



Cortex-M3/M4F Instruction Set

TECHNICAL USER'S MANUAL

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Table of Contents

1	Introduction	19
1.1	Instruction Set Summary	19
1.2	About the Instruction Descriptions	26
1.2.1	Operands	27
1.2.2	Restrictions When Using the PC or SP	27
1.2.3	Flexible Second Operand	27
1.2.4	Shift Operations	28
1.2.5	Address Alignment	31
1.2.6	PC-Relative Expressions	32
1.2.7	Conditional Execution	32
1.2.8	Instruction Width Selection	34
2	Memory Access Instructions	35
2.1	ADR	36
2.1.1	Syntax	36
2.1.2	Operation	36
2.1.3	Restrictions	36
2.1.4	Condition Flags	36
2.1.5	Examples	36
2.2	LDR and STR (Immediate Offset)	37
2.2.1	Syntax	37
2.2.2	Operation	38
2.2.3	Restrictions	39
2.2.4	Condition Flags	39
2.2.5	Examples	39
2.3	LDR and STR (Register Offset)	40
2.3.1	Syntax	40
2.3.2	Operation	41
2.3.3	Restrictions	41
2.3.4	Condition Flags	41
2.3.5	Examples	41
2.4	LDR and STR (Unprivileged Access)	42
2.4.1	Syntax	42
2.4.2	Operation	43
2.4.3	Restrictions	43
2.4.4	Condition Flags	43
2.4.5	Examples	43
2.5	LDR (PC-Relative)	44
2.5.1	Syntax	44
2.5.2	Operation	44
2.5.3	Restrictions	45
2.5.4	Condition Flags	45
2.5.5	Examples	45
2.6	LDM and STM	46
2.6.1	Syntax	46
2.6.2	Operation	47

2.6.3	Restrictions	47
2.6.4	Condition Flags	47
2.6.5	Examples	47
2.6.6	Incorrect Examples	47
2.7	PUSH and POP	48
2.7.1	Syntax	48
2.7.2	Operation	48
2.7.3	Restrictions	48
2.7.4	Condition Flags	49
2.7.5	Examples	49
2.8	LDREX and STREX	50
2.8.1	Syntax	50
2.8.2	Operation	50
2.8.3	Restrictions	51
2.8.4	Condition Flags	51
2.8.5	Examples	51
2.9	CLREX	52
2.9.1	Syntax	52
2.9.2	Operation	52
2.9.3	Condition Flags	52
2.9.4	Examples	52
3	General Data Processing Instructions	53
3.1	ADD, ADC, SUB, SBC, and RSB	55
3.1.1	Syntax	55
3.1.2	Operation	56
3.1.3	Restrictions	56
3.1.4	Condition Flags	57
3.1.5	Examples	57
3.1.6	Multiword Arithmetic Examples	57
3.2	AND, ORR, EOR, BIC, and ORN	58
3.2.1	Syntax	58
3.2.2	Operation	58
3.2.3	Restrictions	59
3.2.4	Condition Flags	59
3.2.5	Examples	59
3.3	ASR, LSL, LSR, ROR, and RRX	60
3.3.1	Syntax	60
3.3.2	Operation	62
3.3.3	Restrictions	62
3.3.4	Condition Flags	62
3.3.5	Examples	62
3.4	CLZ	63
3.4.1	Syntax	63
3.4.2	Operation	63
3.4.3	Restrictions	63
3.4.4	Condition Flags	63
3.4.5	Examples	63
3.5	CMP and CMN	64

