(int_result, M, unsigned);
if overflow then
    FPProcessException(FPExc_InvalidOp, fpscr_val);
else if error != 0.0 then
    FPProcessException(FPExc_Inexact, fpscr_val);
else
    return result;
```

### E2.1.139 FPToFixedDirected

```plaintext
// FPToFixedDirected()
// ==============

bits(N) FPToFixedDirected(bits(N) op, integer fbits, boolean unsigned, bits(2) round_mode, boolean fpscr_controlled)

assert N IN {32,64};
fpscr_val = if fpscr_controlled then FPSCR else StandardFPSCRValue();

// Unpack using FPSCR to determine if subnormals are flushed-to-zero
(fp_type,-,value) = FPUnpack(op, fpscr_val);

// If NaN, set cumulative flag or take exception
if fp_type == FPType_SNaN || fp_type == FPType_QNaN then
    FPProcessException(FPExc_InvalidOp, FPSCR);

// Scale by fractional bits and produce integer rounded towards
// minus-infinity
value = value * 2.0^fbits;

int_result = RoundDown(value);

error = value - Real(int_result);

// Determine whether supplied rounding mode requires an increment

switch round_mode of
  when '00' // ties away
    round_up = (error > 0.5 || (error == 0.5 && int_result >= 0));
  when '01' // nearest even
    round_up = (error > 0.5 || (error == 0.5 && int_result[0] == '1'));
  when '10' // plus infinity
    round_up = (error != 0.0);
  when '11' // neg infinity
    round_up = FALSE;

if round_up then int_result = int_result + 1;

// Generate saturated result and exceptions
(result, overflow) = SatQ(int_result, M, unsigned);

if overflow then
  FPProcessException(FPExc_InvalidOp, fpscr_val);
elsif error != 0.0 then
  FPProcessException(FPExc_Inexact, fpscr_val);
return result;

E2.1.140 FPType

// Type of floating-point value. Floating-point values are categorized into one
// of the following type during unpacking.

enumeration FPType {FPType_Nonzero, FPType_Zero, FPType_Infinity, FPType_QNaN, FPType_SNaN};

E2.1.141 FPUnpack

// FPUnpack()
// =========
// Unpack a floating-point number into its type, sign bit and the real number
// that it represents. The real number result has the correct sign for numbers
// and infinities, is very large in magnitude for infinities, and is 0.0 for
// NaNs. (These values are chosen to simplify the description of comparisons
// and conversions.)
//
// The 'fpscr_val' argument supplies FPSCR control bits. Status information is
// updated directly in FPSCR where appropriate.

(FPType, bit, real) FPUnpack((bits(N) fpval, bits(32) fpscr_val)
  assert N IN {16,32,64};

if N == 16 then
  sign = fpval[15];
  exp16 = fpval[14:10];
  frac16 = fpval[9:0];
if IsZero(exp16) then
  // Produce zero if value is zero
  if IsZero(frac16) then
    fp_type = FPType_Zero; value = 0.0;
  else
    fp_type = FPType_Nonzero; value = 2.0^-14 * (Real(UInt(frac16)) * 2.0^-10);
  else
    if IsOnes(exp16) && fpscr_val[26] == '0' then // Infinity or NaN in IEEE format
      if IsZero(frac16) then
        fp_type = FPType_Infinity; value = 2.0^1000000;
      else
        fp_type = if frac16[9] == '1' then FPType_QNaN else FPType_SNaN;
    else
      fp_type = if frac16[9] == '0' then FPType_SNaN else FPType_NaN;
      value = ...
```c
else
    fp_type = FPType_Nonzero;
    value = 2.0^(UInt(exp16)-15) * (1.0 + Real(UInt(frac16)) * 2.0^-10);
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```
E2.1.143 FunctionReturn

ExcInfo FunctionReturn()
    exc = DefaultExcInfo();
    // Pull the return address and IPSR off the Secure stack
    mode = CurrentMode();
    spName = LookUpSP_with_security_mode(TRUE, mode);
    framePtr = _SP(spName);
    if !IsAligned(framePtr, 8) then UNPREDICTABLE;
    // Only stack locations, not the load order are architected
    RETPSR_Type newPSR;
    if exc.fault == NoFault then (exc, newPSR) = Stack(framePtr, 4, spName, mode);
    if exc.fault == NoFault then (exc, newPC) = Stack(framePtr, 0, spName, mode);
    // Check the IPSR value that has been unstacked is consistent with the current
    // mode, and being originally called from the Secure state.
    // NOTE: It is IMPLEMENTATION DEFINED whether this check is performed before
    // or after the load of the return address above.
    if (exc.fault == NoFault) && (!((IPSR.Exception == 0[8:0]) && (newPSR.Exception == 0[8:0])) ||
        ((IPSR.Exception == 1[8:0]) && (newPSR.Exception != 0[8:0]))) then
        if HaveMainExt() then
            UFSR_S.INVPC = '1';
            // Create the exception. NOTE: If Main Extension not implemented then the fault
            // always escalates to a HardFault
            exc = CreateException(UsageFault, TRUE, TRUE);
            // The IPSR value is set as UNKNOWN if the IPSR value is not supported by the PE
            excNum = UInt(newPSR.Exception);
            validIPSR = excNum IN {0, 1, NMI, HardFault, SVCcall, PendSV, SysTick};
            if !validIPSR && HaveMainExt() then
                validIPSR = excNum IN {MemManage, BusFault, UsageFault, SecureFault, DebugMonitor};
            if !validIPSR && !IsIrqValid(excNum) then
                newPSR.Exception = bits(9) UNKNOWN;
    // Only consume the function return stack frame and update the XPSR/PC if no
    // faults occured.
    if exc.fault == NoFault then
        // Transition to the Secure state
        currentState = SecurityState_Secure;
        // Update stack pointer. NOTE: Stack pointer limit not checked on function
        // return as stack pointer guaranteed to be ascending not descending.
        _R[spName] = framePtr + 8;
        IPSR.Exception = newPSR.Exception;
        CONTROL_S.SFPA = newPSR.SFPA;
        // IT/ICI bits cleared to prevent Non-secure code interfering with
        // Secure execution
        if HaveMainExt() then
            ITE = Zeros(8);
            if EPSR.T == 0, a UsageFault('Invalid State') or a HardFault is taken
            // on the next instruction depending on whether the Main Extension is
            // is implemented or not.
            EPSR.T = newPC[0];
            BranchTo(newPC[31:1]:'0');
        return exc;

E2.1.144 GenerateCoprocessorException

GenerateCoprocessorException()
    UPFSR.UNDEFINSTR = '1';
    excInfo = CreateException(UsageFault, FALSE, boolean UNKNOWN);
    HandleException(excInfo);
E2.1.145 GenerateDebugEventResponse

```plaintext
// GenerateDebugEventResponse()
// ============================
// Generate a debug event response based on the PE configuration.

boolean GenerateDebugEventResponse()
if CanHaltOnEvent(IsSecure()) then
    DFSR.BKPT = '1';
    DHCSR.C_HALT = '1';
    return TRUE;
elsif HaveMainExt() && CanPendMonitorOnEvent(IsSecure(), TRUE) then
    DFSR.BKPT = '1';
    DEMCR.MON_PEND = '1';
    excInfo = CreateException(DebugMonitor, FALSE, boolean UNKNOWN);
    HandleException(excInfo);
    return TRUE;
else
    return FALSE;
```

E2.1.146 GenerateIntegerZeroDivide

```plaintext
// GenerateIntegerZeroDivide()
// ===========================

GenerateIntegerZeroDivide()
UFSR.DIVBYZERO = '1';
excInfo = CreateException(UsageFault, FALSE, boolean UNKNOWN);
HandleException(excInfo);
```

E2.1.147 HaltingDebugAllowed

```plaintext
// HaltingDebugAllowed()
// =====================

boolean HaltingDebugAllowed()
return ExternalInvasiveDebugEnabled() || DHCSR.S_HALT == '1';
```

E2.1.148 HandleException

```plaintext
// HandleException()
// =================

HandleException(ExcInfo excInfo)
if excInfo.fault != NoFault then
    if excInfo.lockup then
        Lockup(excInfo.termInst);
    else
        // If the fault escalated to a HardFault update the syndrome info
        if HaveMainExt() &&
            (excInfo.fault == HardFault) &&
            (excInfo.origFault != HardFault) then
            HFSR.FORCED = '1';
        // If the exception does not cause a lockup set the exception pending
        // and potentially terminate execution of the current instruction
        SetPending(excInfo.fault, excInfo.isSecure, TRUE);
        if excInfo.terminst then
            EndOfInstruction();
```

E2.1.149 HaveDebugMonitor

```plaintext
// HaveDebugMonitor()
// =================
```
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E2.1.150 HaveDSPExt

```java
boolean HaveDSPExt()
return HaveMainExt();
```

E2.1.151 HaveDWT

```java
boolean HaveDWT();
```

E2.1.152 HaveFPB

```java
boolean HaveFPB();
```

E2.1.153 HaveFPExt

```java
boolean HaveFPExt();
```

E2.1.154 HaveHaltingDebug

```java
boolean HaveHaltingDebug();
```

E2.1.155 HaveITM

```java
boolean HaveITM();
```

E2.1.156 HaveMainExt

```java
boolean HaveMainExt();
```
E2.1.157 HaveSecurityExt

```java
1 // HaveSecurityExt()
2 // ===============
3 // Check whether the implementation have Security Extensions.
4 boolean HaveSecurityExt();
```

E2.1.158 HaveSPFPOnly

```java
1 // HaveSPFPOnly()
2 // ===========
3 // Check whether Floating Point Extension only implementes single-precision.
4 boolean HaveSPFPOnly();
```

E2.1.159 HaveSysTick

```java
1 // HaveSysTick()
2 // =============
3 // Returns the number of SysTick instances (0, 1 or 2).
4 integer HaveSysTick();
```

E2.1.160 HighestPri

```java
1 // HighestPri()
2 // ===========
3 // Priority of Thread mode with no active exceptions.
4 integer HighestPri()
5 // The value is PriorityMax + 1 = 256 (configurable priority maximum bit field is 8 bits)
6 return 256;
```

E2.1.161 HighestSetBit

```java
1 // HighestSetBit()
2 // ===============
3 integer HighestSetBit(bits(N) x)
4 for i = N-1 downto 0
5 if x[i] == '1' then return i;
6 return -1;
```

E2.1.162 Hint_Debug

```java
1 // Hint_Debug
2 // ==========
3 // Generate a hint to the debug system.
4 Hint_Debug(bits(4) option);
```

E2.1.163 Hint_PreloadData

```java
1 // Hint_PreloadData
2 // ================
3 // Performs a preload data hint
4 Hint_PreloadData(bits(32) address);
```
E2.1.164 Hint_PreloadDataForWrite

```c
// Hint_PreloadDataForWrite
// Performed a preload data hint for write.
Hint_PreloadDataForWrite(bits(32) address);
```

E2.1.165 Hint_PreloadInstr

```c
// Hint_PreloadInstr
// Performs a preload instructions hint
Hint_PreloadInstr(bits(32) address);
```

E2.1.166 Hint_Yield

```c
// Hint_Yield
// Performs a Yield hint
Hint_Yield();
```

E2.1.167 IDAUCheck

```c
// IDAUCheck
// Query IDAU(Implementation Defined Attribution Unit) for attribution information
IDAUCheck(bits(32) address);
```

E2.1.168 InITBlock

```c
// InITBlock()
// boolean InITBlock()
return (ITSTATE[3:0] != '0000');
```

E2.1.169 InstructionAdvance

```c
// InstructionAdvance()
// InstructionAdvance(boolean instExecOk)
InstructionAdvance(boolean instExecOk)
// Check for, and process any exception returns that were requested. This
// must be done after the instruction has completed so any exceptions
// raised during the exception return do not interfere with the execution of
// the instruction that caused the exception return (eg a POP causing a
// excReturn value to be written to the PC must adjust SP even if the
// exception return caused by the POP raises a fault).
// excRetFault = FALSE;
// EXC_RETURN_Type excReturn = NextInstrAddr();
if _PendingReturnOperation then
    _PendingReturnOperation = FALSE;
    (excInfo, excReturn) = ExceptionReturn(excReturn);
    // Handle any faults raised during exception return
    if excInfo.fault != NoFault then
        excRetFault = TRUE;
    // Either lockup, or pend the fault if it can be taken
    if excInfo.lockup then
```
// Check if the fault occurred on exception return, or whether it
// occurred during a tail chained exception entry. This is
// because Lockups on exception return have to be handled
// differently.
if !excInfo.inExcTaken then
  // If the fault occurred during exception return then the
  // register state is UNKNOWN. This is due to the fact that
  // an unknown amount of the exception stack frame might have
  // been restored.
  for n = 0 to 12
    R[n] = bits(32) UNKNOWN;
  LR = bits(32) UNKNOWN;
  XPSR = bits(32) UNKNOWN;
if HaveFPExt() then
  for n = 0 to 31
    S[n] = bits(32) UNKNOWN;
  FPSCR = bits(32) UNKNOWN;
// If lockup is entered as a result of an exception return
// fault the original exception is deactivated. Therefore
// the stack pointer must be updated to consume the
// exception stack frame to keep the stack depth consistent
// with the number of active exceptions. NOTE: The XPSR SP
// alignment flag is UNKNOWN, assume is was zero.
ConsumeExcStackFrame(excReturn, '0');
// IPSR from stack is UNKNOWN, set IPSR based on mode
IPSR.Exception = (if excReturn.Mode == '1' then NoFault else HardFault) [8:0];
if HaveFPExt() then
  CONTROL.FPCA = NOT(excReturn.FType);
  CONTROL_S.SFPA = bit UNKNOWN;
Lockup(FALSE);
else
  // Set syndrome if fault escalated to a HardFault
  if HaveMainExt() &&
    (excInfo.fault == HardFault) &&
    (excInfo.origFault != HardFault) then
    HFSR.FORCED = '1';
SetPending(excInfo.fault, excInfo.isSecure, TRUE);
// If there is a pending exception with sufficient priority take it now. This
// is done before committing PC and ITSTATE changes caused by the previous
// instruction so that calls to ThisInstrAddr(), NextInstrAddr(),
// ThisInstrITState(), NextInstrITState() represent the context the
// instruction was executed in. IE so the correct context is pushed to the
// stack
(takeException, exception, excIsSecure) = PendingExceptionDetails();
if takeException then
  // If a fault occurred during an exception return then the exception
  // stack frame will already be on the stack, as a result entry to the
  // next exception is treated as if it were a tail chain.
  pePriority = ExecutionPriority();
  peException = UInt(IPSR.Exception);
  peIsSecure = IsSecure();
  if excRetFault then
    // If the fault occurred during ExceptionTaken() then LR will have
    // been updated with the new exception return value. To excReturn
    // consistent with the state of the exception stack frame we need to
    // use the updated version in this case. If no updates have occurred
    // then the return value from the previous exception return is
    // used.
    nextExcReturn = if excInfo.inExcTaken then LR else excReturn;
    excInfo = TailChain(exception, excIsSecure, nextExcReturn);
  else
    excInfo = ExceptionEntry(exception, excIsSecure, instExecOk);
  // Handle any derived faults that have occurred
  if excInfo.fault != NoFault then
    DerivedLateArrival(pePriority, peException, peIsSecure, excInfo,
      exception, excIsSecure);
// If the PC has moved away from the lockup address (e.g. because an NMI has been taken) leave the lockup state.
if DHCSR.S_LOCKUP == '1' && NextInstrAddr() != 0xEFFFFFFE[31:0] then
  DHCSR.S_LOCKUP = '0';
// Only advance the PC and ITSTATE if not locked up.
if DHCSR.S_LOCKUP != '1' then
  // Commit PC and ITSTATE changes ready for the next instruction.
  _R[RName_PC] = NextInstrAddr();
  _PCChanged = FALSE;
  if HaveMainExt() then
    EPSR.IT = NextInstrITState();
    _ITStateChanged = FALSE;

// InstructionSynchronizationBarrier()
// ===================================
// Perform an instruction synchronization barrier operation
InstructionSynchronizationBarrier(bits(4) option);

// Int()
// ======
integer Int(bits(N) x, boolean unsigned)
  result = if unsigned then UInt(x) else SInt(x);
  return result;

// IntegerZeroDivideTrappingEnabled()
// ==================================
boolean IntegerZeroDivideTrappingEnabled()
  // DIV_0_TRP bit in CCR is RAZ/WI if Main Extension is not implemented
  return CCR.DIV_0_TRP == '1';

// IsAccessible()
// ==============
(bit, bit, bits(8), boolean) IsAccessible(bits(32) address, boolean forceunpriv, boolean isSecure)
  bit write;
  bit read;
  // Work out which privilege level the current mode in the Non-secure state is subject to
  if forceunpriv then
    isPrivileged = FALSE;
  else
    isPrivileged = (CurrentMode() == PEMode_Handler) || (if isSecure then
      CONTROL_S.nPRIV == '0' else CONTROL_NS.nPRIV == '0');
  end;
  (-, perms) = MPUCheck(address, AccType_NORMAL, isPrivileged, isSecure);
  if !perms.apValid then
    write = '0';
    read = '0';
  else
    case perms.ap of
      when '00' (write, read) = if isPrivileged then ('1','1') else ('0','0');
when '01' (write, read) = ('1','1') ;
when '10' (write, read) = if isPrivileged then ('0','1') else ('0','0');
when '11' (write, read) = ('0','1');
return (write, read, perms.region, perms.regionValid);

E2.1.174 IsActiveForState

boolean IsActiveForState(integer exception, boolean isSecure)
if !HaveSecurityExt() then
  isSecure = FALSE;
// If the exception is configurable then check which domain it
// currently targets. If it's not configurable then the active flags can be
// used directly.
if IsExceptionTargetConfigurable(exception) then
  active = ((ExceptionActive[exception] != '00') &&
           (ExceptionTargetsSecure(exception, isSecure) == isSecure));
else
  idx = if isSecure then 0 else 1;
  active = ExceptionActive[exception][idx] == '1';
return active;

E2.1.175 IsAligned

boolean IsAligned(bits(32) address, integer size)
assert size IN {1,2,4,8};
mask = (size-1)[31:0]; // integer to bit string conversion
return IsZero(address AND mask);

E2.1.176 IsCPEnabled

(boolean, boolean) IsCPEnabled(integer cp, boolean privileged, boolean secure)
// Check Coprocessor Access Control Register for permission to use coprocessor
boolean enabled;
boolean forceToSecure = FALSE;

cpacr = if secure then CPACR_S else CPACR_NS;
case cpacr[(cp*2)+1:cp*2] of
  when '00' enabled = FALSE;
  when '01' enabled = privileged;
  when '10' UNPREDICTABLE;
  when '11' // access permitted by CPACR
    enabled = TRUE;
if enabled && HaveSecurityExt() then
  // Check if access in forbidden by NSACR
  if !secure && NSACR[cp] == '0' then
    enabled = FALSE;
    forceToSecure = TRUE;

  // Check if the coprocessor state unknown flag.
  if enabled && CPPWR_S[cp*2] == '1' then
    enabled = FALSE;
    // Check SUS bit to determine the target state of any fault
E2.1.177 IsCPInstruction

```c
// IsCPInstruction()
// =================

(boolean, integer) IsCPInstruction (bits(32) instr)

isCp = instr IN ['111x1110xxxxxxxxxxxxxxxxxxxxxxxx',
                 '111x110xxxxxxxxxxxxxxxxxxxxxxxxx'];

cpNum = if isCp then UInt(instr[11:8]) else integer UNKNOWN;

// CP 11 instructions are treated as CP10
if cpNum == 11 then
cpNum = 10;
return (isCp, cpNum);
```

E2.1.178 IsDWTConfigUnpredictable

```c
// IsDWTConfigUnpredictable()
// =========================

// Checks for the UNPREDICTABLE cases for various combination of MATCH and
// ACTION for each comparator.

boolean IsDWTConfigUnpredictable (integer N)

no_trace = (!HaveMainExt() || DWT_CTRL.NOTRCFKT == '1' || !HaveITM());

// First pass check of MATCH field - coarse checks
case DWT_FUNCTION[N].MATCH of
  when '0000' // Disabled
    return FALSE;
  when '0001' // Cycle counter match
    if !HaveMainExt() || DWT_CTRL.NOCYCCNT == '1' || DWT_FUNCTION[N].ID[0] == '0'
      then return TRUE;
  when '001x' // Instruction address
    if DWT_FUNCTION[N].ID[3] == '0'
      then return TRUE;
  when '01xx' // Data address
    lsb = UInt(DWT_FUNCTION[N].DATAVSIZE);
    if DWT_FUNCTION[N].ID[3] == '0'
      then return TRUE;
  when '1100', '1101', '1110' // Data address with value
    if no_trace then return TRUE;
    lsb = UInt(DWT_FUNCTION[N].DATAVSIZE);
    if DWT_FUNCTION[N].ID[3] == '0'
      then return TRUE;
  when '10xx' // Data value
    Vsize = 2^UInt(DWT_FUNCTION[N].DATAVSIZE);
    if !HaveMainExt() || DWT_FUNCTION[N].ID[2] == '0' ||
      (Vsize != 4 && DWT_COMP[N][31:16] != DWT_COMP[N][15:0]) ||
      (Vsize == 1 && DWT_COMP[N][15:8] != DWT_COMP[N][7:0])
      then return TRUE;
  otherwise
    return TRUE;

// Second pass MATCH check - linked and limit comparators
case DWT_FUNCTION[N].MATCH of
  when '0011' // Instruction address limit
```
if (N == 0 || DWT_FUNCTION[N].ID[4] == '0') {
    DWT_FUNCTION[N-1].MATCH IN ['0011', '0111', '01xx', '1xxx'] ||
    UInt(DWT_COMP[N]) <= UInt(DWT_COMP[N-1])
    return TRUE;
}

if DWT_FUNCTION[N-1].MATCH == '0000' then return FALSE;
when '0111' // Data address limit
if (N == 0 || DWT_FUNCTION[N].ID[4] == '0') {
    DWT_FUNCTION[N-1].MATCH IN ['0001', '001x', '0111', '10xx'] ||
    DWT_FUNCTION[N].DATAVSIZE != '00' || DWT_FUNCTION[N-1].DATAVSIZE != '00' then
    return TRUE;
}

if DWT_FUNCTION[N-1].MATCH == '0000' then return FALSE;
when '1011' // Linked data value
if (N == 0 || DWT_FUNCTION[N].ID[4] == '0') {
    DWT_FUNCTION[N-1].MATCH IN ['0001', '001x', '0111', '10xx'] ||
    DWT_FUNCTION[N].DATAVSIZE != DWT_FUNCTION[N-1].DATAVSIZE then
    return TRUE;
}

if DWT_FUNCTION[N-1].MATCH == '0000' then return FALSE;
when '1111' // Check DATAVSIZE is permitted
if DWT_FUNCTION[N].DATAVSIZE == '11' then return TRUE;
}

// Check the ACTION is allowed for the MATCH type
case DWT_FUNCTION[N].ACTION of
when '00' // CMPMATCH trigger only
if DWT_FUNCTION[N].MATCH IN {'1100', '1101', '1110'} then
    return TRUE;
}

when '01' // Debug event
if DWT_FUNCTION[N].MATCH IN {'0011', '0111', '1100', '1101', '1110'} then
    return TRUE;
}

when '10' // Data Trace Match or Data Value packet
if no_trace || DWT_FUNCTION[N].MATCH IN {'0011', '0111'} then
    return TRUE;
}

when '11' // Other Data Trace packet
if (no_trace || DWT_FUNCTION[N].MATCH IN {'0010', '1000', '1001', '1010'}) ||
    (DWT_FUNCTION[N].MATCH == '0011' && DWT_FUNCTION[N-1].ACTION != '00') ||
    (DWT_FUNCTION[N].MATCH == '0111' && DWT_FUNCTION[N-1].MATCH == '01xx' &&
    DWT_FUNCTION[N-1].ACTION IN {'01', '01'}) ||
    (DWT_FUNCTION[N].MATCH == '0111' && DWT_FUNCTION[N-1].MATCH == '11xx' &&
    DWT_FUNCTION[N-1].ACTION IN {'00', '01'}) then
    return TRUE;
}

return FALSE; // Passes checks

E2.1.179 IsDWTEnabled

// IsDWTEnabled()
// ==============
// Check whether DWT is enabled.

boolean IsDWTEnabled()
return HaveDWT() && DEMCR.TRCENA == '1' && NoninvasiveDebugAllowed();

E2.1.180 IsExceptionTargetConfigurable

// IsExceptionTargetConfigurable()
// ===============================

boolean IsExceptionTargetConfigurable(integer e)
if HaveSecurityExt() then
    case e of
    when NMI
        configurable = TRUE;
    when BusFault
        configurable = TRUE;
    when DebugMonitor
        configurable = TRUE;
when SysTick
  // If there is only 1 SysTick instance then the target domain is
  // configurable.
  configurable = HaveSysTick() == 1;
otherwise
  // Exceptions numbers lower than 16 that are not listed in this
  // function are not configurable in this context.
  configurable = e >= 16;
else
  configurable = FALSE;
return configurable;

E2.1.181 IsExclusiveGlobal

// IsExclusiveGlobal
// ===============
// Checks if PE has marked in a global record an address range as "exclusive access
// requested" that covers at least the size bytes from address

boolean IsExclusiveGlobal(bits(32) address, integer processorid, integer size);

E2.1.182 IsExclusiveLocal

// IsExclusiveLocal
// ================
// Checks if PE has marked in a local record an address range as "exclusive access
// requested" that covers at least the size bytes from address

boolean IsExclusiveLocal(bits(32) address, integer processorid, integer size);

E2.1.183 IsIrqValid

// IsIrqValid()
// =============
// Check whether given exception number denotes a valid external interrupt
// implemented by PE.

boolean IsIrqValid(integer e);

E2.1.184 IsOnes

// IsOnes()
// =--------

boolean IsOnes(bits(N) x)
  return x == Ones(N);

E2.1.185 IsReqExcPriNeg

// IsReqExcPriNeg()
// ================

boolean IsReqExcPriNeg(boolean secure)
  // This function checks if the requested execution priority is negative for
  // the specified security domain. That is, NMI or HardFault is active, or
  // FAULTMASK is set. It does not take account of AIRCR.PRIS so returns TRUE
  // if FAULTMASK_NS is set even if PRIS is set to restrict Non-secure priorities
  // to the range 0x80-0x7E
  neg = (IsActiveForState(NMI, secure) || IsActiveForState(HardFault, secure));
  if HaveMainExt() then
    faultmask = if secure then FAULTMASK_S else FAULTMASK_NS;
  if faultmask.FM == '1' then
E2.1.186 IsSecure