3.5.1	Syntax	64
3.5.2	Operation	64
3.5.3	Restrictions	64
3.5.4	Condition Flags	64
3.5.5	Examples	64
3.6	MOV and MVN	65
3.6.1	Syntax	65
3.6.2	Operation	65
3.6.3	Restrictions	66
3.6.4	Condition Flags	66
3.6.5	Example	66
3.7	MOVT	67
3.7.1	Syntax	67
3.7.2	Operation	67
3.7.3	Restrictions	67
3.7.4	Condition Flags	67
3.7.5	Examples	67
3.8	REV, REV16, REVSH, and RBIT	68
3.8.1	Syntax	68
3.8.2	Operation	68
3.8.3	Restrictions	69
3.8.4	Condition Flags	69
3.8.5	Examples	69
3.9	SADD16 and SADD8	70
3.9.1	Syntax	70
3.9.2	Operation	70
3.9.3	Restrictions	70
3.9.4	Condition flags	71
3.9.5	Examples	71
3.10	SHADD16 and SHADD8	72
3.10.1	Syntax	72
3.10.2	Operation	72
3.10.3	Restrictions	73
3.10.4	Condition flags	73
3.10.5	Examples	73
3.11	SHASX and SHSAX	74
3.11.1	Syntax	74
3.11.2	Operation	74
3.11.3	Restrictions	75
3.11.4	Condition flags	75
3.11.5	Examples	76
3.12	SHSUB16 and SHSUB8	77
3.12.1	Syntax	77
3.12.2	Operation	77
3.12.3	Restrictions	78
3.12.4	Condition flags	78
3.12.5	Examples	78
3.13	SSUB16 and SSUB8	79

3.13.1	Syntax	79
3.13.2	Operation	79
3.13.3	Restrictions	80
3.13.4	Condition flags	80
3.13.5	Examples	80
3.14	SASX and SSAX	81
3.14.1	Syntax	81
3.14.2	Operation	81
3.14.3	Restrictions	82
3.14.4	Condition flags	82
3.14.5	Examples	83
3.15	TST and TEQ	84
3.15.1	Syntax	84
3.15.2	Operation	84
3.15.3	Restrictions	84
3.15.4	Condition Flags	85
3.15.5	Examples	85
3.16	UADD16 and UADD8	86
3.16.1	Syntax	86
3.16.2	Operation	86
3.16.3	Restrictions	86
3.16.4	Condition flags	87
3.16.5	Examples	87
3.17	UASX and USAX	88
3.17.1	Syntax	88
3.17.2	Operation	88
3.17.3	Restrictions	89
3.17.4	Condition flags	89
3.17.5	Examples	90
3.18	UHADD16 and UHADD8	91
3.18.1	Syntax	91
3.18.2	Operation	91
3.18.3	Restrictions	92
3.18.4	Condition flags	92
3.18.5	Examples	92
3.19	UHASX and UHSAX	93
3.19.1	Syntax	93
3.19.2	Operation	93
3.19.3	Restrictions	94
3.19.4	Condition flags	94
3.19.5	Examples	95
3.20	UHSUB16 and UHSUB8	96
3.20.1	Syntax	96
3.20.2	Operation	96
3.20.3	Restrictions	97
3.20.4	Condition flags	97
3.20.5	Examples	97
3.21	SEL	98

3.21.1	Syntax	98
3.21.2	Operation	98
3.21.3	Restrictions	98
3.21.4	Condition flags	98
3.21.5	Examples	98
3.22	USAD8	99
3.22.1	Syntax	99
3.22.2	Operation	99
3.22.3	Restrictions	99
3.22.4	Condition flags	99
3.22.5	Examples	99
3.23	USADA8	101
3.23.1	Syntax	101
3.23.2	Operation	101
3.23.3	Restrictions	101
3.23.4	Condition flags	101
3.23.5	Examples	101
3.24	USUB16 and USUB8	103
3.24.1	Syntax	103
3.24.2	Operation	103
3.24.3	Restrictions	104
3.24.4	Condition flags	104
3.24.5	Examples	104
4	Multiply and Divide Instructions	105
4.1	MUL, MLA, and MLS	106
4.1.1	Syntax	106
4.1.2	Operation	106
4.1.3	Restrictions	106
4.1.4	Condition Flags	107
4.1.5	Examples	107
4.2	SMLA and SMLAW	108
4.2.1	Syntax	108
4.2.2	Operation	108
4.2.3	Restrictions	109
4.2.4	Condition flags	109
4.2.5	Examples	109
4.3	SMLAD	111
4.3.1	Syntax	111
4.3.2	Operation	111
4.3.3	Restrictions	111
4.3.4	Condition flags	112
4.3.5	Examples	112
4.4	SMLAL and SMLALD	113
4.4.1	Syntax	113
4.4.2	Operation	114
4.4.3	Restrictions	114
4.4.4	Condition flags	114
4.4.5	Examples	114

4.5	SMLSD and SMLS LD	116
4.5.1	Syntax	116
4.5.2	Operation	116
4.5.3	Restrictions	117
4.5.4	Condition flags	117
4.5.5	Examples	117
4.6	SMMLA and SMMLS	119
4.6.1	Syntax	119
4.6.2	Operation	119
4.6.3	Restrictions	120
4.6.4	Condition flags	120
4.6.5	Examples	120
4.7	SMMUL	121
4.7.1	Syntax	121
4.7.2	Operation	121
4.7.3	Restrictions	121
4.7.4	Condition flags	121
4.7.5	Examples	122
4.8	SMUAD and SMUSD	123
4.8.1	Syntax	123
4.8.2	Operation	123
4.8.3	Restrictions	124
4.8.4	Condition flags	124
4.8.5	Examples	124
4.9	SMUL and SMULW	125
4.9.1	Syntax	125
4.9.2	Operation	125
4.9.3	Restrictions	126
4.9.4	Examples	126
4.10	UMULL, UMAAL, UMLAL, SMULL, and SMLAL	128
4.10.1	Syntax	128
4.10.2	Operation	128
4.10.3	Restrictions	129
4.10.4	Condition flags	129
4.10.5	Examples	129
4.11	SDIV and UDIV	130
4.11.1	Syntax	130
4.11.2	Operation	130
4.11.3	Restrictions	130
4.11.4	Condition Flags	130
4.11.5	Examples	130
5	Saturating Instructions	131
5.1	SSAT and USAT	132
5.1.1	Syntax	132
5.1.2	Operation	132
5.1.3	Restrictions	133
5.1.4	Condition Flags	133
5.1.5	Examples	133

5.2	SSAT16 and USAT16	134
5.2.1	Syntax	134
5.2.2	Operation	134
5.2.3	Restrictions	134
5.2.4	Condition flags	135
5.2.5	Examples	135
5.3	QADD and QSUB	136
5.3.1	Syntax	136
5.3.2	Operation	136
5.3.3	Restrictions	137
5.3.4	Condition flags	137
5.3.5	Examples	137
5.4	QASX and QSAX	138
5.4.1	Syntax	138
5.4.2	Operation	138
5.4.3	Restrictions	138
5.4.4	Condition flags	139
5.4.5	Examples	139
5.5	QDADD and QDSUB	140
5.5.1	Syntax	140
5.5.2	Operation	140
5.5.3	Restrictions	140
5.5.4	Condition flags	141
5.5.5	Examples	141
5.6	UQASX and UQSAX	142
5.6.1	Syntax	142
5.6.2	Operation	142
5.6.3	Restrictions	143
5.6.4	Condition flags	143
5.6.5	Examples	143
5.7	UQADD and UQSUB	144
5.7.1	Syntax	144
5.7.2	Operation	144
5.7.3	Restrictions	145
5.7.4	Condition flags	145
5.7.5	Examples	145
6	Packing and Unpacking Instructions	147
6.1	PKHBT and PKHTB	148
6.1.1	Syntax	148
6.1.2	Operation	148
6.1.3	Restrictions	149
6.1.4	Condition flags	149
6.1.5	Examples	149
6.2	SXT and UXT	150
6.2.1	Syntax	150
6.2.2	Operation	151
6.2.3	Restrictions	151
6.2.4	Condition flags	151