```java
// IsSecure()
// =========

boolean IsSecure()
    return HaveSecurityExt() && CurrentState == SecurityState_Secure;
```

E2.1.187 IsZero

```java
// IsZero()
// ========

boolean IsZero(bits(N) x)
    return x == Zeros(N);
```

E2.1.188 IsZeroBit

```java
// IsZeroBit()
// ===========

bit IsZeroBit(bits(N) x)
    return if IsZero(x) then '1' else '0';
```

E2.1.189 ITAdvance

```java
// ITAdvance()
// ===========

ITAdvance()
    if ITSTATE[2:0] == '000' then
        ITSTATE = '00000000';
    else
        ITSTATE[4:0] = LSL(ITSTATE[4:0], 1);
```

E2.1.190 ITSTATE

```java
// ITSTATE
// =======

ITSTATEType ITSTATE
    return ThisInstrITState();

ITSTATE = ITSTATEType value
    // Writes to ITSTATE don't take effect immediately, instead they change the _NextInstrITState()
    _NextInstrITState = value;
    _ITStateChanged = TRUE;
```

E2.1.191 ITSTATEType

```java
// If-Then execution state bits for the T32 IT instruction.

type ITSTATEType = bits(8);
```

E2.1.192 LastInITBlock

```java
neg = TRUE;
return neg;
```
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E2.1.193 LoadWritePC

```plaintext
// LoadWritePC()
// =============
LoadWritePC(bits(32) address, integer baseReg, bits(32) baseRegVal, boolean baseRegUpdate, boolean spLimCheck)
if baseRegUpdate then
    regName = LookUpRName(baseReg);
    oldBaseVal = R[baseReg];
else
    RSPCheck[baseReg] = baseRegVal;
if spLimCheck then
    R[baseReg] = baseRegVal;
else
    R[baseReg] = baseRegVal;
// Attempt to update the PC, which may result in a fault
excInfo = BXWritePC(address, FALSE);
if baseRegUpdate && excInfo.fault != NoFault then
    // Restore the previous base reg value, SP limit checking is not performed
    _R[regName] = oldBaseVal;
HandleException(excInfo);
```

E2.1.194 Lockup

```plaintext
// Lockup()
// =========
Lockup(boolean termInst)
    DHCSR.S_LOCKUP = '1';
    // Branch to the lockup address.
    BranchToAndCommit(0xEFFFFFFE[31:0]);
    if termInst then
        EndOfInstruction();
```

E2.1.195 LookUpRName

```plaintext
// LookUpRName()
// ================
RName LookUpRName(integer n)
assert n >= 0 && n <= 15;
case n of
    when 0 result = RName0;
    when 1 result = RName1;
    when 2 result = RName2;
    when 3 result = RName3;
    when 4 result = RName4;
    when 5 result = RName5;
    when 6 result = RName6;
    when 7 result = RName7;
    when 8 result = RName8;
    when 9 result = RName9;
    when 10 result = RName10;
    when 11 result = RName11;
    when 12 result = RName12;
    when 13 result = LookUpSP();
```
E2.1.196 LookUpSP

```c
// LookUpSP()
// =========
RName LookUpSP()
return LookUpSP_with_security_mode(IsSecure(), CurrentMode());
```

E2.1.197 LookUpSP_with_security_mode

```c
// LookUpSP_with_security_mode()
// =============================
RName LookUpSP_with_security_mode(boolean isSecure, PEMode mode)
RName sp;
bit spSel;

// Get the SPSEL bit corresponding to the Security state requested
if isSecure then
    spSel = CONTROL_S.SPSEL;
else
    spSel = CONTROL_NS.SPSEL;

// Should we be using the process or main stack pointers
if spSel == '1' && mode == PEMode_Thread then
    if isSecure then
        sp = RNameSP_Process_Secure;
    else
        sp = RNameSP_Process_NonSecure;
    else
        if isSecure then
            sp = RNameSP_Main_Secure;
        else
            sp = RNameSP_Main_NonSecure;

return sp;
```

E2.1.198 LookUpSPLim

```c
// LookUpSPLim()
// ============
(bits(32), boolean) LookUpSPLim(RName spreg)
case spreg of
    when RNameSP_Main_Secure limit = MSPLIM_S.LIMIT:'000';
    when RNameSP_Process_Secure limit = PSPLIM_S.LIMIT:'000';
    when RNameSP_Main_NonSecure
        limit = if HaveMainExt() then MSPLIM_NS.LIMIT:'000' else Zeros(32);
    when RNameSP_Process_NonSecure
        limit = if HaveMainExt() then PSPLIM_NS.LIMIT:'000' else Zeros(32);
    otherwise
        assert (FALSE);

// Check CCR.STKOFHFNMIGN to determine if the limit should actually be
// applied. When checking if CCR.STKOFHFNMIGN should apply the requested
// execution priority is considered, and AIRCR.PRIS is ignored.
secure = ((spreg == RNameSP_Main_Secure) ||
    (spreg == RNameSP_Process_Secure));
assert (!secure || HaveSecurityExt());
if HaveMainExt() && IsReqExcPriNeg(secure) then
    ignLimit = if secure then CCR_S.STKOFHFNMIGN else CCR_NS.STKOFHFNMIGN;
    applylimit = (ignLimit == '0');
```
E2.1.199  LowestSetBit

```plaintext
// LowestSetBit()
// ===============
integer LowestSetBit(bits(N) x)
  for i = 0 to N-1
    if x[i] == '1' then return i;
  return N;
```

E2.1.200  LR

```plaintext
// LR
// ==
// Non-assignment form
bits(32) LR
  return R[14];
// Assignment form
LR = bits(32) value
  R[14] = value;
```

E2.1.201  LSL

```plaintext
// LSL()
// ======
bits(N) LSL<bits(N) x, integer shift)
  assert shift >= 0;
  if shift == 0 then
    result = x;
  else
    (result, -) = LSL_C(x, shift);
  return result;
```

E2.1.202  LSL_C

```plaintext
// LSL_C()
// ========
(bits(N), bit) LSL_C<bits(N) x, integer shift)
  assert shift > 0;
  extended_x = x : Zeros(shift);
  result = extended_x[N-1:0];
  carry_out = extended_x[N];
  return (result, carry_out);
```

E2.1.203  LSR

```plaintext
// LSR()
// ======
bits(N) LSR<bits(N) x, integer shift)
  assert shift > 0;
  if shift == 0 then
    result = x;
```
E2.1.204 LSR_C

```plaintext
// LSR_C()
// ========
(bits(N), bit) LSR_C(bits(N) x, integer shift)
assert shift > 0;
extended_x = ZeroExtend(x, shift+N);
result = extended_x[shift+N-1:shift];
carry_out = extended_x[shift-1];
return (result, carry_out);
```

E2.1.205 MAIRDecode

```plaintext
// MAIRDecode()
// ============
MemoryAttributes MAIRDecode(bits{8} attrfield, bits{2} sh)
// Converts the MAIR attributes to orthogonal attribute and
// hint fields.
MemoryAttributes memattrs;
// Decoding MAIR0/MAIR1 Registers
if attrfield[7:4] == '0000' then
unpackinner = FALSE;
memattrs.memtype = MemType_Device;
memattrs.shareable = TRUE;
memattrs.innershared = bits(2) UNKNOWN;
memattrs.outershared = bits(2) UNKNOWN;
memattrs.innerhints = bits(2) UNKNOWN;
memattrs.outerrtransient = boolean UNKNOWN;
memattrs.outertransient = boolean UNKNOWN;
case attrfield[3:0] of
  when '0000' memattrs.device = DeviceType_nGnRnE;
  when '0100' memattrs.device = DeviceType_nGnRE;
  when '1000' memattrs.device = DeviceType_nGRE;
  when '1100' memattrs.device = DeviceType_GRE;
  if attrfield[1:0] != '00' then UNPREDICTABLE;
else
unpackinner = TRUE;
memattrs.memtype = MemType_Normal;
memattrs.device = DeviceType UNKNOWN;
memattrs.innershared = attrfield[5:4];
memattrs.shareable = sh[1] == '1';
memattrs.outershared = sh == '10';
if sh == '01' then UNPREDICTABLE;
if attrfield[7:6] == '00' then
  memattrs.outershared = '10';
  memattrs.outertransient = TRUE;
else if attrfield[7:6] == '01' then
  if attrfield[5:4] == '00' then
    memattrs.outershared = '00';
  else
    memattrs.outertransient = FALSE;
else
  memattrs.outershared = attrfield[7:6];
  memattrs.outertransient = FALSE;
if unpackinner then
  if attrfield[3:0] == '0000' then UNPREDICTABLE;
```
else
    if attrfield[3:2] == '00' then
        memattrs.innerattrs = '10';
        memattrs.innerhints = attrfield[1:0];
        memattrs.innertransient = TRUE;
    elsif attrfield[3:2] == '01' then
        memattrs.innerhints = attrfield[1:0];
        if attrfield[1:0] == '00' then
            memattrs.innerattrs = '00';
            memattrs.innertransient = FALSE;
        else
            memattrs.innerattrs = '11';
            memattrs.innertransient = TRUE;
        end
    elsif attrfield[3:2] == '10' then
        memattrs.innerhints = attrfield[1:0];
        memattrs.innerattrs = '10';
        memattrs.innertransient = FALSE;
    elsif attrfield[3:2] == '11' then
        memattrs.innerhints = attrfield[1:0];
        memattrs.innerattrs = '11';
        memattrs.innertransient = FALSE;
    else
        return UNPREDICTABLE;
    end
    return memattrs;

E2.1.206 MarkExclusiveGlobal

// MarkExclusiveGlobal
// ===================
// Records in a global record that PE has requested "exclusive access" covering
// at least size bytes from the address
MarkExclusiveGlobal(bits(32) address, integer processorid, integer size);

E2.1.207 MarkExclusiveLocal

// MarkExclusiveLocal
// ==================
// Records in a local record that PE has requested "exclusive access" covering
// at least size bytes from the address.
MarkExclusiveLocal(bits(32) address, integer processorid, integer size);

E2.1.208 Max

// Max()
// =====
__overloaded integer Max(integer a, integer b)
  return if a >= b then a else b;
__overloaded real Max(real a, real b)
  return if a >= b then a else b;

E2.1.209 MaxExceptionNum

// MaxExceptionNum()
// =================
// Returns the maximum exception number supported
integer MaxExceptionNum()
if HaveMainExt() then
  return 511;
else
  return 47;
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E2.1.210 MemA

```plaintext

// MemA[]
// ======

bits(8*size) MemA[bits(32) address, integer size] =
return MemA_with_priv[address, size, FindPriv(), TRUE];

MemA[bits(32) address, integer size] = bits(8*size) value
MemA_with_priv[address, size, FindPriv(), TRUE] = value;
return;
```

E2.1.211 MemA_with_priv

```plaintext

// MemA_with_priv[]
// ================

// Non-assignment form

bits(8*size) MemA_with_priv[bits(32) address, integer size, boolean privileged,
    boolean aligned] =
(excInfo, value) = MemA_with_priv_security(address, size, AccType_NORMAL,
    privileged, IsSecure(), aligned);
HandleException(excInfo);
return value;

// Assignment form

MemA_with_priv[bits(32) address, integer size, boolean privileged,
    boolean aligned] = bits(8*size) value
excInfo = MemA_with_priv_security(address, size, AccType_NORMAL, privileged,
    IsSecure(), aligned, value);
HandleException(excInfo);
```

E2.1.212 MemA_with_priv_security

```plaintext

// MemA_with_priv_security()
// =========================

// Non-assignment form

(ExcInfo, bits(8*size)) MemA_with_priv_security[bits(32) address, integer size,
    AccType acctype, boolean privileged,
    boolean secure, boolean aligned] =
ExcInfo = DefaultExcInfo();
if !IsAligned(address, size) then
    if HaveMainExt() then
        UFSR.UNALIGNED = '1';
        Create the exception. NOTE: If Main Extension is not implemented the fault
        always escalates to a HardFault
    excInfo = CreateException(UsageFault, TRUE, secure);
    // Check permissions and get attributes
    if excInfo.fault == NoFault then
        (excInfo, memaddrdesc) = ValidateAddress(address, acctype, privileged, secure,
        FALSE, aligned);
    if excInfo.fault == NoFault then
        // Memory array access, and sort out endianness
        (error, value) = _Mem(memaddrdesc, size);
    // Check if a synchronous BusFault occurred, async BusFaults are handled
    // in RaiseAsyncBusFault()
    if error then
```
value = bits(8*size) UNKNOWN;
if HaveMainExt() then
    if acctype == AccType_STACK then
        BFSR.UNSTKERR = '1';
    elsif acctype IN {AccType_NORMAL, AccType ORDERED} then
        BFAR.ADDRESS = address;
        BFSR.BFARVALID = '1';
        BFSR.PRECISERR = '1';
    else
        // Generate BusFault exception if it cannot be ignored.
        if !IsReqExcPriNeg(secure) || (CCR.BFHFNMIGN == '0') then
            // Create the exception. NOTE: If Main Extension is not implemented
            // the fault always escalates to a HardFault
            excInfo = CreateException(BusFault, FALSE, boolean UNKNOWN);
        // PPB (0xE0000000 to 0xE0100000) is always little endian
        elseif AIRCR.ENDIANNESS == '1' && Uint(address[31:20]) != 0xE00 then
            value = BigEndianReverse(value, size);
        // Check for Watch Point Match
        if IsDWTEnabled() then
            bits(32) dvalue = ZeroExtend(value);
            DWT_DataMatch(address, size, dvalue, TRUE, secure);
        return (excInfo, value);
    // Assignment form
    ExcInfo MemA_with_priv_security(bits(32) address, integer size, AccType acctype, boolean privileged, boolean secure, boolean aligned, bits(8*size) value)
    // Check alignment
    excInfo = DefaultExcInfo();
    if !IsAligned(address, size) then
        if HaveMainExt() then
            UFSR.UNALIGNED = '1';
        // Create the exception. NOTE: If Main Extension is not implemented the fault
        // always escalates to a HardFault
        excInfo = CreateException(UsageFault, TRUE, secure);
    // Check permissions and get attributes
    if excInfo.fault == NoFault then
        (excInfo, memaddrdesc) = ValidateAddress(address, acctype, privileged, secure, TRUE, aligned);
    if excInfo.fault == NoFault then
        // Effect on exclusives
        if memaddrdesc.memattrs.shareable then
            ClearExclusiveByAddress(memaddrdesc.paddress, ProcessorID(), size); // see Note
        // Check for Watch Point Match
        if IsDWTEnabled() then
            bits(32) dvalue = ZeroExtend(value);
            DWT_DataMatch(address, size, dvalue, FALSE, secure);
        // Sort out endianness, then memory array access
        if PPB (0xE0000000 to 0xE0100000) is always little endian
        elseif AIRCR.ENDIANNESS == '1' && Uint(address[31:20]) != 0xE00 then
            value = BigEndianReverse(value, size);
        if _Mem(memaddrdesc, size, value) then
            // Synchronous BusFault occurred. NOTE: async BusFaults are handled
            // in RaiseAsyncBusFault()
            // Check whether the execution priority is negative.
            // If the access is due to lazy FP state preservation the FPCCR flag
            // indicating whether a HardFault could be taken is used to determine if the
            // priority should be considered to be negative rather than the current
            // execution priority.
### E2.1.213 MemI

```plaintext
// MemI()
// ======

bits(16) MemI[bits(32) address]
// Check permissions and get attributes
// NOTE: The privilege flag passed to ValidateAddress may be overridden if
// the security of the memory is different from the current security
// state, eg when performing a Non-secure to Secure function call.

{excInfo, memaddrdesc} = ValidateAddress(address, AccType_IFETCH, FindPriv(), IsSecure(), FALSE, TRUE);

if excInfo.fault == NoFault then
    (error, value) = _Mem(memaddrdesc, 2);
    if error then
        value = bits(16) UNKNOWN;
        BFSR.IBUSERR = '1';
        // Create the exception. NOTE: If Main Extension is not implemented the fault
        // always escalates to a HardFault
        excInfo = CreateException(BusFault, FALSE, boolean UNKNOWN);
        HandleException(excInfo);
if IsDWTEnabled() then
    DWT_InstructionMatch(address);
return value;
```

### E2.1.214 MemO

```plaintext
// MemO[] - non-assignment form
// -----------------------------

bits(8*size) MemO[bits(32) address, integer size]
{excInfo, value} = MemA_with_priv_security(address, size, AccType_ORDERED, FindPriv(), IsSecure(), TRUE);
HandleException(excInfo);
return value;
```

```plaintext
// MemO[] - assignment form
// -----------------------------

MemO[bits(32) address, integer size] = bits(8*size) value
excInfo = MemA_with_priv_security(address, size, AccType_ORDERED, FindPriv(), IsSecure(), TRUE, value);
HandleException(excInfo);
```
E2.1.215 MemoryAttributes

```c
// v8-M Memory Attributes
type MemoryAttributes is (
    MemType memtype, // For Device memory
    DeviceType device, // For Device memory
    bits(2) innerattrs, // The possible encodings for each attributes field are as follows:
    bits(2) outerattrs, // '00' = Non-cacheable; '01' = Write-Back
                      // '10' = Write-Through; '11' = RESERVED
    bits(2) innerhints, // The possible encodings for the hints are as follows
    bits(2) outerhints, // '00' = No-Allocate; '01' = Write-Allocate
                        // '10' = Read-Allocate; '11' = Read-Allocate and Write-Allocate
    boolean NS, // TRUE if Non-secure, else FALSE
    boolean innertransient,
    boolean outertransient,
    boolean shareable,
    boolean outershareable
);
```

E2.1.216 MemType

```c
// Types of memory
enumeration MemType {MemType_Normal, MemType_Device};
```

E2.1.217 MemU

```c
// MemU[]
// =========
// Non-assignment form, used for memory reads
// =-------------------------------------------------------------
bits(8*size) MemU[bits(32) address, integer size] =
    if HaveMainExt() then
        return MemU_with_priv[address, size, FindPriv()] ;
    else
        return MemA[address, size] ;
    return ;
```

E2.1.218 MemU_unpriv

```c
// MemU_unpriv[]
// ===========
bits(8*size) MemU_unpriv[bits(32) address, integer size] =
    MemU_with_priv[address, size, FALSE] = value;
```

E2.1.219 MemU_with_priv
Chapter E2. Pseudocode Specification

E2.1. Alphabetical Pseudocode List

```
// MemU_with_priv[]
// ================
// Due to single-copy atomicity constraints, the aligned accesses are distinguished from
// the unaligned accesses:
// * aligned accesses are performed at their size
// * unaligned accesses are expressed as a set of bytes.
// Non-assignment form

bits(8*size) MemU_with_priv[bits(32) address, integer size, boolean privileged]

bits(8*size) value;
// Do aligned access, take alignment fault, or do sequence of bytes
if address == Align(address, size) then
  value = MemA_with_priv[address, size, privileged, TRUE];
elsif CCR.UNALIGN_TRP == '1' then
  UFSR.UNALIGNED = '1';
  excInfo = CreateException(UsageFault, FALSE, boolean UNKNOWN);
  HandleException(excInfo);
else // if unaligned access
  for i = 0 to size-1
    value[8*i+7:8*i] = MemA_with_priv[address+i, 1, privileged, FALSE];
  // PPB (0xE0000000 to 0xE0100000) is always little endian
  if AIRCR.ENDIANNESS == '1' && UInt(address[31:20]) != 0xE00 then
    value = BigEndianReverse(value, size);
return value;

// Assignment form

MemU_with_priv[bits(32) address, integer size, boolean privileged] = bits(8*size) value

if address == Align(address, size) then
  MemA_with_priv[address, size, privileged, TRUE] = value;
elsif CCR.UNALIGN_TRP == '1' then
  UFSR.UNALIGNED = '1';
  excInfo = CreateException(UsageFault, FALSE, boolean UNKNOWN);
  HandleException(excInfo);
else // if unaligned access
  // PPB (0xE0000000 to 0xE0100000) is always little endian
  if AIRCR.ENDIANNESS == '1' && UInt(address[31:20]) != 0xE00 then
    value = BigEndianReverse(value, size);
  for i = 0 to size-1
    MemA_with_priv[address+i, 1, privileged, FALSE] = value[8*i+7:8*i];
return value;

// MergeExcInfo

ExcInfo MergeExcInfo(ExcInfo a, ExcInfo b)
// The ExcInfo structure is used to determine which exception should be
// taken, and how it should be handled (mainly in the case of derived
// exceptions).
if (b.fault == NoFault) || (a.isTerminal && b.isTerminal) then
  exc = a;
elsif (a.fault == NoFault) || (b.isTerminal && a.isTerminal) then
  exc = b;
elsif (a.fault == b.fault) && (a.isSecure == a.isSecure) then
  exc = a;
else // Propagate the fault with the highest priority (lowest numerical
  // value).
  aPri = ExceptionPriority(a.fault, a.isSecure, FALSE);
bPri = ExceptionPriority(b.fault, b.isSecure, FALSE);
```

E2.1.220 MergeExcInfo

```
```plaintext
// Compare the exception priority values. Exception with the highest priority, which
// is the lowest numerical value, is taken and the other exception may be pended.
if aPri < bPri then
    exc = a;
    pend = b;
elsif bPri < aPri then
    exc = b;
    pend = a;
// If both priority values are equal, the exception numbers are compared.
// The exception with the lowest exception number is taken and the other
// exception may be pended.
elsif a.fault < b.fault then
    exc = a;
    pend = b;
elsif b.fault < a.fault then
    exc = b;
    pend = a;
// If the two exception number are equal, the Secure exception is taken and the
// Non-secure exception may be pended.
elsif a.isSecure && !b.isSecure then
    exc = a;
    pend = b;
// In any other case exception (b) is taken and exception (a) is pended.
else
    exc = b;
    pend = a;

// It is IMPLEMENTATION_DEFINED whether all exceptions generated are visible or not.
// If visible, the highest priority exception will become active and lower priority
// exceptions will get pended.
if boolean IMPLEMENTATION_DEFINED "Overridden exceptions pended" then
    SetPending(pend.fault, pend.isSecure, TRUE);
return exc;
```
mair = MPU_MAIR1_S:MPU_MAIR0_S;
else
    mpu_ctrl = MPU_CTRL_NS;
    mpu_type = MPU_TYPE_NS;
    mair = MPU_MAIR1_NS:MPU_MAIR0_NS;

// Pre-compute if the execution priority is negative, as this can affect the
// MPU permissions used. NOTE: If Non-secure FAULTMASK is set this is also
// considered to be a negative priority for the purpose of the Non-secure
// MPU permissions regardless of how Non-secure exceptions are prioritised
// with respect to the Secure state.
// If the access is due to lazy FP state preservation the FPCCR flag
// indicating whether a HardFault could be taken is used to determine if the
// priority should be considered to be negative rather than the current
// execution priority.
if acctype == AccType_LAZYFP then
    negativePri = FPCCR_S.HFRDY == '0';
else
    negativePri = IsReqExcPriNeg(secure);

// Determine what MPU permissions should apply based on access type and MPU
// configuration
if (acctype == AccType_VECTABLE) || isPPBaccess then
    hit = TRUE; // use default map for PPB and vector table lookups
elsif mpu_ctrl.ENABLE == '0' then
    if mpu_ctrl.HFNMIENA == '1' then UNPREDICTABLE;
else
    hit = TRUE; // always use default map if MPU disabled
elsif mpu_ctrl.HFNMIENA == '0' && negativePri then
    hit = TRUE; // optionally use default for HardFault, NMI and FAULTMASK.
elsif // MPU is enabled so check each individual region
    if (mpu_ctrl.PRIVDEFENA == '1') && ispriv then
        hit = TRUE; // optional default as background for Privileged accesses
regionMatched = FALSE;
for r = 0 to (UInt(mpu_type.DREGION) - 1)
    if secure then
        rbar = __MPU_RBAR_S[r];
        rlar = __MPU_RLAR_S[r];
    else
        rbar = __MPU_RBAR_NS[r];
        rlar = __MPU_RLAR_NS[r];
    // MPU region enabled so perform checks
    if rlar.EN == '1' then
        if ((UInt(address) >= UInt(rbar.BASE : '00000')) &&
            (UInt(address) <= UInt(rlar.LIMIT : '11111'))) then
            // flag error if multiple regions match
            if regionMatched then
                perms.regionValid = FALSE;
                perms.region = Zeros(8);
                hit = FALSE;
            else
                regionMatched = TRUE;
                perms.ap = rbar.AP;
                perms.xn = rbar.XN;
                perms.region = r[7:0];
                perms.regionValid = TRUE;
                hit = TRUE;
                sh = rbar.SH;
            // parsing MAIR0/1 Register fields
            index = UInt(rlar.AttrIndx);
            attrfield = mair[8*index+7:8*index];
            // decoding MAIR0/1 field and populating memory attributes
            attributes = MAIRDecode(attrfield, sh);
E2.1.223 NextInstrAddr

```plaintext
// NextInstrAddr()
// ===============
bits(32) NextInstrAddr()
if _PCChanged then
  return _NextInstrAddr;
else
  return ThisInstrAddr() + ThisInstrLength();
```

E2.1.224 NextInstrITState

```plaintext
// NextInstrITState()
// ==================
ITSTATEType NextInstrITState()
if HaveMainExt() then
  // If the IT state has been directly modified return that value as the
  // next state, otherwise advance the IT state normally.
  if _ITStateChanged then
    nextState = _NextInstrITState;
  else
    nextState = ThisInstrITState();
  if nextState[2:0] == '000' then
    nextState = '00000000';
  else
    nextState[4:0] = LSL(nextState[4:0], 1);
else
  nextState = Zeros(8);
return nextState;
```

E2.1.225 NoninvasiveDebugAllowed

```plaintext
// NoninvasiveDebugAllowed()
// =========================
boolean NoninvasiveDebugAllowed()
return ExternalNoninvasiveDebugEnabled() || HaltingDebugAllowed();
```

E2.1.226 Ones

```plaintext
// Ones()
// ======
bits(N) Ones(integer N)
return Replicate('1', N);
```

E2.1.227 PC

```plaintext
// PC - non-assignment form
// =========================
bits(32) PC
return R[15];
```
E2.1.228 PEMode

// The PE execution modes.

class PEMode {
    PEMode_Thread, PEMode_Handler;
}

E2.1.229 PendingExceptionDetails

// PendingExceptionDetails
// =======================
// Determines whether to take a pending exception or not. This is done based
// on current execution priority and the priority of pending exceptions that
// are not masked by DHCSR.C_MASKINTS.
// Returns whether any pending exception is to be taken, and, if so, the
// exception number for the highest priority unmasked exception, and
// whether this exception is Secure.

(boolean, integer, boolean) PendingExceptionDetails();

E2.1.230 PendReturnOperation

// PendReturnOperation()
// =========

PendReturnOperation(bits(32) returnvalue)

_nextInstrAddr = returnvalue;
_PCChanged = TRUE;
_PendingReturnOperation = TRUE;
return;

E2.1.231 Permissions

// Access permissions descriptor

type Permissions is {

    boolean apValid, // TRUE when ap is valid, else FALSE
    bits(2) ap, // Access Permission bits, if valid
    bit xn, // Execute Never bit
    boolean regionValid, // TRUE if the region number is valid, else FALSE
    bits(8) region // The MPU region number, if valid
}

E2.1.232 PopStack

// PopStack()
// ==========

ExcInfo PopStack(EXC_RETURN_Type excReturn)

// NOTE: All stack accesses are performed as Unprivileged accesses if
// returning to Thread mode and CONTROL.nPRIV is 1 for the destination
// Security state.

mode = if excReturn.Mode == '1' then PEMode_Thread else PEMode_Handler;
_toSecure = HaveSecurityExt() && excReturn.S == '1';
_spName = LookUpSP_with_security_mode(toSecure, mode);
_frameptr = _SP(spName);
if !_IsAligned(frameptr, 8) then UNPREDICTABLE;

// only stack locations, not the load order, are architected

// Pop the callee saved registers, when returning from a Non-secure exception
// or a Secure one that followed a Non-secure one and therefore still has
// the callee register state on the stack.

exc = DefaultExcInfo();
if toSecure \&\& (excReturn.ES == '0' \|\| excReturn.DCRS == '0') then
    // Check the integrity signature, and if so is it correct
    expectedSig = 0xFEFA125B[31:0];
    if HaveFPExt() then
        expectedSig[0] = excReturn.FType;
    (exc, integritySig) = Stack(frameptr, 0x0, spName, mode);
    if exc.fault == NoFault \&\& integritySig != expectedSig then
        if HaveMainExt() then
            SFSR.INVIS = '1';
        // Create the exception. NOTE: If Main Extension is not implemented the fault
        // always escalates to a HardFault
        return CreateException(SecureFault, TRUE, TRUE);
    // Unstack the caller saved regs, possibly including the FP regs
    RETPSR_Type psr;
    if exc.fault == NoFault then (exc, R[4]) = Stack(frameptr, 0x8, spName, mode);
    if exc.fault == NoFault then (exc, R[5]) = Stack(frameptr, 0xC, spName, mode);
    if exc.fault == NoFault then (exc, R[6]) = Stack(frameptr, 0x10, spName, mode);
    if exc.fault == NoFault then (exc, R[7]) = Stack(frameptr, 0x14, spName, mode);
    if exc.fault == NoFault then (exc, R[8]) = Stack(frameptr, 0x18, spName, mode);
    if exc.fault == NoFault then (exc, R[9]) = Stack(frameptr, 0x1C, spName, mode);
    if exc.fault == NoFault then (exc, R[10]) = Stack(frameptr, 0x20, spName, mode);
    if exc.fault == NoFault then (exc, R[11]) = Stack(frameptr, 0x24, spName, mode);
    frameptr = frameptr + 0x28;
    // Check the XPSR value that has been unstacked is consistent with the mode
    excNum = UInt(psr.Exception);
    if (mode == PEMode_Handler) \&\& (excNum == 0) then
        if HaveMainExt() then
            UFSR.INVPCE = '1';
        // Create the exception. NOTE: If Main Extension is not implemented the fault
        // always escalates to a HardFault
        return CreateException(UsageFault, FALSE, boolean UNKNOWN);
    // The IPSR value is set as UNKNOWN if the unstacked IPSR value is not supported by the PE
    validIPSR = excNum IN {0, 1, NMI, HardFault, SVCall, PendSV, SysTick};
    if !validIPSR \&\& HaveMainExt() then
        validIPSR = excNum IN {MemManage, BusFault, UsageFault, SecureFault, DebugMonitor};
    // Check also whether excNum is an external interupt supported by PE
    if !validIPSR \&\& !IsIrqValid(excNum) then
        psr.Exception = bits(9) UNKNOWN;
    if HaveFPExt() then
        if excReturn.FType == '0' then
            // Raise a fault and skip Floating-point operations if requested to expose
            // Secure Floating-point state to the Non-secure code.
            if !toSecure \&\& FPCCR.S.LSPACT == '1' then
                SFSR.LSERR = '1';
                newExc = CreateException(SecureFault, TRUE, TRUE);
            // It is IMPLEMENTATION DEFINED whether a MemFault is dropped if
            // Have a SecureFault is generated subsequently. If the MemFault is
            // not dropped the exceptions will be taken based on exception
            // priority as described in MergeExcInfo()
            // It is IMPLEMENTATION DEFINED "Drop previously generated exceptions" then
            if boolean IMPLEMENTATION_DEFINED "Drop previously generated exceptions" then
                exc = newExc;
else
    exc = MergeExcInfo(exc, newExc);
else
    lspact = if toSecure then FPCCR_S.LSPACT else FPCCR_NS.LSPACT;
if lspact == '1' then // state in FP is still valid
    if exc.fault == NoFault then
        if toSecure then
            FPCCR_S.LSPACT = '0';
        else
            FPCCR_NS.LSPACT = '0';
    else
        if exc.fault == NoFault then
            nPriv = if toSecure then CONTROL_S.nPRIV else CONTROL_NS.nPRIV;
        isPriv = mode == PEMode_Handler || nPriv == '0';
        exc = CheckCPEnabled(10, isPriv, toSecure);

        if exc.fault == NoFault then
            for i = 0 to 15
                if exc.fault == NoFault then
                    offset = 0x20+(4*i);
                    (exc, S[i]) = Stack(frameptr, offset, spName, mode);
                if exc.fault == NoFault then
                    (exc, FPSCR) = Stack(frameptr, 0x60, spName, mode);
                    if toSecure && FPCCR_S.TS == '1' then
                        for i = 0 to 15
                            if exc.fault == NoFault then
                                offset = 0x68+(4*i);
                                (exc, S[i+16]) = Stack(frameptr, offset, spName, mode);
                            if exc.fault != NoFault then
                                for i = 16 to 31
                                    S[i] = if HaveSecurityExt() then Zeros(32) else bits(32)
                                        UNKNOWN;
            if exc.fault != NoFault then
                for i = 0 to 15
                    S[i] = if HaveSecurityExt() then Zeros(32) else bits(32)
                        UNKNOWN;
            FPSCR = if HaveSecurityExt() then Zeros(32) else bits(32)
                UNKNOWN;
            CONTROL.FPCA = NOT(excReturn.FType);

            if HaveDSPExt() then
                APSR.GE = psr.GE;
            if IsSecure() then
                CONTROL_S.SFPA = psr.SFPA;
            IPSR.Exception = psr.Exception; // Load valid IPSR bits from memory
            EPSR.T = psr.T; // Load valid EPSR bits from memory
            if HaveMainExt() then
                APSR[31:27] = psr[31:27]; // Load valid APSR bits from memory
            SetITSTATEAndCommit(psr.IT); // Load valid ITSTATE from memory

        if exc.fault == NoFault then
            ConsumeExcStackFrame(excReturn, psr.SPREALIGN);

        if HaveDSPExt() then
            APSR.GE = psr.GE;
E2.1.233 PreserveFPState

```plaintext
// PreserveFPState()
// =================
PreserveFPState()
// Preserve FP state using address, privilege and relative priorities recorded during original stacking. Derived exceptions are handled by TakePreserveFPException().
// The checks usually performed for stacking using ValidateAddress() are performed, with the value of ExecutionPriority() overridden by -1 if FPCCR.HFRDY == '0'.

isSecure = FPCCR_S.S == '1';
if isSecure then
    ispriv = FPCCR_S.USER == '0';
splimviol = FPCCR_S.SPLIMVIOL == '1';
    fpcar = FPCAR_S;
else
    ispriv = FPCCR_NS.USER == '0';
splimviol = FPCCR_NS.SPLIMVIOL == '1';
    fpcar = FPCAR_NS;

// Check if the background context had access to the FPU
excInfo = CheckFPEnabled(10, ispriv, isSecure);
// Only perform the memory accesses if the stack limit hasn't been violated
if !splimviol then
    for i = 0 to 15
        if excInfo.fault == NoFault then
            addr = fpcar + (4*i);
            excInfo = MemA_with_priv_security(addr,4,AccType_LAZYFP,ispriv,isSecure,TRUE,
S[i]);

    if excInfo.fault == NoFault then
        addr = fpcar + 0x40;
        excInfo = MemA_with_priv_security(addr,4,AccType_LAZYFP,ispriv,isSecure,TRUE,
FPSCR);

    if isSecure && FPCCR_S.TS == '1' then
        for i = 0 to 15
            if excInfo.fault == NoFault then
                addr = fpcar + (4*i) + 0x48;
                excInfo = MemA_with_priv_security(addr,4,AccType_LAZYFP,ispriv,TRUE,
TRUE,S[i+16]);

    // If a fault was raised handle it now. This function may call EndOfInstruction(), as a result any code after this call may not execute.
    if excInfo.fault != NoFault then
        TakePreserveFPException(excInfo);

    // If the stores are interrupted, the register content and LSPACT remain unchanged.
    // If exception with sufficient priority to pre-empt current instruction execution is raised during FP state preserve, then TakePreserveFPException() will terminate the current instruction by calling EndOfInstruction().
    // If the exception results in a lockup state, then TakePreserveFPException() will enter the lockup state by calling Lockup().
    // In both above cases where execution of current instruction is not completed, either by taking exception straight away or by entering lockup state, below code is not executed and LSPACT is not cleared.
```

// In case of NoFault or, on successful return from TakePreserveFPException(), the current instruction execution continues and FPCCR.LSPACT will be cleared.
if isSecure then
  FPCCR_S.LSPACT = '0';
else
  FPCCR_NS.LSPACT = '0';

// If the FP state is being treated as Secure then the registers are zeroed
if isSecure && FPCCR_S.TS == '1' then
  for i = 0 to 31
    S[i] = Zeros(32);
  FPSCR = Zeros(32);
else
  for i = 0 to 15
    S[i] = bits(32) UNKNOWN;
  FPSCR = bits(32) UNKNOWN;
return;

E2.1.234 ProcessorID
// ProcessorID
// =========
// Returns an integer that uniquely identifies the executing PE in the system.
integer ProcessorID();

E2.1.235 PushCalleeStack
// PushCalleeStack()
// ================
ExcInfo PushCalleeStack(boolean doTailChain)
// allocate space of the correct stack. NOTE: If we are tail chaining we
// look at LR instead of CONTROL.SPSEL to work out which stack to use, as
// SPSEL can report the wrong stack in tail chaining cases
if doTailChain then
  if LR[3] == '0' then
    mode = PEMode_Handler;
    spName = RNameSP_Main_Secure;
  else
    mode = PEMode_Thread;
    spName = if LR[2] == '1' then RNameSP_Process_Secure else RNameSP_Main_Secure;
else
  spName = LookUpSP();
  mode = CurrentMode();

// Calculate the address of the base of the callee frame
bits(32) frameptr = _SP(spName) - 0x28;
/* only the stack locations, not the store order, are architected */
// Write out integrity signature
integritySig = if HaveFPExt() then 0xFEFA125A[31:1] : LR[4] else 0xFEFA125B[31:0];
exc = Stack(frameptr, 0x0, spName, mode, integritySig);
// Stack callee registers
if exc.fault == NoFault then exc = Stack(frameptr, 0x8, spName, mode, R[4]);
if exc.fault == NoFault then exc = Stack(frameptr, 0x0, spName, mode, R[5]);
if exc.fault == NoFault then exc = Stack(frameptr, 0x10, spName, mode, R[6]);
if exc.fault == NoFault then exc = Stack(frameptr, 0x14, spName, mode, R[7]);
if exc.fault == NoFault then exc = Stack(frameptr, 0x18, spName, mode, R[8]);
if exc.fault == NoFault then exc = Stack(frameptr, 0x1C, spName, mode, R[9]);
if exc.fault == NoFault then exc = Stack(frameptr, 0x20, spName, mode, R[10]);
if exc.fault == NoFault then exc = Stack(frameptr, 0x24, spName, mode, R[11]);
// Update the stack pointer
E2.1.236 PushStack

// PushStack()
// ===========

ExcInfo PushStack(boolean secureException, boolean instExecOk)

integer framesize;
if HaveFPExt() & CONTROL.FPCA == '1' & & (IsSecure() || NSACR.CP10 == '1') then
  if IsSecure() & & FPCCR_S.TS == '1' then
    framesize = 0xA8;
  else
    framesize = 0x68;
else
  framesize = 0x20;
/* allocate space on the correct stack */
bits(1) frameptralign;
frameptralign = SP[2];
frameptr = (SP - framesize) AND NOT(ZeroExtend('100',32));
spName = LookUpSP();
/* only the stack locations, not the store order, are architected */
(retaddr, itstate) = ReturnState(instExecOk);
retpsr_Type retpsr = XPSR[31:0];
retpsr.IT = itstate; // see ReturnState() in-line note for information on XPSR.
IT bits
retpsr.SPREALIGN = frameptralign;
retpsr.SFPA = if IsSecure() then CONTROL_S.SFPA else '0';
mode = CurrentMode();
if exc.fault == NoFault then exc = Stack(frameptr, 0x0, spName, mode, R[0]);
if exc.fault == NoFault then exc = Stack(frameptr, 0x4, spName, mode, R[1]);
if exc.fault == NoFault then exc = Stack(frameptr, 0x8, spName, mode, R[2]);
if exc.fault == NoFault then exc = Stack(frameptr, 0x10, spName, mode, R[12]);
if exc.fault == NoFault then exc = Stack(frameptr, 0x14, spName, mode, LR);
if exc.fault == NoFault then exc = Stack(frameptr, 0x18, spName, mode, retpsr);
if exc.fault == NoFault then exc = Stack(frameptr, 0x20+(4*i), spName, mode, S[i]);
if framesize == 0xA8 then
  for i = 0 to 15
    if exc.fault == NoFault then
      exc = Stack(frameptr, 0x60+(4*i), spName, mode, FPSCR);
else
  for i = 0 to 15
    if exc.fault == NoFault then
      exc = Stack(frameptr, 0x68+(4*i), spName, mode, S[i+16]);
      (cpEnabled, -) = IsCPEnabled(10);
if cpEnabled then
  if framesize == 0xA8 then
    for i = 0 to 31
      S[i] = Zeros(32);
      FPSCR = Zeros(32);
  else
    for i = 0 to 15
      S[i] = bits(32) UNKNOWN;
      FPSCR = bits(32) UNKNOWN;
  else
    UpdateFPCCR(frameptr + 0x20, TRUE);
  if newExc.fault != NoFault then
    // It is IMPLEMENTATION_DEFINED whether to drop the earlier MemFault
    // if the Secure fault or NOCP fault is also generated subsequently.
    // If MemFault is not dropped, it will be merged with Secure/NOCP fault
    // based on exception priority as per MergeExcInfo().
  if boolean IMPLEMENTATION_DEFINED "Drop previously generated exceptions" then
    exc = newExc;
  else
    exc = MergeExcInfo(exc, newExc);
  // Set the stack pointer to be at the bottom of the new stack frame
  spExc = _SP(spName, TRUE, frameptr);
  exc = MergeExcInfo(exc, spExc);
  bit isSecure = if IsSecure() then '1' else '0';
  bit isThread = if mode == PEMode_Thread then '1' else '0';
  // Some excReturn bits (eg ES, SPSEL) are set by ExceptionTaken
  if HaveFPExt() then
    LR = Ones(25):isSecure:'1':NOT(CONTROL.FPCA):isThread:'000';
  else
    LR = Ones(25):isSecure:'11':isThread:'000';
  return exc;
E2.1.237 R

// R[]
// ==
// Non-assignment form
bits(32) R[integer n]
assert n >= 0 and n <= 15;
bits(32) result;
case n of
  when 0 result = _R[RName0];
  when 1 result = _R[RName1];
  when 2 result = _R[RName2];
  when 3 result = _R[RName3];
  when 4 result = _R[RName4];
  when 5 result = _R[RName5];
  when 6 result = _R[RName6];
  when 7 result = _R[RName7];
  when 8 result = _R[RName8];
  when 9 result = _R[RName9];
  when 10 result = _R[RName10];
  when 11 result = _R[RName11];
  when 12 result = _R[RName12];
  when 13 result = _R[LookUpSP()][31:2]:'00';
  when 14 result = _R[RName_LR];
  when 15 result = _R[RName_PC] + 4;
return result;
// Assignment form
R[integer n] = bits(32) value
assert n >= 0 and n <= 14;
RName regName;
E2.1.238 RaiseAsyncBusFault

```c
// RaiseAsyncBusFault()
// ====================

RaiseAsyncBusFault()
if HaveMainExt() then
  BFSR.IMPRECISERR = '1';
excInfo = CreateException(BusFault, FALSE, boolean UNKNOWN, FALSE);
HandleException(excInfo);
```

E2.1.239 RawExecutionPriority

```c
// RawExecutionPriority()
// ======================

// Determine the current execution priority without the effect of priority boosting

def integer RawExecutionPriority()
execPri = HighestPri();
for i = 2 to MaxExceptionNum() // IPSR values of the exception handlers
  for j = 0 to 1 // Check both Non-secure and Secure exceptions
    if IsActiveForState(i, secure) then
      // PRIGROUP effect applied in ExceptionPriority
      effectivePriority = ExceptionPriority(i, secure, TRUE);
      if effectivePriority < execPri then
        execPri = effectivePriority;
return execPri;
```

E2.1.240 Replicate

```c
// Replicate()
// ===========

bits(N*M) Replicate(bits(M) x, integer N);
bits(N) Replicate(bits(M) x)
  assert N MOD M == 0;
  return Replicate(x, N DIV M);
```
E2.1.241 ResetSCSRegs

```c
// ResetSCSRegs
// ============
// Sets all registers in the System Control Space (SCS) that have
// architecturally-defined reset values to those values
ResetSCSRegs();
```

E2.1.242 RestrictedNSPri

```c
// RestrictedNSPri()
// =================
// The priority to which Non-secure exceptions are restricted if AIRCR.PRIS is set
integer RestrictedNSPri()
    return 0x80;
```

E2.1.243 ReturnState

```c
// ReturnState()
// =============
(bit[32], ITSTATEType) ReturnState(boolean instExecOk)

    // Whether the return address (and associated IT state) point to the current
    // instruction or the next instruction only depends on whether the
    // instruction executed correctly, and not the type of exception.
    // For trivial cases this behavior matches the following expectation:--
    // * Faults (eg MemManage, UsageFault, etc) result in the return address
    // pointing to the instruction that caused the fault.
    // * Interrupts and SVC's result in the return address pointing to the next
    // instruction.
    // However it is important to realise that the behavior can differ from the
    // expectation above in complex cases. The following examples illustrate how
    // and why the behavior can be different:--
    // 1) A MemManage fault occurring at the same time as a higher priority
    // interrupt. The interrupt is taken first due to its priority, but the
    // return address is set to the current instruction because it didn't
    // execute successfully. This ensures the return state is correct for
    // when the pending MemManage fault is taken (which may occur by tail
    // chaining after the interrupt handler returns).
    // 2) The architecture states:--
    // "A fault that is escalated to the priority of a HardFault
    // retains the return address value of the original fault."
    // So a SVC that escalates to a HardFault has the return address of the
    // instruction after SVC (because the SVC succeeded is setting an
    // exception pending).
    // 3) The BusFault exception is disabled when a BusFault occurs during
    // lazy FP state preservation. The fault remains pending until a store
    // instruction re-enables the BusFault by writing to the SHCSR
    // register, at which point the exception can be taken. However because
    // the store instruction didn't cause the fault, it just allowed it to
    // be taken the return address points to the instruction after the
    // store.
    // NOTE: Asynchronous faults (eg async BusFault) deviate from this rule and
    // have a return address set to the next instruction. Due to their
    // asynchronous nature the address of the actual instruction that
    // caused the fault is not known.
    // The return address is always halfword aligned, meaning bit[0] is
    // always zero. If present the XPSR.IT bits saved to the stack are
    // consistent with return address.
```
E2.244 RName

// The names of the core registers. SP is a Banked register.

enumeration RName {RName0, RName1, RName2, RName3, RName4, RName5, RName6, RName7, RName8, RName9, RName10, RName11, RName12, RNameSP_Main_NonSecure, RNameSP_Process_NonSecure, RName_LR, RName_PC, RNameSP_Main_Secure, RNameSP_Process_Secure};

E2.245 ROR

// ROR()
// ======
bits(N) ROR(bites(N) x, integer shift)
if shift == 0 then
result = x;
else
(result, -) = ROR_C(x, shift);
return result;

E2.246 ROR_C

// ROR_C()
// =========
(bits(N), bit) ROR_C(bites(N) x, integer shift)
assert shift != 0;
m = shift MOD N;
result = LSR(x,m) OR LSL(x,N-m);
carry_out = result[N-1];
return (result, carry_out);

E2.247 RoundDown

// RoundDown()
// ===========
integer RoundDown(real x);