6.2.5	Examples	151
6.3	SXTB16 and UXTB16	152
6.3.1	Syntax	152
6.3.2	Operation	152
6.3.3	Restrictions	153
6.3.4	Condition flags	153
6.3.5	Examples	153
6.4	SXTA and UXTA	154
6.4.1	Syntax	154
6.4.2	Operation	155
6.4.3	Restrictions	155
6.4.4	Condition flags	155
6.4.5	Examples	155
7	Bitfield Instructions	156
7.1	BFC and BFI	157
7.1.1	Syntax	157
7.1.2	Operation	157
7.1.3	Restrictions	157
7.1.4	Condition Flags	157
7.1.5	Examples	157
7.2	SBFX and UBFX	158
7.2.1	Syntax	158
7.2.2	Operation	158
7.2.3	Restrictions	158
7.2.4	Condition Flags	158
7.2.5	Examples	158
8	Floating-Point	159
8.1	VABS	161
8.1.1	Syntax	161
8.1.2	Operation	161
8.1.3	Restrictions	161
8.1.4	Condition flags	161
8.1.5	Examples	161
8.2	VADD	162
8.2.1	Syntax	162
8.2.2	Operation	162
8.2.3	Restrictions	162
8.2.4	Condition flags	162
8.2.5	Examples	162
8.3	VCMP, VCMPE	163
8.3.1	Syntax	163
8.3.2	Operation	163
8.3.3	Restrictions	163
8.3.4	Condition flags	163
8.3.5	Examples	164
8.4	VCVT, VCVTR between floating-point and integer	167
8.4.1	Syntax	165
8.4.2	Operation	165

8.4.3	Restrictions	165
8.4.4	Condition flags	166
8.5	VCVT between floating-point and fixed-point	167
8.5.1	Syntax	167
8.5.2	Operation	167
8.5.3	Restrictions	168
8.5.4	Condition flags	168
8.6	VCVTB, VCVTT	169
8.6.1	Syntax	169
8.6.2	Operation	169
8.6.3	Restrictions	169
8.6.4	Condition flags	170
8.7	VDIV	171
8.7.1	Syntax	171
8.7.2	Operation	171
8.7.3	Restrictions	171
8.7.4	Condition flags	171
8.8	VFMA, VFMS	172
8.8.1	Syntax	172
8.8.2	Operation	172
8.8.3	Restrictions	172
8.8.4	Condition flags	172
8.9	VFNMA, VFNMS	173
8.9.1	Syntax	173
8.9.2	Operation	173
8.9.3	Restrictions	173
8.9.4	Condition flags	173
8.10	VLDM	174
8.10.1	Syntax	174
8.10.2	Operation	174
8.10.3	Restrictions	174
8.10.4	Condition flags	175
8.11	VLDR	176
8.11.1	Syntax	176
8.11.2	Operation	176
8.11.3	Restrictions	177
8.11.4	Condition flags	177
8.12	VLMA, VLMS	178
8.12.1	Syntax	178
8.12.2	Operation	178
8.12.3	Restrictions	178
8.12.4	Condition flags	178
8.13	VMOV Immediate	179
8.13.1	Syntax	179
8.13.2	Operation	179
8.13.3	Restrictions	179
8.13.4	Condition flags	179
8.14	VMOV Register	180

8.14.1	Syntax	180
8.14.2	Operation	180
8.14.3	Restrictions	180
8.14.4	Condition flags	180
8.15	VMOV Scalar to ARM Core register	181
8.15.1	Syntax	181
8.15.2	Operation	181
8.15.3	Restrictions	181
8.15.4	Condition flags	181
8.16	VMOV ARM Core register to single precision	182
8.16.1	Syntax	182
8.16.2	Operation	182
8.16.3	Restrictions	182
8.16.4	Condition flags	182
8.17	VMOV Two ARM Core registers to two single precision	183
8.17.1	Syntax	183
8.17.2	Operation	183
8.17.3	Restrictions	183
8.17.4	Condition flags	183
8.18	VMOV ARM Core register to scalar	184
8.18.1	Syntax	184
8.18.2	Operation	184
8.18.3	Restrictions	184
8.18.4	Condition flags	184
8.19	VMRS	185
8.19.1	Syntax	185
8.19.2	Operation	185
8.19.3	Restrictions	185
8.19.4	Condition flags	185
8.20	VMSR	186
8.20.1	Syntax	186
8.20.2	Operation	186
8.20.3	Restrictions	186
8.20.4	Condition flags	186
8.21	VMUL	187
8.21.1	Syntax	187
8.21.2	Operation	187
8.21.3	Restrictions	187
8.21.4	Condition flags	187
8.22	VNEG	188
8.22.1	Syntax	188
8.22.2	Operation	188
8.22.3	Restrictions	188
8.22.4	Condition flags	188
8.23	VNMLA, VNMLS, VNMUL	189
8.23.1	Syntax	189
8.23.2	Operation	189
8.23.3	Restrictions	190