E2.248 RoundTowardsZero

// RoundTowardsZero()
// ==============
integer RoundTowardsZero(real x)
return if x == 0.0 then 0 else if x > 0.0 then RoundDown(x) else RoundUp(x);

E2.249 RoundUp

// RoundUp()
// =========
integer RoundUp(real x);

E2.250 RRX

// RRX

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E2.1.251 RRX_C

// RRX_C()
// =======

(bits(N), bit) RRX_C(bits(N) x, bit carry_in)
result = carry_in : x[N-1:1];
carry_out = x[0];
return (result, carry_out);

E2.1.252 RSPCheck

// RSPCheck[] - assignment form
// ============================

RSPCheck[integer n] = bits(32) value
if n == 13 then
   = _SP(LookUpSP(), FALSE, value);
else
   R[n] = value;
return;

E2.1.253 S

// S[]
// ===

// Non-assignment form

bits(32) S[integer n]
assert n >= 0 && n <= 31;
if (n MOD 2) == 0 then
   result = D[n DIV 2][31:0];
else
   result = D[n DIV 2][63:32];
return result;

// Assignment form

S[integer n] = bits(32) value
assert n >= 0 && n <= 31;
if (n MOD 2) == 0 then
   D[n DIV 2][31:0] = value;
else
   D[n DIV 2][63:32] = value;
return;

E2.1.254 Sat

// Sat()
// ======

bits(N) Sat(integer i, integer N, boolean unsigned)
result = if unsigned then UnsignedSat(i, N) else SignedSat(i, N);
return result;
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E2.1.255 SatQ

```plaintext
// SatQ()
// ======

(bits(N), boolean) SatQ(integer i, integer N, boolean unsigned)
{result, sat} = if unsigned then UnsignedSatQ(i, N) else SignedSatQ(i, N);
return (result, sat);
```

E2.1.256 SAttributes

```plaintext
// Security attributes associated with an address

type SAttributes is {
  boolean nsc, // Non-secure callability of an address. FALSE = not
  // callable from the Non-secure state
  boolean ns, // Security of an address FALSE = Secure, TRUE = Non-secure
  bits(8) sregion, // The SAU region number
  boolean srvalid, // Set to 1 if the SAU region number is valid
  bits(8) iregion, // The IDAU region number
  boolean irvalid // Set to 1 if the IDAU region number is valid
}
```

E2.1.257 SCS_UpdateStatusRegs

```plaintext
// SCS_UpdateStatusRegs()
// Update status registers in the System Control Space (SCS)

SCS_UpdateStatusRegs();
```

E2.1.258 SecureDebugMonitorAllowed

```plaintext
// SecureDebugMonitorAllowed()
// -----------------------------

boolean SecureDebugMonitorAllowed()
if DAUTHCTRL.SPIDENSEL == '1' then
  return DAUTHCTRL.INTSPIDEN == '1';
else
  return ExternalSecureSelfHostedDebugEnabled();
```

E2.1.259 SecureHaltingDebugAllowed

```plaintext
// SecureHaltingDebugAllowed()
// -----------------------------

boolean SecureHaltingDebugAllowed()
if HaltingDebugAllowed() == FALSE then
  return FALSE;
elsif DAUTHCTRL.SPIDENSEL == '1' then
  return DAUTHCTRL.INTSPIDEN == '1';
else
  return ExternalSecureInvasiveDebugEnabled();
```

E2.1.260 SecureNoninvasiveDebugAllowed

```plaintext
// SecureNoninvasiveDebugAllowed()
// -------------------------------

boolean SecureNoninvasiveDebugAllowed()
if DHCSR.S_SDE == '1' then
```
E2.1.261 SecurityCheck

// SecurityCheck()
// ===============
SAttributes SecurityCheck(bits(32) address, boolean isinstrfetch, boolean isSecure)
    SAttributes result;
    addr = UInt(address);

    // Setup default attributes
    result.ns = FALSE;
    result.nsc = FALSE;
    result.sregion = Zeros(8);
    result.srvalid = FALSE;
    idauExempt = FALSE;
    idauNs = TRUE;
    idauNsc = TRUE;

    // If an IMPLEMENTATION DEFINED memory security attribution unit is present
    // query it and override defaults set above. The IDAU is subject to the same
    // 32byte minimum region granularity as the SAU/MPU.
    // NOTE: The defaults above are set such that the IDAU has no effect on the
    // SAU.
    if boolean IMPLEMENTATION_DEFINED "IDAU present" then
        (idauExempt,
        idauNs,
        idauNsc,
        result.iregion,
        result.irvalid) = IDAUCheck(address[31:5]:'00000');

    // The 0xF0000000 -> 0xFFFFFFFF is always Secure for instruction fetches
    if isinstrfetch && (address[31:28] == '1111') then
        // Use default attributes defined above
        result.ns = !isSecure;
        result.irvalid = FALSE;

    else
        // Check if the address is exempt from SAU/IDAU checking.
        elseif idauExempt &&
            (instrfetch && (address[31:28] == '1111')) then
            // IDAU specified exemption
            if (addr >= 0xE0000000) && (addr <= 0xEF0FF000) then
                // ITM, DWT, FPB
            elseif (addr >= 0xE0002000) && (addr <= 0xE0002F00) then
                // SCS
            elseif (addr >= 0xE0004000) && (addr <= 0xE0004F00) then
                // TPIU, ETM
            elseif (addr >= 0xE0030000) && (addr <= 0xE003FFF) then
                // ROM table
            else
                // memory security reported as NS-Req, and no region information is supplied.
                result.ns = !isSecure;
                result.irvalid = FALSE;

        else
            // If the SAU is enabled check its regions
            if SAU_CTRL.ENABLE == '1' then
                boolean multiRegionHit = FALSE;
                for r = 0 to (UInt(SAU_TYPE.SREGION) - 1) do
                    if SAU_REGION[r].ENABLE == '1' then
                        // SAU region enabled so perform checks
                    end
                end
                if ((UInt(base_address) <= addr) &&
                    (UInt(limit_address) >= addr)) then
                end
            end

            else
                // If the SAU is not enabled check the region
                // SAU_CTRL.ENABLE == '0' then
            end
        else
            // If the SAU is not enabled check the region
            // SAU_CTRL.ENABLE == '0' then
        end
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```pseudocode
if result.srvalid then
    multiRegionHit = TRUE;
else
    result.ns = SAU_REGION[r].NSC == '0';
    result.nsc = SAU_REGION[r].NSC == '1';
    result.srvalid = TRUE;
    result.sregion = r[7:0];

// If multiple regions are hit then report memory as Secure and not
// Non-secure callable. Also don’t report any region number
// information.
if multiRegionHit then
    result.ns = FALSE;
    result.nsc = FALSE;
    result.sregion = Zeros(8);
    result.srvalid = FALSE;

// SAU disabled, check if whole address space should be marked as
// Non-secure
elsif SAU_CTRL.ALLNS == '1' then
    result.ns = TRUE;

// Override the internal setting if the external attribution unit
// reports more restrictive attributes.
if !idaunSc then
    if result.ns || (!idaunSc & result.nsc) then
        result.ns = FALSE;
        result.nsc = idauNsc;

return result;
```

E2.1.262 SecurityState

```pseudocode
// Type and definition of the current Security state of PE
equation SecurityState {SecurityState_NonSecure, SecurityState_Secure};

SecurityState CurrentState;
```

E2.1.263 SendEvent

```pseudocode
// SendEvent
// =========
// Performs a send event by setting the Event Register of every PE in multiprocessor system
SendEvent();
```

E2.1.264 SerializeVFP

```pseudocode
// SerializeVFP
// ===============
// Ensures that any exceptional conditions in previous floating-point
// instructions have been detected
SerializeVFP();
```

E2.1.265 SetActive

```pseudocode
// SetActive()
// ============
SetActive(integer exception, boolean isSecure, boolean setNotClear)
if !HaveSecurityExt() then
    isSecure = FALSE;
// If the exception target state is configurable there is only one active
```
// bit. To represent this the Non-secure and Secure instances of the active
// flags in the array are always set to the same value.
if IsExceptionTargetConfigurable(exception) then
  if ExceptionTargetsSecure(exception, boolean UNKNOWN) == isSecure then
    ExceptionActive[exception] = if setNotClear then '1' else '00';
  else
    idx = if isSecure then 0 else 1;
    ExceptionActive[exception][idx] = if setNotClear then '1' else '0';

E2.1.266 SetDWTDebugEvent

// SetDWTDebugEvent()
// ==================
// Set a pending debug event to the PE

boolean SetDWTDebugEvent(boolean secure_match)
  if CanHaltOnEvent(secure_match) then
    DHCSR.C_HALT = '1';
    DFSR.DWTTRAP = '1';
    return TRUE;
  elsif HaveMainExt() && CanPendMonitorOnEvent(secure_match, TRUE) then
    DEMCR.MON_PEND = '1';
    DFSR.DWTTRAP = '1';
    return TRUE;
  else
    return FALSE;

E2.1.267 SetEventRegister

// SetEventRegister()
// ===============
// Set the Event Register of the current PE

SetEventRegister();

E2.1.268 SetExclusiveMonitors

// SetExclusiveMonitors()
// ===============
SetExclusiveMonitors(bits(32) address, integer size)
  boolean isSecure = CurrentState == SecurityState_Secure;
  (excinfo, memaddrdesc) = ValidateAddress(address, AccType_NORMAL, FindPriv(),
               isSecure, FALSE, TRUE);
  HandleException(excinfo);
  if memaddrdesc.memattrs.shareable then
    MarkExclusiveGlobal(memaddrdesc.paddress, ProcessorID(), size);
  MarkExclusiveLocal(memaddrdesc.paddress, ProcessorID(), size);

E2.1.269 SetITSTATEAndCommit

// SetITSTATEAndCommit()
// ===============
SetITSTATEAndCommit(ITSTATEType it)
  // This function directly commits the change to the ITSTATE, so ThisInstrITSTATE()
  // and NextInstrITSTATE() both point to the target address.
  _NextInstrITState = it;
  _ITStateChanged = TRUE;
  EPSR.IT = it;
  return;
E2.1.270 SetMonStep

```c
// SetMonStep()
// ============
// Check whether DebugMonitor priority is still sufficient for debug stepping after the
// execution of current instruction. If monitor step is enabled before the
// execution of the instruction and the priority remains sufficient after the execution
// of current instruction, then MON_PEND bit is set for current instruction.
SetMonStep(boolean mon_step_active)

// Check whether Monitor Step is enabled at the start of the instruction
if !mon_step_active then return;

// if Monitor Step is enabled, check whether current instruction has cleared MON_STEP bit
if DEMCR.MON_STEP == '0' then UNPREDICTABLE;

// Check whether DebugMonitor priority remains greater-than the current priority, and if
// so, set the MON_PEND bit.
if ExceptionPriority(DebugMonitor, IsSecure(), TRUE) < ExecutionPriority() then
    DEMCR.MON_PEND = '1';
    DFSR.HALTED = '1';
return;
```

E2.1.271 SetPending

```c
// SetPending()
// ============
SetPending(integer exception, boolean isSecure, boolean setNotClear)

if !HaveSecurityExt() then
    isSecure = FALSE;
// If the exception target state is configurable there is only one pending
// bit. To represent this, the Non-secure and Secure instances of the pending
// flags in the array are always set to the same value.
if IsExceptionTargetConfigurable(exception) then
    ExceptionPending[exception] = if setNotClear then '11' else '00';
else
    idx = if isSecure then 0 else 1;
    ExceptionPending[exception][idx] = if setNotClear then '1' else '0';
```

E2.1.272 SetThisInstrDetails

```c
// SetThisInstrDetails()
// ===============
// Set the details of current instruction
SetThisInstrDetails(bits(32) opcode, integer len, bits(4) defaultCond);
```

E2.1.273 Shift

```c
// Shift()
// =========
bits(N) Shift(bits(N) value, SRType sr_type, integer amount, bit carry_in)
{result, -} = Shift_C(value, sr_type, amount, carry_in);
return result;
```

E2.1.274 Shift_C

```c
// Shift_C()
// =========
```
E2.1.275 SignedSat

```c
// SignedSat()
// ===========

typedef (bits(N), bit) SignedSat(integer i, integer N)
{(result, -) = SignedSatQ(i, N);
 return result;
}
```

E2.1.276 SignedSatQ

```c
// SignedSatQ()
// ============

typedef (bits(N), boolean) SignedSatQ(integer i, integer N)
if i > 2^(N-1) - 1 then
 result = 2^(N-1) - 1; saturated = TRUE;
elsif i < -(2^(N-1)) then
 result = -(2^(N-1)); saturated = TRUE;
else
 result = i; saturated = FALSE;
 return (result[N-1:0], saturated);
```

E2.1.277 SignExtend

```c
// SignExtend()
// ==============

typedef (bits(N), bit) SignExtend(bits(M) x, integer N)
assert N >= M;
 return Replicate(x[M-1], N-M) : x;
```

E2.1.278 SleepOnExit

```c
// SleepOnExit()
// =------------

// Optionally returns PE to a power-saving mode on return from the only
// active exception

SleepOnExit();
```
E2.1.279 SP

```plaintext
// SP
// ==
// Non-assignment form

bits(32) SP
return R[13];

// Assignment form

SP = bits(32) value
RSPCheck[13] = value;
```

E2.1.280 SP_Main

```plaintext
// SP_Main
// ========
// Non-assignment form

bits(32) SP_Main
value = if IsSecure() then SP_Main_Secure else SP_Main_NonSecure;
return value;

// Assignment form

SP_Main = bits(32) value
if IsSecure() then
    SP_Main_Secure = value;
else
    SP_Main_NonSecure = value;
```

E2.1.281 SP_Main_NonSecure

```plaintext
// SP_Main_NonSecure
// =================
// Non-assignment form

bits(32) SP_Main_NonSecure
return _SP(RNameSP_Main_NonSecure);

// Assignment form

SP_Main_NonSecure = bits(32) value
- = _SP(RNameSP_Main_NonSecure, FALSE, value);
```

E2.1.282 SP_Main_Secure

```plaintext
// SP_Main_Secure
// ==============
// Non-assignment form

bits(32) SP_Main_Secure
return _SP(RNameSP_Main_Secure);

// Assignment form

SP_Main_Secure = bits(32) value
- = _SP(RNameSP_Main_Secure, FALSE, value);
```
### E2.1.283 SP_Process

```plaintext
// SP_Process
// =========
// Non-assignment form
bits(32) SP_Process
value = if IsSecure()
  then SP_Process_Secure else SP_Process_NonSecure;
return value;

// Assignment form
SP_Process = bits(32) value
if IsSecure() then
  SP_Process_Secure = value;
else
  SP_Process_NonSecure = value;
```

### E2.1.284 SP_Process_NonSecure

```plaintext
// SP_Process_NonSecure
// ===============
// Non-assignment form
bits(32) SP_Process_NonSecure
return _SP(RNameSP_Process_NonSecure);

// Assignment form
SP_Process_NonSecure = bits(32) value
- = _SP(RNameSP_Process_NonSecure, FALSE, value);
```

### E2.1.285 SP_Process_Secure

```plaintext
// SP_Process_Secure
// =============
// Non-assignment form
bits(32) SP_Process_Secure
return _SP(RNameSP_Process_Secure);

// Assignment form
SP_Process_Secure = bits(32) value
- = _SP(RNameSP_Process_Secure, FALSE, value);
```

### E2.1.286 SpeculativeSynchronizationBarrier

```plaintext
// Speculative Synchronization Barrier
// ====================================
// Perform a Speculative Synchronization Barrier
SpeculativeSynchronizationBarrier();
```

### E2.1.287 SRTypen

```plaintext
// Different types of shift and rotate operations
enumeration SRTypen (SRTypen_LSL, SRTypen_LSR, SRTypen_ASR, SRTypen_ROR, SRTypen_RRX);
```
E2.1.288 Stack

```plaintext
// Stack
// ======

ExcInfo Stack(bits(32) frameptr, integer offset, RName spreg, PEMode mode, bits(32) value)
// This function is used to perform register stacking operations that are
// done around exception handling. If the stack pointer is below the stack
// pointer limit but the access itself is above the limit it is
// IMPLEMENTATION DEFINED whether the write is performed. If the
// address of access is below the limit the access is not performed
// regardless of the stack pointer value.
(limit, applylimit) = LookUpSPLim(spreg);
if !applylimit || (UInt(frameptr) >= UInt(limit)) then
  doAccess = TRUE;
else
doAccess = boolean IMPLEMENTATION_DEFINED "Push non-violating locations";

address = frameptr + offset;
if doAccess && (!applylimit || ((UInt(address) >= UInt(limit)))) then
  if secure then
    isPriv = CONTROL_S.nPRIV == '0';
  else
    isPriv = CONTROL_NS.nPRIV == '0';
  isPriv = isPriv || (mode == PEMode_Handler);
  // Finally perform the memory operations
  (ExcInfo, value) = MemA_with_priv_security(address,4,AccType_STACK,isPriv,secure,TRUE,value);
else
  (ExcInfo, value) = MemA_withPriv_security(address,4,AccType_STACK,isPriv,secure,TRUE,value);
return (excInfo, value);

// Non-assignment form

(ExcInfo, bits(32)) Stack(bits(32) frameptr, integer offset, RName spreg, PEMode mode)
secure = ((spreg == RNameSP_Main_Secure) ||
  (spreg == RNameSP_Process_Secure));
// Work out if the stack operations should be privileged or not
if secure then
  isPriv = CONTROL_S.nPRIV == '0';
else
  isPriv = CONTROL_NS.nPRIV == '0';
  isPriv = isPriv || (mode == PEMode_Handler);
// Finally perform the memory operations
address = frameptr + offset;
(excInfo, value) = MemA_with_priv_security(address,4,AccType_STACK,isPriv,secure,TRUE);
return (excInfo, value);
```

E2.1.289 StandardFPSCRValue

```plaintext
// StandardFPSCRValue()
// ====================

bits(32) StandardFPSCRValue()
return '00000': FPSCR[26] : '11000000000000000000000000';
```

E2.1.290 SteppingDebug

```plaintext
// SteppingDebug()
// ===============

// At the start of each instruction execution, check for debug stepping.
```
// This function does not cover the scenario where the instruction being stepped raises another exception, or returns from an exception and enters/tailchains into another exception without executing the instruction in background code.

boolean SteppingDebug()
{
    // If Halting debug is allowed and C_STEP is set, set C_HALT for the next instruction.
    if CanHaltOnEvent(IsSecure()) && DHCSR.C_STEP == '1'
    then
        DHCSR.C_HALT = '1';
        DFSR.HALTED = '1';

    // If the current execution priority is below DebugMonitor and generating a DebugMonitor exception is allowed, and MON_STEP is set, then return TRUE. Otherwise return FALSE. This is used to determine whether to set MON_PEND for the next instruction if the execution priority remains below DebugMonitor.
    if mon_step_enabled = HaveDebugMonitor() && CanPendMonitorOnEvent(IsSecure(), TRUE)
    then
        return (mon_step_enabled && DEMCR.MON_STEP == '1');

E2.1.291 T32ExpandImm

// T32ExpandImm()
// =============
bits(32) T32ExpandImm(bits(12) imm12)
{
    // APSR.C argument to following function call does not affect the imm32 result.
    return imm32;
}

E2.1.292 T32ExpandImm_C

// T32ExpandImm_C()
// ===============
(bits(32), bit) T32ExpandImm_C(bits(12) imm12, bit carry_in)
{
    if imm12[11:10] == '00' then
        
        case imm12[9:8] of
            when '00' : imm32 = ZeroExtend(imm12[7:0], 32);
            when '01' : imm32 = '00000000' : imm12[7:0] : '00000000' : imm12[7:0];
            when '10' : imm12[7:0] = '00000000' then UNPREDICTABLE;
            when '11' : imm12[7:0] = '00000000' then UNPREDICTABLE;

        else
            unrotated_value = ZeroExtend('1':imm12[6:0], 32);
            (imm32, carry_out) = ROR_C(unrotated_value, UInt(imm12[11:7]));

        return (imm32, carry_out);
}

E2.1.293 TailChain

// TailChain()
// ===========

ExcInfo TailChain(integer exceptionNumber, boolean excIsSecure, EXC_RETURN_Type excReturn)

// Refresh LR with the excReturn value, ready for the next exception
if !HaveFPExt() then
  excReturn.FType = '1';
  excReturn.PREFIX = Ones(8);
LR = excReturn;

return ExceptionTaken(exceptionNumber, TRUE, excIsSecure, FALSE);

E2.1.294 TakePreserveFPException

// TakePreserveFPException()
// --------------------------
TakePreserveFPException(ExcInfo excInfo)
assert HaveFPExt();
assert excInfo.origFault IN {DebugMonitor, SecureFault, MemManage, BusFault, UsageFault};

// Get the details of the original fault so that any escalation to HardFault / Lockup based
// on the current execution priority is ignored. Escalation is performed manually against
// the FPCCR.*RDP fields below.
exception = excInfo.origFault;
isSecure = excInfo.origFaultIsSecure;
fpccr = if isSecure then FPCCR_S else FPCCR_NS;

if FPCCR_S.MONRDY == '1' && FPCCR_S.HFRDY == '0' then UNPREDICTABLE;
if FPCCR_S.HFRDY == '1' && FPCCR_S.HFRDY == '0' then UNPREDICTABLE;
if fpccr.UFRDY == '1' && FPCCR_S.HFRDY == '0' then UNPREDICTABLE;
if fpccr.MMRDY == '1' && FPCCR_S.HFRDY == '0' then UNPREDICTABLE;
if exception == DebugMonitor && FPCCR_S.MONRDY == '0' then
  // ignore DebugMonitor exception
  return;

// Handle exception specific details like escalation and syndrome information
  case exception of
    when MemManage
      escalate = fpccr.MMRDY == '0';
    when UsageFault
      escalate = fpccr.UFRDY == '0';
    when BusFault
      escalate = FPCCR_S.BFRDY == '0';
    when SecureFault
      escalate = FPCCR_S.SFRDY == '0';
    otherwise
      escalate = FALSE;
if escalate then
  // Faults that originally targeted the Secure state still target the
  // Secure state even if HardFault normally targets Non-secure.
  isSecure = isSecure || ExceptionTargetsSecure(HardFault, isSecure);

// Check if the exception is enabled and has sufficient priority to
// preempt and be taken straight away.
if (ExceptionPriority(exception, isSecure, TRUE) < ExecutionPriority()) &&
  ExceptionEnabled(exception, isSecure) then
  if escalate then
    HPSR.FORCED = '1';
    // Set the exception pending and terminate the current instruction. This
    // leaves FP disabled (that is CONTROL.FPCA set to 0) and prevents the
    // preempting exception entry reserving space for a redundant FP state.
    SetPending(exception, isSecure, TRUE);
    EndOfInstruction();
  else
    // If the reason the exception cannot preempt is because of the fact that
    // HardFault couldn't be entered by the context the FP state belongs to

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Chapter E2. Pseudocode Specification

E2.1. Alphabetical Pseudocode List

E2.1.295 TakeReset

```plaintext
// TakeReset()
// ===========
TakeReset()

// If the Security Extension is implemented the PE resets into Secure state.
// If the Security Extension is not implemented the PE resets into Non-secure state.
CurrentState = if HaveSecurityExt() then SecurityState_Secure else SecurityState_NonSecure;

ResetSCSRegs(); // Catch-all function for System Control Space reset
APSR = bits(32) UNKNOWN; // Flags UNPREDICTABLE from reset
IPSR.Exception = Zeros(9); // Exception number cleared at reset
if HaveMainExt() then
  LR = Ones(32); // Preset to an illegal exception return value
  SetITSTATEAndCommit(Zeros(8)); // IT/ICI bits cleared
else
  LR = bits(32) UNKNOWN; // Value must be initialised by software

// Reset priority boosting
PRIMASK_NS[0] = '0'; // priority mask cleared at reset
if HaveSecurityExt() then
  PRIMASK_S[0] = '0';
if HaveMainExt() then
  FAULTMASK_NS[0] = '0'; // Fault mask cleared at reset
  BASEPRI_NS[7:0] = Zeros(8); // Base priority disabled at reset
if HaveSecurityExt() then
  FAULTMASK_S[0] = '0';
  BASEPRI_S[7:0] = Zeros(8);

// Initialize the Floating Point Extnt
if HaveFPExt() then
  CONTROL.FPCA = '0'; // FP inactive
  FPSCR_NS.AHP = '0';
  FPSCR_NS.DN = '0';
  FPSCR_NS.FZ = '0';
  FPSCR_NS.RMode = '00';
  FPCCR.LSPEN = '1';
  FPCCR_NS.ASPEN = '1';
  FPCCR_NS.LSPACT = '0';
  FPCAR_NS = bits(32) UNKNOWN;
if HaveSecurityExt() then
  CONTROL_S.SFPA = '0';
  FPSCR_S.AHP = '0';
  FPSCR_S.DN = '0';
  FPSCR_S.FZ = '0';
  FPSCR_S.RMode = '00';
  FPCCR.S.LSPEN = '1';
  FPCCR_S.ASPEN = '1';
  FPCCR_S.LSPACT = '0';
  FPCAR_S = bits(32) UNKNOWN;
for i = 0 to 31
  S[i] = bits(32) UNKNOWN;

// Thread is privileged, current stack is Main
CONTROL_NS.SPSEL = '0';
```
CONTROL_NS.nPRIV = '0';
if HaveSecurityExt() then
  CONTROL_S.SPSEL = '0';
  CONTROL_S.nPRIV = '0';
for i = 0 to MaxExceptionNum() // All exceptions Inactive
  ExceptionActive[i] = '00';
ClearExclusiveLocal(ProcessorID()); // Synchronization (LDREX* / STREX*) monitor support
ClearEventRegister(); // See WFE instruction for more information
for i = 0 to 12
  R[i] = bits(32) UNKNOWN;
// Clearing stack limit registers
if HaveMainExt() then
  MSPLIM_NS = Zeros(32);
  PSPLIM_NS = Zeros(32);
if HaveSecurityExt() then
  MSPLIM_S = Zeros(32);
  PSPLIM_S = Zeros(32);
// Load the initial value of the stack pointer and the reset value from the vector table. The order of the loads is IMPLEMENTATION DEFINED
(excSp, sp) = Vector[0, HaveSecurityExt()];
(excRst, start) = Vector[Reset, HaveSecurityExt()];
if excSp.fault != NoFault || excRst.fault != NoFault then
  Lockup(TRUE);
// Initialize the stack pointers and start execution at the reset vector
if HaveSecurityExt() then
  SP_Main_Secure = sp;
  SP_Main_NonSecure = ((bits(30) UNKNOWN):'00');
  SP_Process_Secure = ((bits(30) UNKNOWN):'00');
else
  SP_Main_NonSecure = sp;
  SP_Process_NonSecure = ((bits(30) UNKNOWN):'00');
  EPSR.T = start[0];
  BranchToAndCommit(start[31:1]:'0');

// ThisInstr
bits(32) ThisInstr();

// ThisInstrAddr()
bits(32) ThisInstrAddr()
return _R[RName_PC];

// ThisInstrITState()
ITSTATEType ThisInstrITState();
### E2.299 ThisInstrLength

```plaintext
// ThisInstrLength
// ===============
// Returns the length of the current instruction in bytes

integer ThisInstrLength();
```

### E2.300 TopLevel

```plaintext
// TopLevel()
// ===========
// This function is called one time for each tick the PE is not in a sleep state. It handles all instruction processing, including fetching the opcode, decode and execute. It also handles pausing execution when in the lockup state.
TopLevel()
// If the PE is locked up then abort execution of this instruction. Set the length of the current instruction to 0 so NextInstrAddr() reports the correct lookup address.
ok = DHCSR.S_LOCKUP != '1';
if !ok then
  SetThisInstrDetails(Zeros(32), 0, Ones(4));
else
  // Check for stepping debug for current instruction fetch.
  mon_step_active = SteppingDebug();
  UpdateSecureDebugEnable();
  pc = ThisInstrAddr();
  try
    // Not locked up, so attempt to fetch the instruction
    (instr, is16bit) = FetchInstr(pc);
    // Setup the details of the instruction. NOTE: The default condition is based on the ITSTATE, however this is overridden in the decode stage by instructions that have explicit condition codes.
    len = if is16bit then 2 else 4;
    defaultCond = if ITSTATE[3:0] == 0 then 0xE[3:0] else ITSTATE[7:4];
    SetThisInstrDetails(instr, len, defaultCond);
    // Checking for FPB Breakpoint on instructions
    if HaveFPB() && FPB_CheckBreakPoint(pc, len, TRUE, IsSecure()) then
      FPB_BreakpointMatch();
    // Finally try and execute the instruction
    DecodeExecute(instr, pc, is16bit);
    // Check for Monitor Step
    if HaveDebugMonitor() then SetMonStep(mon_step_active);
    // Check for DWT match
    if IsDWTEnabled() then DWT_InstructionMatch(pc);
  catch exn
    when IsSEE(exn) || IsUNDEFINED(exn)
      // Unallocated instructions in the NOP hint space and instructions that fail their condition tests are treated like NOP's.
      nopHint = instr IN ('00000000000000000000000000000000', '11111111111111111111111111111111');
```
Chapter E2. Pseudocode Specification

E2.1. Alphabetical Pseudocode List

if ConditionHolds(CurrentCond()) && !nopHint then
ok = FALSE;
toSecure = IsSecure();
// Unallocated instructions in the coprocessor space behave as NOCP
// if the coprocessor is disabled.
(isCp, cpNum) = ISCPInstruction(Instr);
if isCp then
(cpEnabled, cpFaultState) = IsCPEnabled(cpNum);
if isCp && !cpEnabled then
// A PE is permitted to decode the coprocessor space and raise
// UNDEFINSTR UsageFaults for unallocated encodings even if the
// coprocessor is disabled.
if boolean IMPLEMENTATION_DEFINED "Decode CP space" then
USR.UNDEFINSTR = '1';
else
USR.NOCP = '1';
toSecure = cpFaultState;
else
USR.UNDEFINSTR = '1';
// If Main Extension is not implemented the fault will escalate
// to a HardFault.
excInfo = CreateException(UsageFault, TRUE, toSecure);
// Prevent EndOfInstruction() being called in
// HandleException() as the instruction has already been
// terminated so there is no need to throw the exception
// again.
excInfo.termInst = FALSE;
HandleException(excInfo);
when IsExceptionTaken(exn)
ok = FALSE;
// Do not catch UNPREDICTABLE or internal errors
// If there is a reset pending do that, otherwise process the normal
// instruction advance.
try
if ExceptionPending[Reset] != '00' then
ExceptionPending[Reset] = '00';
TakeReset();
else
// Call instruction advance for exception handling and PC/ITSTATE
// advance.
InstructionAdvance(ok);
catch exn
// Do not catch UNPREDICTABLE or internal errors
when IsExceptionTaken(exn)
// The correct architectural behavior for any exceptions is
// performed inside TakeReset() and InstructionAdvance(). So no
// additional actions are required in this catch block.

E2.1.301 TTResp

// TTResp()
//=------------------------
bits(32) TTResp(bits(32) address, boolean alt, boolean forceunpriv)
TT_RESP_Type resp = Zeros();

// Only allow security checks if currently in Secure state
if IsSecure() then
sAttributes = SecurityCheck(address, FALSE, IsSecure());
if sAttributes.srvalid then
resp.SREGION = sAttributes.sregion;
resp.SRVALID = '1';
if sAttributes.irvalid then
resp.REGION = sAttributes.iregion;
resp.IRVALID = '1';
addrSecure = if sAttributes.ns then '0' else '1';
resp.$ = addrSecure;
// MPU region information only available when privileged or when
// inspecting the other MPU state.
other_domain = (alt != IsSecure());
if CurrentModeIsPrivileged() || alt then
  (write, read, region, hit) = IsAccessible(address, forceunpriv, other_domain);
if hit then
  resp.MREGION = region;
  resp.MRVALID = '1';
  resp.R = read;
  resp.RW = write;
if IsSecure() then
  resp.NSR = read AND NOT addrSecure;
  resp.NSRW = write AND NOT addrSecure;
return resp;

E2.1.302 UnsignedSat

// UnsignedSat()
// =============

bits(N) UnsignedSat(integer i, integer N)
(result, -) = UnsignedSatQ(i, N);
return result;

E2.1.303 UnsignedSatQ

// UnsignedSatQ()
// ==============

(bits(N), boolean) UnsignedSatQ(integer i, integer N)
if i > 2^N - 1 then
  result = 2^N - 1; saturated = TRUE;
elsif i < 0 then
  result = 0; saturated = TRUE;
else
  result = i; saturated = FALSE;
return (result[N-1:0], saturated);

E2.1.304 UpdateFPCCR

// UpdateFPCCR()
// =============

UpdateFPCCR(bits(32) frameptr, boolean applySplim)
  assert(HaveFPExt());
  FPCAR.ADDRESS = frameptr[31:3];
  // Flag if the context address violates the stack pointer limit. If the
  // limit has been violated PreserveFPState() will zero the registers if
  // required, but will not save the context to the stack.
  (limit, limitValid) = LookUpSPLim(LookUpSP());
  if applySplim && limitValid && (UInt(frameptr) < UInt(limit)) then
    FPCCR.SPLIMVIOL = '1';
  else
    FPCCR.SPLIMVIOL = '0';
    FPCCR.LSPACT = '1';
  execPri = ExecutionPriority();
  isSecure = IsSecure();
  FPCCR_S.S = if isSecure then '1' else '0';
if CurrentModeIsPrivileged() then
  FPCCR.USER = '0';
else
  FPCCR.USER = '1';
if CurrentMode() == PEMode_Thread then
  FPCCR.THREAD = '1';
else
  FPCCR.THREAD = '0';
if execPri > -1 then
  FPCCR_S.HFRDY = '1';
else
  FPCCR_S.HFRDY = '0';
targetSecure = AIRCRR.BFHFWNINS == '0';
busfaultpri = ExceptionPriority(BusFault, targetSecure, FALSE);
if SHCSR.S_BUSFAULTENA == '1' & execPri > busfaultpri then
  FPCCR_S.BFRDY = '1';
else
  FPCCR_S.BFRDY = '0';
memfaultpri = ExceptionPriority(MemManage, isSecure, FALSE);
if SHCSR.MEMFAULTENA == '1' & execPri > memfaultpri then
  FPCCR.MMRDY = '1';
else
  FPCCR.MMRDY = '0';
usagefaultpri = ExceptionPriority(UsageFault, FALSE, FALSE);
if SHCSR_NS.USGFAULTENA == '1' & execPri > usagefaultpri then
  FPCCR_NS.UFRDY = '1';
else
  FPCCR_NS.UFRDY = '0';
usagefaultpri = ExceptionPriority(UsageFault, TRUE, FALSE);
if SHCSR_S.USGFAULTENA == '1' & execPri > usagefaultpri then
  FPCCR_S.UFRDY = '1';
else
  FPCCR_S.UFRDY = '0';
if HaveSecurityExt() then
  securefaultpri = ExceptionPriority(SecureFault, TRUE, FALSE);
if SHCSR_S.SECUREFAULTENA == '1' & execPri > securefaultpri then
  FPCCR_S.SFRDY = '1';
else
  FPCCR_S.SFRDY = '0';
monpri = ExceptionPriority(DebugMonitor, DEMCR.SDME == '1', FALSE);
if DEMCR.MON_EN == '1' & execPri > monpri then
  FPCCR_S.MONRDY = '1';
else
  FPCCR_S.MONRDY = '0';
return;

E2.1.305 UpdateSecureDebugEnable

// UpdateSecureDebugEnable()
// ========================
// Update DHCSR.S_SDE and DEMCR.SDME for each instruction
UpdateSecureDebugEnable()

// DHCSR.S_SDE is frozen if the PE is in Debug state
if DHCSR.S_HALT == '0' then
  DHCSR.S_SDE = (if SecureHaltingDebugAllowed() then '1' else '0');

// DEMCR.SDME is frozen if DebugMonitor is active or pending
if HaveDebugMonitor() & ExceptionActive[DebugMonitor] == '00' & DEMCR.MON_PEND == '0'
then
  DEMCR.SDME = (if SecureDebugMonitorAllowed() then '1' else '0');

E2.1.306 ValidateAddress

// ValidateAddress()
// ================
(ExcInfo, AddressDescriptor) ValidateAddress(bits(32) address, AccType acctype,
boolean ispriv, boolean secure,
    boolean iswrite, boolean aligned)

AddressDescriptor result;
Permissions perms;
s = boolean UNKNOWN;
exInfo = DefaultExcInfo();
isInstrfetch = acctype == AccType_IFETCH;

// Security checking and MPU bank selection if Security Extensions are present.
if HaveSecurityExt() then
  // Check SAU/IDAU for given address.
sAttrib = SecurityCheck(address, isInstrfetch, secure);
if isInstrfetch then
  ns = sAttrib.ns;
  secureMpu = !sAttrib.ns;
  // Override the privilege flag supplied with the a value based on the
  // privilege associated with the current mode and the Security state
  // of the MPU being queried. This can be different from value this
  // function is called with, because CONTROL.nPRIV is banked between
  // the Security states.
  ispriv = CurrentModeIsPrivileged(secureMpu);
else
  ns = !secure || sAttrib.ns;
  secureMpu = secure;
else
  ns = TRUE;
  secureMpu = FALSE;

// Getting memory attribute information from MPU. Note that NS information
// in the memory attribute is set by SAU/IDAU and is updated after getting
// attribute values from MPU.
(result.memattrs, perms) = MPUCheck(address, acctype, ispriv, secureMpu);
// Updating NS information got from SAU/IDAU in memory attributes
result.memattrs.NS = ns;

// Generate UNALIGNED UsageFault exception if access to Device memory is unaligned.
if !aligned && (result.memattrs.memtype == MemType_Device && perms.apValid == TRUE then
  UFSR.UNALIGNED = '1';
exInfo = CreateException(UsageFault, FALSE, boolean UNKNOWN);
if exInfo.fault == NoFault && HaveSecurityExt() then
  // Check if there is a SAU/IDAU violation and, if so, update the fault informations
  raiseSecFault = FALSE;
  if isInstrfetch then
    if secure then
      if sAttrib.ns then
        // Invalid exit from the Secure state
        SFSR.INVTRAN = '1';
        raiseSecFault = TRUE;
      else
        if !sAttrib.ns && !sAttrib.nsc then
          // Invalid entry to the Secure state
          SFSR.INVEP = '1';
          raiseSecFault = TRUE;
        else
          if !secure && !sAttrib.ns then
            // Vector table faults don't generate SFAR/SFSR syndrome info. They are
            // reported via HFSR.VECTABL which is not set here.
            if HaveMainExt() && acctype != AccType_VECTABLE then
              if acctype == AccType_LAZYFP then
                SFSR.LSPERR = '1';
              else
                SFSR.AUVIOL = '1';
                SFSR.SFARVALID = '1';
                SFAR = address;
                // If Main Extension is not implemented the fault always escalates to a
                HardFault.
                raiseSecFault = TRUE;
if raiseSecFault then
    excInfo = CreateException(SecureFault, TRUE, TRUE);
result.paddress = address;
result.accattrs.iswrite = iswrite;
result.accattrs.ispriv = ispriv;
result.accattrs.acctype = acctype;
if excInfo.fault == NoFault then
    excInfo = CheckPermission(perms, address, acctype, iswrite, ispriv, secureMpu);
return (excInfo, result);

E2.1.307 ValidateExceptionReturn

// ValidateExceptionReturn()
// --------------------------------
(ExcInfo, EXC_RETURN_Type) ValidateExceptionReturn(EXC_RETURN_Type excReturn, integer
returningExceptionNumber)
    boolean error = FALSE;
    assert CurrentMode() == PEMode_Handler;
    if !IsOnes(excReturn[23:7]) || excReturn[1] != '0' then
        UNPREDICTABLE;
    if !HaveFPExt() && excReturn.FType == '0' then
        UNPREDICTABLE;
    if !HaveSecurityExt() &&
        ((excReturn.S == '1' ||
        excReturn.ES == '1' ||
        excReturn.DCRS == '0')) then
        UNPREDICTABLE;
    // Security specific validation
    if HaveSecurityExt() then
        // If exception return is an invalid attempt to return from Non-secure
        // state with EXC_RETURN.ES set as '1', then a SecureFault is raised
        // Similarly the exception to deactivate below is actually Non-secure
        excReturn.ES = '0';
        exceptionWasSecure = FALSE;
    if !exceptionWasSecure && excReturn.DCRS == '0' then
        error = TRUE;
    // excReturn.ES is used below to control which exception to
    // deactivate, and which CONTROL.SPSEL to update. Force it to the
    // correct value so the code below functions correctly even if the
    // Non-secure state returned an invalid excReturn value.
    if !error then
        if !IsActiveForState(returningExceptionNumber, exceptionWasSecure) then
            error = TRUE;
        if HaveMainExt() then
            UFSR.INVPC = '1';
            exceptionNumber = UsageFault;
        else
            exceptionNumber = HardFault;
        if error then
            DeActivate(returningExceptionNumber, exceptionWasSecure);
```plaintext
if HaveSecurityExt() && exceptionWasSecure then
    CONTROL_S.SPSEL = excReturn.SPSEL;
else
    CONTROL_NS.SPSEL = excReturn.SPSEL;
end if

// Escalates to HardFault if requested fault is disabled, or has insufficient priority, or if Main Extension is not implemented
excInfo = CreateException(exceptionNumber, FALSE, boolean UNKNOWN);

else
    excInfo = DefaultExcInfo();
end if
return (excInfo, excReturn);
```

### E2.1.308 Vector

```plaintext
// Vector()
// =========
(ExcInfo, bits[32]) Vector(integer exceptionNumber, boolean isSecure)
// Calculate the address of the entry in the vector table
vtor = if isSecure then VTOR_S else VTOR_NS;
addr = (vtor.TBLOFF:'0000000') + 4 * exceptionNumber;
// Fetch the vector with the correct privilege and security
(exc, vector) = MemA_with_priv_security(addr,4,AccType_VECTABLE,TRUE,isSecure,TRUE);
// Faults that prevent the vector being fetched are terminal and prevent the exception being entered. They are therefore treated as HardFaults
if exc.fault != NoFault then
    exc.isTerminal = TRUE;
    exc.fault = HardFault;
    exc.isSecure = exc.isSecure || AIRCR.BFHNMIN == '0';
    HFSR.VECTTBL = '1';
end if
return (exc, vector);
```

### E2.1.309 VFPExcBarrier

```plaintext
// VFPExcBarrier
// =============
VFPExcBarrier();
```

### E2.1.310 VFPExpandImm

```plaintext
// VFPExpandImm()
// =============
bits(N) VFPExpandImm(bits(8) imm8, integer N)
assert N IN {32,64};
integer E = if N == 32 then 8 else 11;
constant integer F = N - E - 1;
sign = imm8[7];
exp = NOT(imm8[6]):Replicate(imm8[6],E-3);
frac = imm8[5:0]:Zeros(F-4);
return sign : exp : frac;
```

### E2.1.311 VFPNegMul

```plaintext
// Different types of floating-point multiply and negate operations
enumeration VFPNegMul {VFPNegMul_VNMLA, VFPNegMul_VNMLS, VFPNegMul_VNMUL};
```

### E2.1.312 VFPSmallRegisterBank

```plaintext
```
E2.1.313 WaitForEvent

```c
// WaitForEvent
// ============
// Optionally suspends execution until a WFE wakeup event or reset occurs, or
// or until some earlier time if the implementation chooses

WaitForEvent();
```

E2.1.314 WaitForInterrupt

```c
// WaitForInterrupt
// ================
// Optionally suspends execution until a WFI wakeup event or reset occurs, or
// until some earlier time if the implementation chooses

WaitForInterrupt();
```

E2.1.315 ZeroExtend

```c
// ZeroExtend()
// ============

bits(N) ZeroExtend(bits(M) x, integer N)
assert N >= M;
return Zeros(N-M) : x;

bits(N) ZeroExtend(bits(M) x)
return ZeroExtend(x, N);
```

E2.1.316 Zeros

```c
// Zeros()
// =======

bits(N) Zeros(integer N)
return Replicate('0', N);

bits(N) Zeros()
return Zeros(N);
```
Part F
Debug Packet Protocols
Chapter F1
ITM and DWT Packet Protocol Specification

This chapter describes the protocol for packets that send the data generated by the ITM and DWT to an external debugger. It contains the following sections:

- About the ITM and DWT packets.
- Alphabetical list of DWT and ITM packets.
Chapter F1. ITM and DWT Packet Protocol Specification

F1.1 About the ITM and DWT packets

The following sections give an overview of the ITM and DWT packets and how the TPIU transmits them:

- Uses of ITM and DWT packets
- ITM and DWT protocol packet headers
- Packet transmission by the trace sink

Note

This chapter describes packet transmission by a trace sink such as a TPIU. The ITM can send packets to any suitable trace sink. Regardless of the actual trace sink used, the ITM formats the packets as described in this chapter.

F1.1.1 Uses of ITM and DWT packets

The ITM sends a packet to the trace sink when:

- Software writes to a stimulus register. This generates an Instrumentation packet.
- The hardware generates a Protocol packet. Protocol packets include timestamps and synchronization packets.
- It receives a packet from the DWT, for forwarding to the trace sink.

The DWT sends a packet to the ITM for forwarding to the trace sink when:

- A DWT comparator matches and generates one or more Data Trace packets.
- It samples the PC.
- One of the performance profile counters wraps.

This chapter describes the packet protocol used.

F1.1.2 ITM and DWT protocol packet headers

<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>Synchronization packet</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>Overflow packet</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>Local Timestamp 2 packet</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>Global Timestamp 1 packet</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>Global Timestamp 2 packet</td>
</tr>
<tr>
<td>1</td>
<td>1</td>
<td>x</td>
<td>x</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>Local Timestamp 1 packet</td>
</tr>
<tr>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>1</td>
<td>x</td>
<td>0</td>
<td>0</td>
<td>Extension Packet</td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>Event Counter Packet</td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>x</td>
<td>x</td>
<td>0</td>
<td>1</td>
<td>≠0b00</td>
<td>Data Trace PC Value packet</td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>x</td>
<td>x</td>
<td>1</td>
<td>1</td>
<td>≠0b00</td>
<td>Data Trace Data Address packet</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>1</td>
<td>≠0b00</td>
<td>Data Trace Data Value packet</td>
<td></td>
</tr>
<tr>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>x</td>
<td>0</td>
<td>≠0b00</td>
<td>Instrumentation packet</td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>x</td>
<td>1</td>
<td>Periodic PC Sample packet</td>
</tr>
</tbody>
</table>

F1.1.3 Packet transmission by the trace sink

The trace sink either:
F1.1. About the ITM and DWT packets

- Forms the packets into frames, as required by the Arm® CoreSight™ Architecture Specification.
- Transmits the packets over a serial port.

For each packet, the trace sink transmits:

- The header byte first, followed by any payload bytes.
- Each byte of the packet least significant bit (LSB) first.

Figures in this chapter show each packet as a sequence of bytes, with the LSB of each byte to the right and the most significant bit (MSB) to the left. Convention for packet descriptions shows this convention, and how it relates to data transmission for a packet with a header byte and two payload bytes.

```
<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>MSB</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>LSB</td>
</tr>
</tbody>
</table>

Transmitted first
```

```
<table>
<thead>
<tr>
<th>MSB</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>MSB</th>
</tr>
</thead>
</table>

Transmitted last
```

**Figure F1.1: Convention for packet descriptions**

In some sections, the figures are split into separate figures for the header byte and payload bytes. For instance, where the number of payload bytes varies according to a field in the header.

The ITM merges the packets from the ITM and DWT with the Local and Global timestamp, Synchronization, and other Protocol packets, and forwards them to the trace sink as a single data stream. The trace sink then merges this data stream with the data from the ETM, if implemented.
F1.2 Alphabetical list of DWT and ITM packets

F1.2.1 Data Trace Data Address packet

The Data Trace Data Address packet characteristics are:

**Purpose** Indicates a DWT comparator generated a match, and the address that matched. Data Address packets are only generated for Data Address range comparator pairs. The address might be compressed. However, it is not required that Short and Medium packets are generated when the address bits match.

**Attributes** Multi-part Hardware source packet comprising:
- 8-bit header.
- 8, 16, or 32-bit payload.

F1.2.1.1 Data Trace Data Address packet header

The Data Trace Data Address packet header bit assignments are:

<table>
<thead>
<tr>
<th>Bit Assignment</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID, byte 0 bits [7:3]</td>
<td>Hardware Source packet type. Bits [7:3] discriminate between Hardware Source packet types. The defined values of this field are:</td>
</tr>
<tr>
<td>0b01xx1</td>
<td>Data Trace Data Address packet. This field reads as 0b01xx1.</td>
</tr>
<tr>
<td>CMPN, byte 0 bits [5:4]</td>
<td>DWT comparator index. Defines which comparator generated a match. Data Trace Data Address packets can be compressed relative to the value in DWT_COMP&lt;COMP&gt;. The number of traced bits is indicated by the SS field. The remainder of the address bits comes from DWT_COMP&lt;COMP&gt;. Either comparator in a Data Address range comparator pair can be used.</td>
</tr>
<tr>
<td>SH, byte 0 bit [2]</td>
<td>Source. The defined values of this bit are:</td>
</tr>
<tr>
<td>1</td>
<td>Hardware source packet. This bit reads as one.</td>
</tr>
<tr>
<td>SS, byte 0 bits [1:0]</td>
<td>Size. The defined values of this field are:</td>
</tr>
<tr>
<td>0b01</td>
<td>Short Data Address packet.</td>
</tr>
<tr>
<td>0b10</td>
<td>Medium Data Address packet.</td>
</tr>
<tr>
<td>0b11</td>
<td>Long Data Address packet. The value 0b00 encodes a Protocol packet.</td>
</tr>
</tbody>
</table>
F1.2.1.2 Data Trace Data Address packet payload

When Long Data Address packet, SS == 0b11, the Data Trace Data Address packet payload bit assignments are:

<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>DADDR[7:0]</td>
<td>Byte 1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>DADDR[15:8]</td>
<td>Byte 2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>DADDR[23:16]</td>
<td>Byte 3</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>DADDR[31:24]</td>
<td>Byte 4</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

When Medium Data Address packet, SS == 0b10, the Data Trace Data Address packet payload bit assignments are:

<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>DADDR[7:0]</td>
<td>Byte 1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>DADDR[15:8]</td>
<td>Byte 2</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

When Short Data Address packet, SS == 0b01, the Data Trace Data Address packet payload bit assignments are:

<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>DADDR[7:0]</td>
<td>Byte 1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

DADDR[31:0], bytes <4:1>, when Long Data Address packet, SS == 0b11  Data address.
DADDR[15:0], bytes <2:1>, when Medium Data Address packet, SS == 0b10  Data address.  DADDR[31:16] == DWT_COMP<CMPN>[31:16].
DADDR[7:0], byte <1>, when Short Data Address packet, SS == 0b01  Data address.  DADDR[31:8] == DWT_COMP<CMPN>[31:8].

F1.2.2 Data Trace Data Value packet

The Data Trace Data Value packet characteristics are:

**Purpose** Indicates a DWT comparator generated a match, and the value that matched.

**Attributes** Multi-part Hardware source packet comprising:

- 8-bit header.
- 8, 16, or 32-bit payload.
**F1.2.2.1 Data Trace Data Value packet header**

The Data Trace Data Value packet header bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>ID</td>
<td>0b00</td>
</tr>
<tr>
<td>6</td>
<td>CMPN</td>
<td></td>
</tr>
<tr>
<td>5</td>
<td>SH</td>
<td>1</td>
</tr>
<tr>
<td>4</td>
<td>WnR</td>
<td>1</td>
</tr>
<tr>
<td>3</td>
<td>SS</td>
<td>≠ 0b00</td>
</tr>
</tbody>
</table>

**ID, byte 0 bits [7:3]** Hardware Source packet type. Bits [7:3] discriminate between Hardware Source packet types. The defined values of this field are:

- 0b10xxx Data Trace Data Value packet.
  
  This field reads as 0b10xxx.

**CMPN, byte 0 bits [5:4]** DWT comparator index. Defines which comparator generated a match.

**WnR, byte 0 bit [3]** Write-not-read. The defined values of this bit are:

- 0 Read.
- 1 Write.

**SH, byte 0 bit [2]** Source. The defined values of this bit are:

- 1 Hardware source packet.
  
  This bit reads as one.

**SS, byte 0 bits [1:0]** Size. The defined values of this field are:

- 0b01 Byte Data Value packet.
- 0b10 Halfword Data Value packet.
- 0b11 Word Data Value packet.

The value 0b00 encodes a Protocol packet.

**F1.2.2.2 Data Trace Data Value packet payload**

When Byte Data Value packet, SS == 0b01, the Data Trace Data Value packet payload bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>DVALUE[7:0]</td>
<td></td>
</tr>
</tbody>
</table>

When Halfword Data Value packet, SS == 0b10, the Data Trace Data Value packet payload bit assignments are:

<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>DVALUE[7:0]</td>
<td></td>
</tr>
<tr>
<td>6</td>
<td>DVALUE[15:8]</td>
<td></td>
</tr>
</tbody>
</table>
When Word Data Value packet, SS == 0b11, the Data Trace Data Value packet payload bit assignments are:

\[
\begin{array}{c}
7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
\hline
DVALUE[7:0] & & & & & & & \\
\hline
DVALUE[15:8] & & & & & & & \\
\hline
\hline
DVALUE[31:24] & & & & & & & \\
\end{array}
\]

DVALUE[31:0], bytes <4:1>, when Word Data Value packet, SS == 0b11 Word data value.
DVALUE[15:0], byte 1 bits [15:0], when Halfword Data Value packet, SS == 0b10 Halfword data value.
DVALUE[7:0], byte <1>, when Byte Data Value packet, SS == 0b01 Byte data value.

### F1.2.3 Data Trace Match packet

The Data Trace Match packet characteristics are:

**Purpose**  Indicates a DWT comparator generated a match.

**Attributes**  16-bit Hardware source packet.

**Field descriptions**

The Data Trace Match packet bit assignments are:

\[
\begin{array}{c}
7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
\hline
0 & 1 & CMPN & 0 & SH & 0 & 1 & SS \\
\hline
ID & 1 & 0 & 1 & 0 & 0 & 0 & MATCH \end{array}
\]

**Byte 1 bits [7:1]**  This field reads as 0b00000000.

**MATCH, byte 1 bit [0]**  Data Trace Match packet. Discriminates between the Data Trace PC Value packet and the Data Trace Match packet. The defined values of this bit are:

1  Data Trace Match packet.

This bit reads as one.

**ID, byte 0 bits [7:3]**  Hardware Source packet type. Bits [7:3] discriminate between Hardware Source packet types. The defined values of this field are:
0b01xx0 Data Trace PC Value packet or Data Trace Match packet.

Bit [0] of byte 1 discriminates between the Data Trace PC Value packet and the Data Trace Match packet.

This field reads as 0b01xx0.


SH, byte 0 bit [2] Source. The defined values of this bit are:

1 Hardware source packet.

This bit reads as one.

SS, byte 0 bits [1:0] Size. The defined values of this field are:

0b01 Source packet, 1-byte payload, 2-byte packet.

The value 0b00 encodes a Protocol packet. All other values are reserved.

This field reads as 0b01.

## F1.2.4 Data Trace PC Value packet

The Data Trace PC Value packet characteristics are:

**Purpose** Indicates a DWT comparator generated a match, and the address of the instruction that matched. The address might be compressed. However, it is not required that Short and Medium packets are generated when the address bits match.

**Attributes** Multi-part Hardware source packet comprising:

- 8-bit header.
- 8, 16, or 32-bit payload.

### F1.2.4.1 Data Trace PC Value packet header

The Data Trace PC Value packet header bit assignments are:

<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>1</td>
<td>CMPN</td>
<td>0</td>
<td>SH</td>
<td>SS</td>
<td>≠ 0b00</td>
<td></td>
</tr>
</tbody>
</table>

ID, byte 0 bits [7:3] Hardware Source packet type. Bits [7:3] discriminate between Hardware Source packet types. The defined values of this field are:

0b01xx0 Data Trace PC Value packet or Data Trace Match packet.

Bit [0] of byte 1 discriminates between the Data Trace PC Value packet and the Data Trace Match packet.

This field reads as 0b01xx0.

CMPN, byte 0 bits [5:4] DWT comparator index. Defines which comparator generated a match. Data Trace PC Value packets can be compressed relative to the value in DWT_COMP<CMPN>. The number of traced bits is indicated by the SS field. The remainder of the address bits comes from DWT_COMP<CMPN>. Either comparator in an Instruction Address range comparator pair can be used.
### F1.2. Alphabetical list of DWT and ITM packets

**SH, byte 0 bit [2] Source.** The defined values of this bit are:

1. Hardware source packet.
   
   This bit reads as one.

**SS, byte 0 bits [1:0] Size.** The defined values of this field are:

- **0b01** Short PC Value packet.
- **0b10** Medium PC Value packet.
- **0b11** Long PC Value packet.

The value **0b00** encodes a Protocol packet.

---

#### F1.2.4.2 Data Trace PC Value packet payload

When Long PC Value packet, SS == **0b11**, the Data Trace PC Value packet payload bit assignments are:

![Diagram 1](image1.png)

When Medium PC Value packet, SS == **0b10**, the Data Trace PC Value packet payload bit assignments are:

![Diagram 2](image2.png)

When Short PC Value packet, SS == **0b01**, the Data Trace PC Value packet payload bit assignments are:

![Diagram 3](image3.png)

- **PC[31:1]**, bytes <4:2>, byte 1 bits [7:1], when Long PC Value packet, SS == **0b11** Instruction address.
- **PC[15:1]**, byte <2>, byte 1 bits [7:1], when Medium PC Value packet, SS == **0b10** Instruction address.
- **PC[31:16]** == DWT_COMP<_CMPN>[31:16].
- **PC[7:1]**, byte 1 bits [7:1], when Short PC Value packet, SS == **0b01** Instruction address. **PC[31:8]** == DWT_COMP<_CMPN>[31:8].
F1.2.5 Event Counter packet

The Event Counter packet characteristics are:

**Purpose** Indicates one or more DWT counters wraps through zero.

**Attributes** 16-bit Hardware source packet.

**Field descriptions**

The Event Counter packet bit assignments are:

<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>ID</td>
<td>SH</td>
<td>SS</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>1</td>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Byte 1 bits [7:6]** This field reads-as-zero.

**Cyc, byte 1 bit [5]** POSTCNT timer decremented to zero. See DWT_CTRL for more information on the POSTCNT timer.

**Fold, byte 1 bit [4]** DWT_FOLDCNT counter wrapped from 0xFF to zero.

**LSU, byte 1 bit [3]** DWT_LSUNCT counter wrapped from 0xFF to zero.

**Sleep, byte 1 bit [2]** DWT_SLEEPCNT counter wrapped from 0xFF to zero.

**Exc, byte 1 bit [1]** DWT_EXCCNT counter wrapped from 0xFF to zero.

**CPI, byte 1 bit [0]** DWT_CPICNT counter wrapped from 0xFF to zero.

**ID, byte 0 bits [7:3]** Hardware Source packet type. Bits [7:3] discriminate between Hardware Source packet types. The defined values of this field are:

- 0b000000 Event Counter packet.
  - This field reads as 0b00000.

**SH, byte 0 bit [2]** Source. The defined values of this bit are:

- 1 Hardware source packet.
  - This bit reads as one.

**SS, byte 0 bits [1:0]** Size. The defined values of this field are:

- 0b01 Source packet, 1-byte payload, 2-byte packet.
  - The value 0b00 encodes a Protocol packet. All other values are reserved.
  - This field reads as 0b01.
F1.2.6 Exception Trace packet

The Exception Trace packet characteristics are:

**Purpose** Indicates the PE has entered, exited or returned to an exception.

**Attributes** 24-bit Hardware source packet.

**Field descriptions**

The Exception Trace packet bit assignments are:

```
<table>
<thead>
<tr>
<th>Bit</th>
<th>Description</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td>7</td>
<td>ID</td>
<td>0 0 0 0 0</td>
</tr>
<tr>
<td>6</td>
<td>SH</td>
<td>0 0 0 0 0</td>
</tr>
<tr>
<td>5</td>
<td>SS</td>
<td>0 0 0 0 0</td>
</tr>
<tr>
<td>6</td>
<td>FN</td>
<td>0 0 0 0 0</td>
</tr>
<tr>
<td>7</td>
<td>ExceptionNumber[7:0]</td>
<td>0 0 0 0</td>
</tr>
<tr>
<td>8</td>
<td>ExceptionNumber[8]</td>
<td>0</td>
</tr>
<tr>
<td>9</td>
<td>ID</td>
<td>0 0 0 0 0</td>
</tr>
</tbody>
</table>
```

**Byte 2 bits [7:6,3:1]** This field reads-as-zero.

**FN, byte 2 bits [5:4]** Function. The defined values of this field are:

- **0b01** Entered exception indicated by ExceptionNumber.
- **0b10** Exited exception indicated by ExceptionNumber.
- **0b11** Returned to exception indicated by ExceptionNumber.

All other values are reserved.

**ExceptionNumber, byte 2 bit [0], byte <1>** The exception number.

**ID, byte 0 bits [7:3]** Hardware Source packet type. Bits [7:3] discriminate between Hardware Source packet types. The defined values of this field are:

- **0b00001** Exception Trace packet.

This field reads as **0b00001**.

**SH, byte 0 bit [2]** Source. The defined values of this bit are:

- **1** Hardware source packet.

This bit reads as one.

**SS, byte 0 bits [1:0]** Size. The defined values of this field are:

- **0b10** Source packet, 2-byte payload, 3-byte packet.

The value **0b00** encodes a Protocol packet. All other values are reserved.

This field reads as **0b10**.
F1.2.7 Extension packet

The Extension packet characteristics are:

**Purpose**
An Extension packet provides additional information about the identified source. The amount of information required determines the number of payload bytes, 0-4. The architecture only defines one use of the Extension packet, to provide a Stimulus port page number. For this use, SH == 0, and a single byte Extension packet is emitted.

**Attributes**
8, 16, 24, 32, or 40-bit Protocol packet.

**Field descriptions**

When 1-byte packet, the Extension packet bit assignments are:

```
<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>C</td>
<td></td>
<td>EX[2:0]</td>
<td></td>
<td>1</td>
<td>SH</td>
<td></td>
<td>SS</td>
</tr>
<tr>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td>0</td>
<td></td>
<td></td>
<td>0</td>
</tr>
</tbody>
</table>
```

When 2-byte packet, the Extension packet bit assignments are:

```
<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td>EX[2:0]</td>
<td></td>
<td>1</td>
<td>SH</td>
<td></td>
<td>SS</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>0</td>
<td></td>
<td></td>
<td>0</td>
</tr>
</tbody>
</table>
```

```
<table>
<thead>
<tr>
<th>0</th>
<th></th>
<th>EX[9:3]</th>
</tr>
</thead>
<tbody>
<tr>
<td>C</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

When 3-byte packet, the Extension packet bit assignments are:

```
<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td>EX[2:0]</td>
<td></td>
<td>1</td>
<td>SH</td>
<td></td>
<td>SS</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>0</td>
<td></td>
<td></td>
<td>0</td>
</tr>
</tbody>
</table>
```

```
| 1 |   | EX[9:3] |

<table>
<thead>
<tr>
<th>0</th>
<th></th>
<th>EX[16:10]</th>
</tr>
</thead>
<tbody>
<tr>
<td>C</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

When 4-byte packet, the Extension packet bit assignments are:
When 5-byte packet, the Extension packet bit assignments are:

<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>EX[2:0]</td>
<td>1</td>
<td>SH</td>
<td>SS</td>
<td>0</td>
<td>0</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>EX[9:3]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>EX[16:10]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>C</td>
<td>EX[23:17]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>EX[31:24]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

EX, byte <4>, byte 3 bits [6:0], byte 2 bits [6:0], byte 1 bits [6:0], byte 0 bits [6:4] Extension information. If SH == 1, then EX defines PAGE, the Stimulus port page number.

This is a 32-bit field. If the Extension packet is shorter than 5 bytes, the most significant bits are zero.

C, byte 3 bit [7], byte 2 bit [7], byte 1 bit [7], byte 0 bit [7] Continuation bit. The defined values of this field are:

0 Last byte of the packet.
1 Another byte follows.

ID, byte 0 bits [6:2] Protocol packet type. Bits [6:2] discriminate between Protocol packet types. The defined values of this field are:

0bxxx1x Extension packet.

This field reads as 0bxxx1x.

SH, byte 0 bit [2] Source. The defined values of this bit are:
0  Extension packet for Instrumentation packet.
1  Extension packet for Hardware source packet.

SS, byte 0 bits [1:0]  Packet type. The defined values of this field are:
0b00  Protocol packet.

Other values encode different sizes of Hardware and Software source packets. This field reads as 0b00.

F1.2.8  Global Timestamp 1 packet

The Global Timestamp 1 packet characteristics are:

**Purpose**  Contains the least significant bits of the global timestamp value. The ITM might compress this value if it is not generating a full timestamp by omitting significant bits if they are unchanged from the previous timestamp value.

**Attributes**  Multi-part Protocol packet comprising:

- 8-bit header.
- 8, 16, 24, or 32-bit payload.

F1.2.8.1  Global Timestamp 1 packet header

The Global Timestamp 1 packet header bit assignments are:

<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>C</td>
<td></td>
<td>ID</td>
<td></td>
<td>SS</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

C, byte 0 bit [7]  Continuation bit. This bit reads as one.

ID, byte 0 bits [6:2]  Protocol packet type. Bits [6:2] discriminate between Protocol packet types. The defined values of this field are:

0b00101  Global Timestamp 1 packet.

This field reads as 0b00101.

SS, byte 0 bits [1:0]  Packet type. The defined values of this field are:

0b00  Protocol packet.

Other values encode different sizes of Hardware and Software source packets. This field reads as 0b00.

F1.2.8.2  Global Timestamp 1 packet payload

When 7-bit timestamp, the Global Timestamp 1 packet payload bit assignments are:

<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>C</td>
<td></td>
<td></td>
<td></td>
<td>TS[6:0]</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

When 14-bit timestamp, the Global Timestamp 1 packet payload bit assignments are:
When 21-bit timestamp, the Global Timestamp 1 packet payload bit assignments are:

```
<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>C</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

Byte 1

Byte 2

Byte 3

When 26-bit or full timestamp, the Global Timestamp 1 packet payload bit assignments are:

```
<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>C</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

Byte 1

Byte 2

Byte 3

Byte 4

C, byte 4 bit [7], byte 3 bit [7], byte 2 bit [7], byte 1 bit [7] Continuation bit. The defined values of this field are:
- 0 Last byte of the packet.
- 1 Another byte follows.

Wrap, byte 4 bit [6], when 26-bit or full timestamp Wrapped. The defined values of this bit are:
- 0 The value of global timestamp bits TS[47:26] or TS[63:26] have not changed since the last Global Timestamp 2 packet output by the ITM.
- 1 The value of global timestamp bits TS[47:26] or TS[63:26] have changed since the last Global Timestamp 2 packet output by the ITM.

ClkCh, byte 4 bit [5], when 26-bit or full timestamp Clock change. The defined values of this bit are:
- 0 The system has not asserted the clock change input to the processor since the last time the ITM generated a Global Timestamp packet.
The system has asserted the clock change input to the processor since the last time the ITM generated a Global Timestamp packet.

**Note**

When the clock change input to the processor is asserted, the ITM must output a full 48-bit or 64-bit global timestamp value.

**TS[25:0], byte 4 bits [4:0], byte 3 bits [6:0], byte 2 bits [6:0], byte 1 bits [6:0]** Global Timestamp. The timestamp is 64 or 48 bits. If the Global Timestamp 1 packet is shorter than 5 bytes, the most-significant bits of the timestamp have not changed since the last Global Timestamp 1 packet output by the ITM. If the Global Timestamp 1 packet is 5 bytes, the Wrap bit defines whether most-significant bits have unchanged since the last Global Timestamp 2 packet output by the ITM.

### F1.2.9 Global Timestamp 2 packet

The Global Timestamp 2 packet characteristics are:

**Purpose** Provides the most significant bits of a full 48 or 64-bit timestamp.

**Attributes** Multi-part Protocol packet comprising:

- 8-bit header.
- 32 or 48-bit payload.

#### F1.2.9.1 Global Timestamp 2 packet header

The Global Timestamp 2 packet header bit assignments are:

```
<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>C</td>
<td></td>
<td>ID</td>
<td></td>
<td></td>
<td></td>
<td>SS</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>
```

**C, byte 0 bit [7]** Continuation bit. This bit reads as one.

**ID, byte 0 bits [6:2]** Protocol packet type. Bits [6:2] discriminate between Protocol packet types. The defined values of this field are:

- **0b01101** Global Timestamp 2 packet.
  
  This field reads as **0b01101**.

**SS, byte 0 bits [1:0]** Packet type. The defined values of this field are:

- **0b00** Protocol packet.

  Other values encode different sizes of Hardware and Software source packets. This field reads as **0b00**.

#### F1.2.9.2 Global Timestamp 2 packet payload

When 48-bit Global Timestamp 2 packet, the Global Timestamp 2 packet payload bit assignments are:
When 64-bit Global Timestamp 2 packet, the Global Timestamp 2 packet payload bit assignments are:

C, byte 6 bit [7], byte 5 bit [7], byte 4 bit [7], byte 3 bit [7], byte 2 bit [7], byte 1 bit [7] Continuation bit.

The defined values of this field are:

- 0  Last byte of the packet.
- 1  Another byte follows.

**Byte 6 bits [6:3]**, when 64-bit Global Timestamp 2 packet  This field reads-as-zero.

**Byte 4 bits [6:1]**, when 48-bit Global Timestamp 2 packet  This field reads-as-zero.

**TS[47:26]**, byte 4 bit [0], byte 3 bits [6:0], byte 2 bits [6:0], byte 1 bits [6:0], when 48-bit Global Timestamp 2 packet

Most significant bits of the Global Timestamp.

**TS[63:26]**, byte 6 bits [2:0], byte 5 bits [6:0], byte 4 bits [6:0], byte 3 bits [6:0], byte 2 bits [6:0], byte 1 bits [6:0], when 64-bit Global Timestamp 2 packet

Most significant bits of the Global Timestamp.
F1.2.10 Instrumentation packet

The Instrumentation packet characteristics are:

**Purpose** A software write to an ITM stimulus port generates an Instrumentation packet.

**Attributes** Multi-part Software source packet comprising:

- 8-bit header.
- 8, 16, or 32-bit payload.

F1.2.10.1 Instrumentation packet header

The Instrumentation packet header bit assignments are:

```
<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>SH</td>
<td>SS</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>≠ 0b00</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

**A, byte 0 bits [7:3]** Port number, 0-31.

**SH, byte 0 bit [2]** Source. The defined values of this bit are:

- 0 Instrumentation packet (Software source).
  
  This bit reads as zero.

**SS, byte 0 bits [1:0]** Size. The defined values of this field are:

- 0b01 Byte Instrumentation packet.
- 0b10 Halfword Instrumentation packet.
- 0b11 Word Instrumentation packet.

The value 0b00 encodes a Protocol packet.

F1.2.10.2 Instrumentation packet payload

When Byte Instrumentation packet, SS == 0b01, the Instrumentation packet payload bit assignments are:

```
<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Payload[7:0]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

When Halfword Instrumentation packet, SS == 0b10, the Instrumentation packet payload bit assignments are:

```
<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>Payload[7:0]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Payload[15:8]</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

When Word Instrumentation packet, SS == 0b11, the Instrumentation packet payload bit assignments are:
F1.2.11 Local Timestamp 1 packet

The Local Timestamp 1 packet characteristics are:

**Purpose** A Local Timestamp 1 packet encodes timestamp information, for generic control and synchronization, based on a timestamp counter in the ITM. To reduce the trace bandwidth:

- The local timestamping scheme uses delta timestamps. Whenever the ITM outputs a Local timestamp packet, it clears its timestamp counter to zero, meaning each local timestamp value gives the interval since the generation of the previous Local timestamp packet.
- The Local Timestamp 1 packet length, 1-5 bytes, depends on the timestamp value.
- If the ITM outputs the local timestamp synchronously to the corresponding ITM or DWT data, and the timestamp value is in the range 1-6, the ITM uses the Local Timestamp 2 packet.

**Attributes** Multi-part Protocol packet comprising:

- 8-bit header.
- 8, 16, 24, or 32-bit payload.

F1.2.11.1 Local Timestamp 1 packet header

The Local Timestamp 1 packet header bit assignments are:

C, byte 0 bit [7] Continuation bit. This bit reads as one.

ID, byte 0 bits [6:2] Protocol packet type. Bits [6:2] discriminate between Protocol packet types. The defined values of this field are:

0b1xx00 Local Timestamp 1 packet.
This field reads as 0b1xx00.

**TC, byte 0 bits [5:4]** Indicates the relationship between the generation of the Local timestamp packet and the corresponding ITM or DWT data packet. The defined values of this field are:

0b00 The local timestamp value is synchronous to the corresponding ITM or DWT data. The value in the TS field is the timestamp counter value when the ITM or DWT packet is generated.

0b01 The local timestamp value is delayed relative to the ITM or DWT data. The value in the TS field is the timestamp counter value when the Local timestamp packet is generated.

**Note**

The local timestamp value corresponding to the previous ITM or DWT packet is unknown, but must be between the previous and current local timestamp values.

0b10 Output of the ITM or DWT packet corresponding to this Local timestamp packet is delayed relative to the associated event. The value in the TS field is the timestamp counter value when the ITM or DWT packets is generated.

This encoding indicates that the ITM or DWT packet was delayed relative to other trace output packets.

0b11 Output of the ITM or DWT packet corresponding to this Local timestamp packet is delayed relative to the associated event, and this Local timestamp packet is delayed relative to the ITM or DWT data. This is a combination of the conditions indicated by values 0b01 and 0b10.

**SS, byte 0 bits [1:0]** Packet type. The defined values of this field are:

0b00 Protocol packet.

Other values encode different sizes of Hardware and Software source packets. This field reads as 0b00.

### F1.2.11.2 Local Timestamp 1 packet payload

When 7-bit timestamp, the Local Timestamp 1 packet payload bit assignments are:

<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>C</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>TS[6:0]</td>
</tr>
<tr>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Byte 1

When 14-bit timestamp, the Local Timestamp 1 packet payload bit assignments are:

<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>TS[6:0]</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Byte 1

<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td>C</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td>TS[13:7]</td>
</tr>
<tr>
<td>0</td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Byte 2

When 21-bit timestamp, the Local Timestamp 1 packet payload bit assignments are:
F1.2.12 Local Timestamp 2 packet

The Local Timestamp 2 packet characteristics are:

**Purpose**  
If the ITM outputs the Local Timestamp synchronously to the corresponding ITM or DWT data, and the required timestamp value is in the range 1-6, it uses the Local Timestamp 2 packet. For more information, see Local Timestamp 1 packet.

**Attributes**  
8-bit Protocol packet.

**Field descriptions**

The Local Timestamp 2 packet bit assignments are:
### F1.2.13 Overflow packet

The Overflow packet characteristics are:

**Purpose** The ITM outputs an Overflow packet if:

- Software writes to a Stimulus Port register when the stimulus port output buffer is full.
- The DWT attempts to generate a Hardware source packet when the DWT output buffer is full.
- The Local timestamp counter overflows.

The Overflow packet comprises a header with no payload.

**Attributes** 8-bit Protocol packet.

**Field descriptions**

The Overflow packet bit assignments are:

<table>
<thead>
<tr>
<th>C</th>
<th>ID</th>
<th>SS</th>
</tr>
</thead>
<tbody>
<tr>
<td>0</td>
<td>1 1 1 0 0 0 0</td>
<td>0 0</td>
</tr>
</tbody>
</table>

#### C, byte 0 bit [7]
Continuation bit. This bit reads as zero.

#### ID, byte 0 bits [6:2]
Protocol packet type. Bits [6:2] discriminate between Protocol packet types. The defined values of this field are:

- \(0\text{b}00000\) See **Synchronization packet**.
- \(0\text{b}xxx00\) For all other values of \(0\text{b}xxx\). Local Timestamp 2 packet.
- \(0\text{b}11100\) See **Overflow packet**.

This field reads as \(0\text{b}xxx00\).

#### TS, byte 0 bits [6:4]
Local timestamp value, in the range \(0\text{b}001\) to \(0\text{b}110\).

#### SS, byte 0 bits [1:0]
Packet type. The defined values of this field are:

- \(0\text{b}00\) Protocol packet.

Other values encode different sizes of Hardware and Software source packets. This field reads as \(0\text{b}00\).
F1.2.14 Periodic PC Sample packet

The Periodic PC Sample packet characteristics are:

**Purpose** The DWT unit generates PC samples at fixed time intervals, with an accuracy of one clock cycle. The POSTCNT counter period determines the PC sampling interval. Software configures the `DWT_CTRL.CYCTAP` and `DWT_CTRL.POSTINIT` fields to determine how POSTCNT relates to `DWT_CYCCNT`. The `DWT_CTRL.PCSAMPLENA` bit enables PC sampling.

**Attributes** Multi-part Hardware source packet comprising:

- 8-bit header.
- 8 or 32-bit payload.

F1.2.14.1 Periodic PC Sample packet header

The Periodic PC Sample packet header bit assignments are:

<table>
<thead>
<tr>
<th>7</th>
<th>6</th>
<th>5</th>
<th>4</th>
<th>3</th>
<th>2</th>
<th>1</th>
<th>0</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td>ID</td>
<td>SH</td>
<td>SS</td>
<td></td>
</tr>
<tr>
<td>0</td>
<td>0</td>
<td>0</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td></td>
</tr>
</tbody>
</table>

ID, byte 0 bits [7:3] Discriminator ID. The defined values of this field are:

- **0b00010** Periodic PC Sample packet.
  
  This field reads as **0b00010**.

SH, byte 0 bit [2] Source. The defined values of this bit are:

- **1** Hardware source packet.
  
  This bit reads as one.

SS, byte 0 bits [1:0] Size. The defined values of this field are:

- **0b01** Source packet, 1-byte payload, 2-byte packet.
- **0b11** Source packet, 4-byte payload, 5-byte packet.

SS == **0b10** is invalid for a Periodic PC Sample packet.

The value **0b00** encodes a Protocol packet.

This field reads as **0b1**.

F1.2.14.2 Periodic PC Sample packet payload

When Allowed and not sleeping, SS == **0b11**, the Periodic PC Sample packet payload bit assignments are:
When Allowed and sleeping, SS == 0b01, the Periodic PC Sample packet payload bit assignments are:

```
0 0 0 0 0 0 0 0
```

When Prohibited, SS == 0b01, the Periodic PC Sample packet payload bit assignments are:

```
1 1 1 1 1 1 1 1
```

PC, bytes <4:1>, when Allowed and not sleeping, SS == 0b11 Periodic PC sample value.

Byte <1>, when Allowed and sleeping, SS == 0b01 This field reads as 0b00000000.

Byte <1>, when Prohibited, SS == 0b01 This field reads as 0b11111111.

### F1.2.15 Synchronization packet

The Synchronization packet characteristics are:

**Purpose** A Synchronization packet provides a unique pattern in the bit stream. Trace capture hardware can identify this pattern and use it to identify the alignment of packet bytes in the bitstream.

**Attributes** 48-bit Protocol packet.

A Synchronization packet is at least forty-seven 0 bits followed by single 1 bit. This section describes the smallest possible Synchronization packet.

**Field descriptions**

The Synchronization packet bit assignments are:
Byte 5 bit [7] Indicates the end of the Synchronization packet. This bit reads as one.

Byte 5 bits [6:0], bytes <4:1> This field reads as zero.

Byte <0> This field reads as 0b00000000.
Glossary

AAPCS

Procedure Call Standard for the Arm Architecture.

Address dependency

An address dependency exists when the value that is returned by a read computes the address of a subsequent access. An address dependency exists even if the value that is returned by the first read does not change the address of the second read or write.

Addressing mode

Means a method for generating the memory address that is used by a load/store instruction.

Aligned

A data item that is stored at an address that is exactly divisible by the highest power of 2 that divides exactly into its size in bytes. Aligned halfwords, words, and doublewords therefore have addresses that are divisible by 2, 4 and 8 respectively.

An aligned access is one where the address of the access is aligned to the size of each element of the access.

Application Program Status Register (APSR)

The register containing those bits that deliver status information about the results of instructions, the N, Z, C, and V bits of the XPSR. In an implementation that includes the DSP extension, the APSR includes the GE bits that provide status information from DSP operations.

See also B3.5 XPSR, APSR, IPSR, and EPSR on page 59.

APSR

See Application Program Status Register.

Architecturally executed

An instruction is architecturally executed only if it would be executed in a simple sequential execution of the program. When such an instruction has been executed and retired it has been architecturally executed. Any instruction that, in a simple sequential execution of a program, is treated as a NOP because it fails its condition code check, is an architecturally executed instruction.

In a PE that performs Speculative execution, an instruction is not architecturally executed if the PE discards the results of a Speculative execution.

See also Condition code check, Simple sequential execution.

Architecturally Unknown

An architecturally UNKNOWN value is a value that is not defined by the architecture but must meet the requirements of the definition of UNKNOWN. Implementations can define the value of the field, but are not required to do so.

See also Implementation Defined.

Architecture tick

An atomic unit of execution. In the Armv8.0-M architecture, most instructions are considered atomic units for execution (they are either performed or not performed). The most notable exceptions are instructions that support ICI behavior.

Associativity

1359
Glossary

See Cache associativity

Atomicity
Describes either single-copy atomicity or multi-copy atomicity. B5.5 Atomicity on page 148 defines these forms of atomicity for the Arm architecture.

See also Multi-copy atomicity, Single-copy atomicity.

Attribution Unit (AU)
The combination of the Secure Attribution Unit (SAU) and the Implementation Defined Attribution Unit (IDAU).

See also Chapter B8 The Armv8-M Protected Memory System Architecture on page 213.

AU
See Attribution unit.

Background state
The state of the PE before the last (previous) preemption occurred.

Banked register
A register that has multiple instances, with the instance that is in use depending on the PE mode, Security state, or other PE state.

Base register
A register that is specified by a load/store instruction that is used as the base value for the address calculation for the instruction. Depending on the instruction and its addressing mode, an offset can be added to or subtracted from the base register value to form the address that is sent to memory.

Base register Write-Back
Describes writing back a modified value to the base register used in an address calculation.

Behaves as if
Where this manual indicates that a PE behaves as if a certain condition applies, all descriptions of the operation of the PE must be re-evaluated taking account of that condition, together with any other conditions that affect operation.

Big-endian memory
Means that, for example:

• A byte or halfword at a word-aligned address is the most significant byte or halfword in the word at that address.
• A byte at a halfword-aligned address is the most significant byte in the halfword at that address.

See also B5.3 Endianness on page 145, Little-endian memory.

Blocking
Describes an operation that does not permit following instructions to be executed before the operation completes.

A non-blocking operation can permit following instructions to be executed before the operation completes, and in the event of encountering an exception does not signal an exception to the PE. This enables implementations to retire following instructions while the non-blocking operation is executing, without the need to retain precise PE state.

Branch prediction
Is where a PE selects a future execution path to fetch along. For example, after a branch instruction, the PE can choose to speculatively fetch either the instruction following the branch or the instruction at the branch target.

See also Prefetching.
Glossary

**Breakpoint**

A debug event that is triggered by the execution of a particular instruction, which is specified by one or both of the address of the instruction and the state of the PE when the instruction is executed.

**Byte**

An 8-bit data item.

**Cache associativity**

The number of locations in a cache set to which an address can be assigned. Each location is identified by its "way" value.

**Cache level**

The position of a cache in the cache hierarchy. In the Arm architecture, the lower numbered levels are those closest to the PE. For more information, see B5.24 Caches on page 182.

**Cache line**

The basic unit of storage in a cache. Its size in words is always a power of two, usually four or eight words. A cache line must be aligned to a suitable memory boundary. A *memory cache line* is a block of memory locations with the same size and alignment as a cache line. Memory cache lines are sometimes loosely called cache lines.

**Cache sets**

Areas of a cache, which is divided up to simplify and speed up the process of determining whether a cache hit occurs. The number of cache sets is always a power of two. The term cache sets is a common convention for describing cache memories, and this description must not be treated as defining a property of the cache.

**Cache way**

A cache way consists of one cache line from each cache set. The cache ways are indexed from 0 to (Associativity-1). Each cache line in a cache way is chosen to have the same index as the cache way. For example, cache way n consists of the cache line with index n from each cache set. The term cache way is a common convention for describing cache memories, and this description must not be treated as defining a property of the cache.

**Cache write-back granule**

The maximum size of the memory that can be overwritten. In some implementations, the CTR identifies the Cache Write-Back Granule.

**Callee-saved registers**

Are registers that a called procedure must preserve. To preserve a callee-saved register, the called procedure would normally either not use the register at all, or store the register to the stack during procedure entry and reload it from the stack during procedure exit.

**Caller-saved registers**

Are registers that a called procedure is not required to preserve. If the calling procedure requires their values to be preserved, it must store and reload them itself.

**Coherence order**

See Coherent

**Coherent**

Data accesses from a set of observers to a byte in memory are coherent if accesses to that byte in memory by the members of that set of observers are consistent with there being a single total order of all writes to that byte in memory by all members of the set of observers. This single total order of all to writes to that memory location is the coherence order for that byte in memory.

**Condition code check**
The process of determining whether a conditional instruction executes normally or is treated as a NOP. For an instruction that includes a condition code field, that field is compared with the condition flags to determine whether the instruction is executed normally. For a T32 instruction in an IT block, the value of EPSR.IT determines whether the instruction is executed normally.

See also Condition code field, Condition flags, Conditional execution.

**Condition code field**

A 4-bit field in an instruction that specifies the condition under which the instruction executes.

See also Condition code check.

**Condition flags**

The N, Z, C, and V bits of APSR, or XPSR. See B3.5 XPSR, APSR, IPSR, and EPSR on page 59 for more information.

See also Condition code check.

**Conditional execution**

When a conditional instruction starts executing, if the condition code check returns TRUE, the instruction executes normally. Otherwise, it is treated as a NOP. See C1.3 Conditional execution on page 312.

See also Condition code check.

**Configuration**

Settings that are made on reset, or immediately after reset, and normally expected to remain static throughout program execution.

**CONSTRAINED UNPREDICTABLE**

Where an instruction can result in UNPREDICTABLE behavior, the Armv8 architecture specifies a narrow range of permitted behaviors. This range is the range of CONSTRAINED UNPREDICTABLE behavior. All implementations that are compliant with the architecture must follow the CONSTRAINED UNPREDICTABLE behavior within the limits defined for each particular case, and this behavior might vary.

In body text, the term CONSTRAINED UNPREDICTABLE is shown in SMALLCAPS.

See also Unpredictable.

**Containable**

An error that is not uncontained. A Containable error is also referred to as a Contained error.

**Context switch**

The saving and restoring of computational state when switching between different threads or processes. In this manual, the term context switch describes any situation where the context is switched by an operating system and might or might not include changes to the address space.

**Context synchronization event**

A context synchronization event is one of the following:

- Performing an ISB operation. An ISB operation is performed when an ISB instruction is executed and does not fail its condition code check.
- Taking an exception.
- Returning from an exception.
- Exit from Debug state.

For more information, see B3.32 Context Synchronization Event on page 123.

**Note**

Security state transitions are not Context synchronization events.
Glossary

Control dependency
A control dependency exists when the data value that is returned by a read access determines the condition flags, and the values of the flags determine the address of a subsequent read access. This address determination might be through conditional execution, or through the evaluation of a branch.

Cross Trigger Interface
A debug component that is not part of the Armv8-M architecture.

CTI
See Cross Trigger Interface.

DAP
Debug Access Port.

Data Watchpoint and Trace (DWT)
The Data Watchpoint and Trace unit is a component of Armv8-M debug that optionally provides a number of trace, sampling, and profiling functions.

See also B12.2 Data Watchpoint and Trace unit on page 277.

DCB
See Debug Control Block.

Debug Control Block (DCB)
A region in the System Control Space that is assigned to registers that support debug features.

See also System Control Space.

Debugger
In most of this manual, debugger refers to any agent that is performing debug. However, some parts of the manual require a more rigorous definition, and define debugger locally. See Chapter B11 Debug on page 229.

Deprecated
Something that is present in the Arm architecture for backwards compatibility. Whenever possible software must avoid using deprecated features. Features that are deprecated but are not optional are present in current implementations of the Arm architecture, but might not be present, or might be deprecated and OPTIONAL, in future versions of the Arm architecture.

See also OPTIONAL.

Digital signal processing (DSP)
Algorithms for processing signals that have been sampled and converted to digital form. DSP algorithms often use saturated arithmetic.

Direct access
A read or write of a register.

Domain
In the Arm architecture, domain is used in the following contexts.

Shareability domain Defines a set of observers for which the Shareability attributes make the data or unified caches transparent for data accesses.

Power domain Defines a block of logic with a single, common, power supply.

Double-precision value
**Glossary**

Consists of two consecutive 32-bit words that are interpreted as a basic double-precision floating-point number according to the *IEEE Standard for Floating-point Arithmetic*.

**Doubleword**

A 64-bit data item. Doublewords are normally at least word-aligned in Arm systems.

**Doubleword-aligned**

Means that the address is divisible by 8.

**DSP**

*See Digital signal processing.*

**DWT**

*See Data Watchpoint and Trace.*

**Effective value**

A register control field, meaning a field in a register that controls some aspect of the behavior, can be described as having an *Effective value*:

* In some cases, the description of a particular control *a* specifies that when control *a* is active it causes a register control field *b* to be treated as having a fixed value for all purposes other than direct reads, or direct reads and direct writes, of the register containing control field *b*.
* When control *a* is active that fixed value is described as the *Effective value* of register control field *b*.

In other cases, a register control field *b* is not implemented or is not accessible, but behavior of the PE is as if control field *b* was implemented and accessible, and had a particular value.

In this case, that value is the *Effective value* of register control field *b*.

Where a register control field is introduced in a particular version of the architecture, and is not implemented in an earlier version of the architecture, typically it will have an *Effective value* in that earlier version of the architecture.

Otherwise, the *Effective value* of a register control field is the value of that field.

**Embedded Trace Macrocell (ETM)**

A component of the Arm CoreSight debug and trace solution. An ETM provides non-invasive trace of PE operation.

**Endianness**

An aspect of the system memory mapping. For more information, see *B5.3 Endianness on page 145.*

*See also* Big-endian memory and Little-endian memory.

**EPSR**

See *Execution Program Status Register.*

**ETM**

*See Embedded Trace Macrocell.*

**Exception**

Handles an event. For example, an exception could handle an external interrupt or an undefined instruction.

**Exception vector**

A fixed address that contains the address of the first instruction of the corresponding exception handler.

**Execution Program Status Register (EPSR)**
Glossary

A register that contains the Execution state bits and is part of the XPSR.

\textit{See also} B3.5 \textit{XPSR, APSR, IPSR, and EPSR on page 59.}

\textbf{Execution stream}

The stream of instructions that would have been executed by sequential execution of the program.

\textbf{Explicit access}

A read from memory, or a write to memory, generated by a load or store instruction that is executed by the PE.

\textbf{Flash Patch and Breakpoint Unit}

The Flash Patch and Breakpoint unit supports setting breakpoints on instruction fetches.

\textit{See also} B12.5 \textit{Flash Patch and Breakpoint unit on page 300.}

\textbf{Flush-to-zero mode}

A processing mode that optimizes the performance of some floating-point algorithms by replacing the denormalized operands and Intermediate results with zeros, without significantly affecting the accuracy of their final results.

\textbf{FPB}

\textit{See Flash Patch and Breakpoint Unit.}

\textbf{General-purpose registers}

The registers that the base instructions use for processing:

- The general-purpose registers are R0-R12. R13-R14 are the SP and LR, respectively. For more information, see B3.3 \textit{Registers on page 56.}

\textit{See also} High registers, Low registers.

\textbf{Halfword}

A 16-bit data item. Halfwords are normally halfword-aligned in Arm systems.

\textbf{Halfword-aligned}

Means that the address is divisible by 2.

\textbf{High registers}

The general-purpose registers R8-R14. Most 16-bit T32 instructions cannot access the high registers.

\textbf{Note}

In some contexts, \textit{high registers} refers to R8-R15, meaning R8-R14 and the PC.

\textit{See also} General-purpose registers, Low registers.

\textbf{ICI}

\textit{See Interrupt continuable instruction.}

\textbf{If-Then block (IT block)}

An IT block is a block of up to four instructions following an \textit{If-Then} (IT) instruction. Each instruction in the block is conditional. The conditions for the instructions are either all the same, or some are the inverse of others.

\textbf{Immediate and offset fields}

Are unsigned unless otherwise stated.

\textbf{Immediate value}

A value that is encoded directly in the instruction and used as numeric data when the instruction is executed. Many T32 instructions can be used with an immediate argument.
Glossary

IMP DEF
An abbreviation that is used in diagrams to indicate that one or more bits have IMPLEMENTATION DEFINED behavior.

IMPLEMENTATION DEFINED
Means that the behavior is not architecturally defined, but must be defined and documented by individual implementations.

In body text, the term IMPLEMENTATION DEFINED is shown in SMALLCAPS.

Implicit access
An access that is not explicit.

See also Explicit access.

Imprecise exception
An exception that is generated as the result of a system error. An imprecise exception is reported at the time that is asynchronous to the instruction that caused it.

Index register
A register that is specified in some load and store instructions. The value of this register is used as an offset to be added to or subtracted from the base register value to form the address that is sent to memory. Some instruction forms permit the index register value to be shifted before the addition or subtraction.

Indirect access
A read or write of a register that is not a direct access.

For example, an indirect write to a register might occur as the side-effect of executing an instruction that does not perform a direct write to the register, or because of some operation that is performed by an external agent.

See also Direct access

Inline literals
These are constant addresses and other data items that are held in the same area as the software itself. They are automatically generated by compilers, and can also appear in assembler code.

Instrumentation Trace Macrocell (ITM)
A component of the Arm CoreSight debug and trace solution. An ITM provides a memory-mapped register interface that applications can use to write logging or event words to a trace sink.

Interrupt continuuable instruction
Instructions that can be interrupted part way through their execution. After the interrupt service routine has completed, execution of the partly executed instruction can be resumed and the instruction is not required to be restarted from the beginning.

Interrupt Program Status Register (IPSR)
The register that provides status information on whether an application thread or exception handler is executing on the processor. If an exception handler is executing, the register provides information on the exception type. The register is part of the XPSR.

See also B3.5 XPSR, APSR, IPSR, and EPSR on page 59.

Interrupt Service Routine
The procedure that handles an interrupt.

Interworking
Glossary

A method of working that permits branches between software using the A32 and T32 instruction sets in the Armv8-A architecture. For Armv8-M, interworking is described in C1.4.7 Instruction set, interworking and interstating support on page 322.

IPSR

See Interrupt Program Status Register.

ISR

See Interrupt Service Routine.

ITM

See Instrumentation Trace Macrocell.

Level

See Cache level.

Level of Coherence (LoC)

The last level of cache that must be cleaned or invalidated when cleaning or invalidating to the point of coherency.

See also Cache level, Point of Coherency.

Level of Unification, Inner Shareable (LoUIS)

The last level of cache that must be cleaned or invalidated when cleaning or invalidating to the point of unification for the Inner Shareable Shareability domain.

See also Cache level, Point of Unification.

Level of Unification, uniprocessor (LoUU)

For a PE, the last level of cache that must be cleaned or invalidated when cleaning or invalidating to the point of unification for that PE.

See also Cache level, Point of Unification.

Line

See Cache line.

Little-endian memory

Means that, for example:

- A byte or halfword at a word-aligned address is the least significant byte or halfword in the word at that address.
- A byte at a halfword-aligned address is the least significant byte in the halfword at that address.

See also Big-endian memory, B5.3 Endianness on page 145.

Load/store architecture

An architecture where data-processing operations only operate on register contents, not directly on memory contents.

LoC

See Level of Coherence.

Lockup

A PE state where the PE stops executing instructions in response to an error for which escalation to an appropriate HardFault handler is not possible because of the current execution priority. For more information, see B3.31 Lockup on page 118.

LoUIS
Glossary

See Level of Unification, Inner Shareable.

LoUU

See Level of Unification, uniprocessor.

Low registers

General-purpose registers R0-R7. Unlike the high registers, all T32 instructions can access the Low registers.

Memory barriers

The term memory barrier is the general term that is applied to an instruction, or sequence of instructions, that forces synchronization events by a PE regarding retiring Load/Store instructions. For more information, see B5.13 Memory barriers on page 160.

Memory coherency

The problem of ensuring that when a memory location is read, either by a data read or an instruction fetch, the value that is actually obtained is always the value that was most recently written to the location. This can be difficult when there are multiple possible physical locations, such as main memory and at least one of a write buffer and one or more levels of cache.

Memory hint

A memory hint instruction provides advance information to memory systems about future memory accesses, without actually loading or storing any data to or from the register file. PLD and PLI are the only memory hint instructions that are defined in Armv8-M.

Memory Protection Unit (MPU)

A hardware unit whose registers provide simple control of a limited number of protection regions in memory, for more information, see Chapter B8 The Armv8-M Protected Memory System Architecture on page 213.

MPU

See Chapter B8 The Armv8-M Protected Memory System Architecture on page 213.

Multi-copy atomicity

The form of atomicity that is described in B5.5.2 Multi-copy atomicity on page 148. See also Atomicity, Single-copy atomicity.

NaN

Not a Number. A floating-point value that can be used when neither a numeric value nor an infinity is appropriate. A NaN can be a quiet NaN, that propagate through most floating-point operations, or a signaling NaN, that causes an Invalid Operation floating-point exception when used. For more information, see the IEEE Standard for Floating-point Arithmetic.

Non-Return-to-Zero (NRZ)

A physical layer signaling scheme that is used on asynchronous communication ports

NRZ

See Non-Return-to-Zero.

Observer

A master in the system that is capable of observing memory accesses. For more information, see B5.8 Observability of memory accesses on page 154.

Obsolete
Glossary

Obsolete indicates something that is no longer supported by Arm. When an architectural feature is described as obsolete, this indicates that the architecture has no support for that feature, although an earlier version of the architecture did support it.

Offset addressing

Means that the memory address is formed by adding or subtracting an offset to or from the base register value.

OPTIONAL

When applied to a feature of the architecture, OPTIONAL indicates a feature that is not required in an implementation of the Arm architecture:

- If a feature is OPTIONAL and deprecated, this indicates that the feature is being phased out of the architecture. Arm expects such a feature to be included in a new implementation only if there is a known backwards-compatibility reason for the inclusion of the feature.

  A feature that is OPTIONAL and deprecated might not be present in future versions of the architecture.

- A feature that is OPTIONAL but not deprecated is, typically, a feature added to a version of the Arm architecture after the initial release of that version of the architecture. Arm recommends that such features are included in all new implementations of the architecture.

In body text, these meanings of the term OPTIONAL are shown in SMALLCAPS.

Note: Do not confuse these Arm-specific uses of OPTIONAL with other uses of OPTIONAL, where it has its usual meaning. These include:

- Optional arguments in the syntax of many instructions.
- Behavior that is determined by an implementation choice.

See also Deprecated.

PE

See Processing element.

Physical address (PA)

An address that identifies a location in the physical memory map.

PoC

See Point of Coherency.

Point of coherency (PoC)

For a particular MVA, the point at which all agents that can access memory are guaranteed to see the same copy of a memory location.

Point of unification (PoU)

For a particular PE, the point by which the instruction and data caches of that PE are guaranteed to see the same copy of a memory location.

Post-indexed addressing

Means that the memory address is the base register value, but an offset is added to or subtracted from the base register value and the result is written back to the base register.

PoU

See Point of Unification.

PPB

Private Peripheral Bus
Glossary

Pre-indexed addressing
Means that the memory address is formed in the same way as for offset addressing, but the memory address is also written back to the base register.

Prefetching
Prefetching refers to speculatively fetching instructions or data from the memory system. In particular, instruction prefetching is the process of fetching instructions from memory before the instructions that precede them, in simple sequential execution of the program, have finished executing. Prefetching an instruction does not mean that the instruction has to be executed.

In this manual, references to instruction or data fetching apply also to prefetching, unless the context explicitly indicates otherwise.

See also Simple sequential execution.

Privileged access
Memory systems typically differentiate between privileged and unprivileged accesses, and support more restrictive permissions for unprivileged accesses. Some instructions can be used only by privileged software.

Processing element (PE)
The abstract machine that is defined in the Arm architecture, as documented in an Arm Architecture Reference Manual. A PE implementation compliant with the Arm architecture must conform with the behaviors described in the corresponding Arm Architecture Reference Manual.

Program Status Registers (XPSR)
XPSR is the term that is used to describe the combination of the APSR, EPSR, and IPSR into a single 32-bit Program Status Register.

See also B3.5 XPSR, APSR, IPSR, and EPSR on page 59.

Protection region
A memory region whose position, size, and other properties are defined by Memory Protection Unit registers.

Protection Unit
See Memory Protection Unit

Pseudo-instruction
UAL assembler syntax that assembles to an instruction encoding that is expected to disassemble to a different assembler syntax, and is described in this manual under that other syntax. For example, \texttt{MOV<\text{Rd}>, \text{<Rm>}, LSL \#<n>\text{}} is a pseudo-instruction that is expected to disassemble as \texttt{LSL<\text{Rd}>, \text{<Rm>}, \#<n>\text{}}.

See also Chapter C1 Instruction Set Overview on page 304.

Quadword
A 128-bit data item. Quadwords are normally at least word-aligned in Arm systems.

Quadword-aligned
Means that the address is divisible by 16.

Quiet NaN
A NaN that propagates unchanged through most floating-point operations.

RAO
See Read-As-One.

RAO/SBOP
Glossary

In versions of the Arm architecture before Armv8, Read-As-One, Should-Be-One-or-Preserved on writes. In Armv8, RES1 replaces this description.

See also UNK/SBOP, Read-As-One, RES1, Should-Be-One-or-Preserved (SBOP).

RAO/WI

Read-As-One, Writes Ignored.
Hardware must implement the field as Read-As-One, and must ignore writes to the field.
Software can rely on the field reading as all 1s, and on writes being ignored.
This description can apply to a single bit that reads as 1, or to a field that reads as all 1s.

See also Read-As-One.

RAZ

See Read-As-Zero.

RAZ/SBZP

In versions of the Arm architecture before Armv8, Read-As-Zero, Should-Be-Zero-or-Preserved on writes. In Armv8, RES0 replaces this description.

See also UNK/SBZP, Read-As-Zero, RES0, Should-Be-Zero-or-Preserved (SBOP).

RAZ/WI

Read-As-Zero, Writes Ignored.
Hardware must implement the field as Read-As-Zero, and must ignore writes to the field.
Software can rely on the field reading as all 0s, and on writes being ignored.
This description can apply to a single bit that reads as 0, or to a field that reads as all 0s.

See also Read-As-Zero.

Read, modify, write

In a read, modify, write instruction sequence, a value is read to a general-purpose register, the relevant fields that are updated in that register, and the new value that is written back.

Read-allocate cache

A cache in which a cache miss on reading data causes a cache line to be allocated into the cache.

Read-As-One (RAO)

Hardware must implement the field as reading as all 1s.
Software:

- Can rely on the field reading as all 1s.
- Must use a SBOP policy to write to the field.

This description can apply to a single bit that reads as 1, or to a field that reads as all 1s. It applies only to a bit or field that is read-only.

See also RAO/SBOP, RAO/WI, RES1.

Read-As-Zero (RAZ)

Hardware must implement the field as reading as all 0s.
Software:

- Can rely on the field reading as all 0
• Must use a SBOP policy to write to the field.

This description can apply to a single bit that reads as 0, or to a field that reads as all 0s. It applies only to a bit or field that is read-only.

See also RAZ/SBZP, RAZ/WI, RES0.

Register data dependency

A register data dependency exists between a first data value and a second data value when either:

• The register that holds the first data value is used in the calculation of the second data value, and the calculation between the first data value and the second data value does not consist of either:
  – A conditional branch whose condition is determined by the first data value.
  – A conditional selection, move, or computation whose condition is determined by the first data value, where the input data values for the selection, move, or computation do not have a data dependency on the first data value.
• There is a register data dependency between the first data value and a third data value, and between the third data value and the second data value.

RES0

A reserved bit or field with Should-Be-Zero-or-Preserved behavior, or equivalent read-only or write-only behavior. Used for fields in register descriptions, and for fields in architecturally defined data structures that are held in memory.

Within the architecture, there are some cases where a register bit or field:

• Is RES0 in some defined architectural context.
• Has different defined behavior in a different architectural context.

Note

RES0 is not used in descriptions of instruction encodings.

This means the definition of RES0 for fields in read/write registers is:

If a bit is RES0 in all contexts

For a bit in a read/write register, it is IMPLEMENTATION DEFINED whether:

1. The bit is hardwired to 0. In this case:
   • Reads of the bit always return 0.
   • Writes to the bit are ignored.
2. The bit can be written. In this case:
   • An indirect write to the register sets the bit to 0.
   • A read of the bit returns the last value that is successfully written, by either a direct or an indirect write, to the bit.

If the bit has not been successfully written since reset, then the read of the bit returns the reset value if there is one, or otherwise returns an UNKNOWN value.

• A direct write to the bit must update a storage location that is associated with the bit.
• The value of the bit must have no effect on the operation of the PE, other than determining the value read back from the bit, unless this manual explicitly defines additional properties for the bit.

Whether RES0 bits or fields follow behavior 1 or behavior 2 is IMPLEMENTATION DEFINED on a field-by-field basis.

If a bit is RES0 only in some contexts

For a bit in a read/write register, when the bit is described as RES0:
Glossary

• An indirect write to the register sets the bit to 0.
• A read of the bit must return the value last successfully written to the bit, by either a direct or an indirect write, regardless of the use of the register when the bit was written. If the bit has not been successfully written since reset, then the read of the bit returns the reset value if there is one, or otherwise returns an UNKNOWN value.
• A direct write to the bit must update a storage location that is associated with the bit.
• While the use of the register is such that the bit is described as RES0, the value of the bit must have no effect on the operation of the PE, other than determining the value read back from that bit, unless this manual explicitly defines additional properties for the bit.

Considering only contexts that apply to a particular implementation, if there is a context in which a bit is defined as RES0, another context in which the same bit is defined as RES1, and no context in which the bit is defined as a functional bit, then it is IMPLEMENTATION DEFINED whether:
• Writes to the bit are ignored, and reads of the bit return an UNKNOWN value.
• The value of the bit can be written, and a read returns the last value that is written to the bit.

The RES0 description can apply to bits or fields that are read-only, or are write-only:
• For a read-only bit, RES0 indicates that the bit reads as 0, but software must treat the bit as UNKNOWN.
• For a write-only bit, RES0 indicates that software must treat the bit as SBZ.

A bit that is RES0 in a context is reserved for possible future use in that context. To preserve forward compatibility, software:
• Must not rely on the bit reading as 0.
• Must use an policy to write to the bit.

This RES0 description can apply to a single bit, or to a field for which each bit of the field must be treated as RES0.

In body text, the term RES0 is shown in SMALLCAPS.

See also Read-As-Zero, RES1, Should-Be-Zero-or-Preserved, UNKNOWN.

RES0H

A reserved bit or field with Should-Be-Zero-or-Preserved (SBZP). This behavior uses the Hardwired to 0 subset of the RES0 definition.

RES1

A reserved bit or field with Should-Be-One-or-Preserved behavior, or equivalent read-only or write-only behavior. Used for fields in register descriptions, and for fields in architecturally defined data structures that are held in memory.

Within the architecture, there are some cases where a register bit or field:
• Is RES1 in some defined architectural context.
• Has different defined behavior in a different architectural context.

Note

RES1 is not used in descriptions of instruction encodings.

This means the definition of RES1 for fields in read/write registers is:

If a bit is RES1 in all contexts

For a bit in a read/write register, it is IMPLEMENTATION DEFINED whether:

1. The bit is hardwired to 1. In this case:
   • Reads of the bit always return 1.
   • Writes to the bit are ignored.

2. The bit can be written. In this case:
An indirect write to the register sets the bit to 1.
A read of the bit returns the last value that is successfully written, by either a direct or an indirect write, to the bit.

If the bit has not been successfully written since reset, then the read of the bit returns the reset value if there is one, or otherwise returns an UNKNOWN value.
A direct write to the bit must update a storage location that is associated with the bit.
The value of the bit must have no effect on the operation of the PE, other than determining the value read back from the bit, unless this manual explicitly defines additional properties for the bit.

Whether RES1 bits or fields follow behavior 1 or behavior 2 is IMPLEMENTATION DEFINED on a field-by-field basis.

**If a bit is RES1 only in some contexts**

For a bit in a read/write register, when the bit is described as RES1:

- An indirect write to the register sets the bit to 1.
- A read of the bit must return the value last successfully written to the bit, regardless of the use of the register when the bit was written.

  **Note**

  As indicated in this list, this value might be written by an indirect write to the register.

  If the bit has not been successfully written since reset, then the read of the bit returns the reset value if there is one, or otherwise returns an UNKNOWN value.
- A direct write to the bit must update a storage location that is associated with the bit.
- While the use of the register is such that the bit is described as RES1, the value of the bit must have no effect on the operation of the PE, other than determining the value read back from that bit, unless this manual explicitly defines additional properties for the bit.

Considering only contexts that apply to a particular implementation, if there is a context in which a bit is defined as RES0, another context in which the same bit is defined as RES1, and no context in which the bit is defined as a functional bit, then it is IMPLEMENTATION DEFINED whether:

- Writes to the bit are ignored, and reads of the bit return an UNKNOWN value.
- The value of the bit can be written, and a read returns the last value that is written to the bit.

The RES1 description can apply to bits or fields that are read-only, or are write-only:

- For a read-only bit, RES1 indicates that the bit reads as 1, but software must treat the bit as UNKNOWN.
- For a write-only bit, RES1 indicates that software must treat the bit as SBO.

A bit that is RES1 in a context is reserved for possible future use in that context. To preserve forward compatibility, software:

- Must not rely on the bit reading as 1.
- Must use an SBOP policy to write to the bit.

This RES1 description can apply to a single bit, or to a field for which each bit of the field must be treated as RES1.

In body text, the term RES1 is shown in SMALLCAPS.

*See also* Read-As-One, RES0, Should-Be-One-or-Preserved, UNKNOWN.

**RES1H**

A reserved bit or field with Should-Be-One-or-Preserved (SBOP) behavior. This behavior uses the Hardwired to 1 subset of the RES1 definition.
Glossary

Unless otherwise stated:

- Instructions that are reserved or that access reserved registers have UNPREDICTABLE or CONSTRAINED UNPREDICTABLE behavior.
- Bit positions that are described as reserved are:
  - In an RW or WO register, RES0.
  - In an RO register, UNK.

See also CONSTRAINED UNPREDICTABLE, RES0, RES1, UNDEFINED, UNK, UNPREDICTABLE.

Return Link

A value relating to the return address.

RISC

Reduced Instruction Set Computer.

Rounding error

The value of the rounded result of an arithmetic operation minus the exact result of the operation.

Rounding mode

Specifies how the exact result of a floating-point operation is rounded to a value that is representable in the destination format. The rounding modes are defined by the IEEE Standard for Floating-point Arithmetic.

Saturated arithmetic

Integer arithmetic in which a result that would be greater than the largest representable number is set to the largest representable number, and a result that would be less than the smallest representable number is set to the smallest representable number. Signed saturated arithmetic is often used in DSP algorithms. It contrasts with the normal signed integer arithmetic used in Arm processors, in which overflowing results wrap around from $+2^{31} - 1$ to $-2^{31}$ or the opposite way.

SBO

See Should-Be-One.

SBOP

See Should-Be-One-or-Preserved.

SBZ

See Should-Be-Zero.

SBZP

See Should-Be-Zero-or-Preserved.

Security hole

A mechanism by which execution at the current level of privilege can achieve an outcome that cannot be achieved at the current or a lower level of privilege using instructions that are not UNPREDICTABLE and are not CONSTRAINED UNPREDICTABLE. The Arm architecture forbids security holes.

See also CONSTRAINED UNPREDICTABLE, UNPREDICTABLE.

Self-modifying code

Code that writes one or more instructions to memory and then executes them. When using self-modifying code, cache maintenance and barrier instructions must be used to ensure synchronization.

Serial Wire Output (SWO)

An asynchronous TPIU port supporting one or both of the NRZ and Manchester encodings.
Serial Wire Viewer (SWV)

The combination of an SWO and at least one of a DWT unit or an ITM, providing data tracing capability.

Set

See Cache sets.

Should-Be-One (SBO)

Hardware must ignore writes to the field.

Arm strongly recommends that software writes the field as all 1s. If software writes a value that is not all 1s, it must expect an UNPREDICTABLE or CONSTRAINED UNPREDICTABLE result.

This description can apply to a single bit that should be written as 1, or to a field that should be written as all 1s.

See also CONSTRAINED UNPREDICTABLE, UNPREDICTABLE.

Should-Be-One-or-Preserved (SBOP)

From the introduction of the Armv8 architecture, the description Should-Be-One-or-Preserved is superseded by RES1.

Hardware must ignore writes to the field.

If software has read the field since the PE implementing the field was last reset and initialized, it must preserve the value of the field by writing the value that it previously read from the field. Otherwise, it must write the field as all 1s.

If software writes a value to the field that is not a value that is previously read for the field and is not all 1s, it must expect an UNPREDICTABLE or CONSTRAINED UNPREDICTABLE result.

This description can apply to a single bit that should be written as its preserved value or as 1, or to a field that should be written as its preserved value or as all 1s.

See also CONSTRAINED UNPREDICTABLE, UNPREDICTABLE.

Should-Be-Zero (SBZ)

Hardware must ignore writes to the field.

Arm strongly recommends that software writes the field as all 0s. If software writes a value that is not all 0s, it must expect an UNPREDICTABLE or CONSTRAINED UNPREDICTABLE result.

This description can apply to a single bit that should be written as 0, or to a field that should be written as all 0s.

See also CONSTRAINED UNPREDICTABLE, UNPREDICTABLE.

Should-Be-Zero-or-Preserved (SBZP)

From the introduction of the Armv8 architecture, the description Should-Be-Zero-or-Preserved is superseded by RES0.

Hardware must ignore writes to the field.

If software has read the field since the PE implementing the field was last reset and initialized, it must preserve the value of the field by writing the value that it previously read from the field. Otherwise, it must write the field as all 0s.

If software writes a value to the field that is not a value that is previously read for the field and is not all 0s, it must expect an UNPREDICTABLE or CONSTRAINED UNPREDICTABLE result.

This description can apply to a single bit that should be written as its preserved value or as 0, or to a field that should be written as its preserved value or as all 0s.

See also CONSTRAINED UNPREDICTABLE, UNPREDICTABLE.
**Glossary**

**Signaling NaNs**

Cause an Invalid Operation exception whenever any floating-point operation receives a signaling NaN as an operand. Signaling NaNs can be used in debugging, to track down some uses of uninitialized variables.

**Signed data types**

Represent an integer in the range $-2^{N-1}$ to $+2^{N-1} - 1$, using two’s complement format.

**Signed immediate and offset fields**

Are encoded in two’s complement notation unless otherwise stated.

**SIMD**

Single-Instruction, Multiple-Data.

**Simple sequential execution**

The behavior of an implementation that fetches, decodes and completely executes each instruction before proceeding to the next instruction. Such an implementation performs no Speculative accesses to memory, including to instruction memory. The implementation does not pipeline any phase of execution. In practice, this is the theoretical execution model that the architecture is based on, and Arm does not expect this model to correspond to a realistic implementation of the architecture.

**Single peripheral**

A single peripheral is a region of memory of an IMPLEMENTATION DEFINED size that is defined by the peripheral.

**Single-copy atomicity**

The form of atomicity that is described in B5.5.1 Single-copy atomicity on page 148. See also Atomicity, Multi-copy atomicity.

**Single-precision value**

A 32-bit word that is interpreted as a basic single-precision floating-point number according to the IEEE Standard for Floating-point Arithmetic.

**Spatial locality**

The observed effect that after a program has accessed a memory location, it is likely to also access nearby memory locations in the near future. Caches with multi-word cache lines exploit this effect to improve performance.

**Special-purpose register**

One of a specified set of registers for which all direct and indirect reads and writes to the register appear to occur in program order relative to other instructions, without the need for any explicit synchronization. For more information, see B3.3 Registers on page 56.

**Speculative writes**

All of the following are Speculative writes:

- Writes generated by store instructions that appear in the Execution stream after a branch that is not architecturally resolved.
- Writes generated by store instructions that appear in the Execution stream after an instruction where a synchronous exception condition has not been architecturally resolved.
- Writes generated by conditional store instructions for which the conditions for the instruction have not been architecturally resolved.
- Writes generated by store instructions for which the data being written comes from a register that has not been architecturally committed.

**System Control Block (SCB)**
An address region in the System Control Space, which is used for key feature control and configuration that is associated with the exception model.

See also System Control Space.

System Control Space (SCS)

A region of the memory map that is reserved for system control and configuration registers.

See also Debug Control Block, B6.3 The System Control Space (SCS) on page 201.

T32 instruction

One or two halfwords that specify an operation to be performed by a PE. T32 instructions must be halfword-aligned. For more information, see Chapter C1 Instruction Set Overview on page 304.

T32 instructions were previously called Thumb instructions.

Tail-chaining

An optimization that removes unstacking and stacking operations. For more information, see B3.26 Tail-chaining on page 107.

Temporal locality

The observed effect that after a program has accesses a memory location, it is likely to access the same memory location again in the near future. Caches exploit this effect to improve performance.

TPIU

See Trace Port Interface Unit.

Trace Port Interface Unit (TPIU)

A component of the Arm CoreSight debug and trace solution. A TPIU provides an external interface for one or more trace sources in the processor implementation.

UAL

See Unified Assembler Language.

Unaligned

An unaligned access is an access where the address of the access is not aligned to the size of an element of the access.

Unaligned memory accesses

Are memory accesses that are not, or might not be, appropriately halfword-aligned, word-aligned, or doubleword-aligned.

Unallocated

Except where otherwise stated in this manual, an instruction encoding is unallocated if the architecture does not assign a specific function to the entire bit pattern of the instruction, but instead describes it as CONSTRAINED UNPREDICTABLE, UNDEFINED, UNPREDICTABLE, or as an unallocated hint instruction.

A bit in a register is unallocated if the architecture does not assign a function to that bit.

See also CONSTRAINED UNPREDICTABLE, UNPREDICTABLE, UNDEFINED.

UNDEFINED

Indicates an instruction that generates an Undefined Instruction exception.

In body text, the term UNDEFINED is shown in SMALLCAPS.

See also Chapter C1 Instruction Set Overview on page 304.
Glossary

Unified Assembler Language

The assembler language that is introduced with Thumb-2 technology that is used in this manual. See Chapter C1 Instruction Set Overview on page 304 for details.

Unified cache

Is a cache that is used for both processing instruction fetches and processing data loads and stores.

Unindexed addressing

Means addressing in which the base register value is used directly as the address to send to memory, without adding or subtracting an offset. In most types of load/store instruction, unindexed addressing is performed by using offset addressing with an immediate offset of 0.

In the M-profile, the LDC, LDC2, STC, and STC2 instructions have an explicit unindexed addressing mode that permits the offset field in the instruction to specify additional coprocessor options.

UNK

An abbreviation indicating that software must treat a field as containing an UNKNOWN value.

Hardware must implement the bit as read as 0, or all 0s for a multi-bit field. Software must not rely on the field reading as zero.

See also UNKNOWN.

UNK/SBOP

Hardware must implement the field as Read-As-One, and must ignore writes to the field.

Software must not rely on the field reading as all 1s, and except for writing back to the register it must treat the value as if it is UNKNOWN. Software must use an SBOP policy to write to the field.

This description can apply to a single bit that should be written as its preserved value or as 1, or to a field that should be written as its preserved value or as all 1s.

See also Read-as-One, Should-Be-One-or-Preserved, UNKNOWN.

UNK/SBZP

Hardware must implement the bit as Read-As-Zero, and must ignore writes to the field.

Software must not rely on the field reading as all 0s, and except for writing back to the register must treat the value as if it is UNKNOWN. Software must use an SBZP policy to write to the field.

This description can apply to a single bit that should be written as its preserved value or as 0, or to a field that should be written as its preserved value or as all 0s.

See also Read-as-Zero, Should-Be-Zero-or-Preserved, UNKNOWN.

UNKNOWN

An UNKNOWN value does not contain valid data, and can vary from moment to moment, instruction to instruction, and implementation to implementation. An UNKNOWN value must not return information that cannot be accessed at the current or a lower level of privilege using instructions that are not UNKNOWN, are not CONSTRAINED UNPREDICTABLE, and do not return UNKNOWN values.

An Unknown value must not be documented or promoted as having a defined value or effect.

In body text, the term UNKNOWN is shown in SMALLCAPS.

See also CONSTRAINED UNPREDICTABLE, UNDEFINED, UNK, UNPREDICTABLE.

UNPREDICTABLE
Glossary

Means the behavior cannot be relied on. UNPREDICTABLE behavior must not perform any function that cannot be performed at the current or a lower level of privilege or security using instructions that are not UNPREDICTABLE.

UNPREDICTABLE behavior must not be documented or promoted as having a defined effect.

An instruction that is UNPREDICTABLE can be implemented as UNDEFINED.

In body text, the term UNPREDICTABLE is shown in SMALLCAPS.

See also CONSTRAINED UNPREDICTABLE, UNDEFINED.

Unsigned data types

Represent a non-negative integer in the range 0 to \( +2^{N-1} - 1 \), using normal binary format.

Watchpoint

A debug event that is triggered by an access to memory, which is specified in terms of the address of the location in memory being accessed.

Way

See Cache way.

WI

Writes Ignored. In a register that software can write to, a WI attribute that is applied to a bit or field indicates that the bit or field ignores the value that is written by software and retains the value it had before that write.

See also RAO/WI, RAZ/WI, RES0, RES1.

Word

A 32-bit data item. Words are normally word-aligned in Arm systems.

Word-aligned

Means that the address is divisible by 4.

Write buffer

A block of high-speed memory that optimizes stores to main memory.

Write-Allocate cache

A cache in which a cache miss on storing data causes a cache line to be allocated into the cache.

Write-back cache

A cache in which when a cache hit occurs on a store access, the data is only written to the cache. Data in the cache can therefore be more up-to-date than data in main memory. Any such data is written back to main memory when the cache line is cleaned or reallocated. Another common term for a write-back cache is a copy-back cache.

Write-one-to-clear

Writing 1 to the relevant bit clears it to 0. Writing 0 to the bit has no effect.

Write-one-to-set

Writing 1 to the relevant bit sets it to 0. Writing 0 to the bit has no effect.

Write-Through cache

A cache in which when a cache hit occurs on a store access, the data is written both to the cache and to main memory. This is normally done using a write buffer, to avoid slowing down the PE.

XPSR

See Program Status Registers (XPSR)