8.23.4	Condition flags	190
8.24	VPOP	191
8.24.1	Syntax	191
8.24.2	Operation	191
8.24.3	Restrictions	191
8.24.4	Condition flags	191
8.25	VPUSH	192
8.25.1	Syntax	192
8.25.2	Operation	192
8.25.3	Restrictions	192
8.25.4	Condition flags	192
8.26	VSQRT	193
8.26.1	Syntax	193
8.26.2	Operation	193
8.26.3	Restrictions	193
8.26.4	Condition flags	193
8.27	VSTM	194
8.27.1	Syntax	194
8.27.2	Operation	194
8.27.3	Restrictions	194
8.27.4	Condition flags	195
8.28	VSTR	196
8.28.1	Syntax	196
8.28.2	Operation	196
8.28.3	Restrictions	196
8.28.4	Condition flags	196
8.29	VSUB	197
8.29.1	Syntax	197
8.29.2	Operation	197
8.29.3	Restrictions	197
8.29.4	Condition flags	197
8.29.5	Operation	197
8.29.6	Condition flags	197
8.29.7	Examples	198
9	Branch and Control Instructions	199
9.1	B, BL, BX, and BLX	200
9.1.1	Syntax	200
9.1.2	Operation	200
9.1.3	Restrictions	201
9.1.4	Condition Flags	201
9.1.5	Examples	201
9.2	CBZ and CBNZ	202
9.2.1	Syntax	202
9.2.2	Operation	202
9.2.3	Restrictions	202
9.2.4	Condition Flags	202
9.2.5	Examples	202
9.3	IT	203

9.3.1	Syntax	203
9.3.2	Operation	203
9.3.3	Restrictions	204
9.3.4	Condition Flags	204
9.3.5	Example	204
9.4	TBB and TBH	206
9.4.1	Syntax	206
9.4.2	Operation	206
9.4.3	Restrictions	206
9.4.4	Condition Flags	206
9.4.5	Examples	206
10	Miscellaneous Instructions	208
10.1	BKPT	209
10.1.1	Syntax	209
10.1.2	Operation	209
10.1.3	Condition Flags	209
10.1.4	Examples	209
10.2	CPS	210
10.2.1	Syntax	210
10.2.2	Operation	210
10.2.3	Restrictions	210
10.2.4	Condition Flags	210
10.2.5	Examples	210
10.3	DMB	211
10.3.1	Syntax	211
10.3.2	Operation	211
10.3.3	Condition Flags	211
10.3.4	Examples	211
10.4	DSB	212
10.4.1	Syntax	212
10.4.2	Operation	212
10.4.3	Condition Flags	212
10.4.4	Examples	212
10.5	ISB	213
10.5.1	Syntax	213
10.5.2	Operation	213
10.5.3	Condition Flags	213
10.5.4	Examples	213
10.6	MRS	214
10.6.1	Syntax	214
10.6.2	Operation	214
10.6.3	Restrictions	214
10.6.4	Condition Flags	214
10.6.5	Examples	214
10.7	MSR	215
10.7.1	Syntax	215
10.7.2	Operation	215
10.7.3	Restrictions	215

10.7.4	Condition Flags	215
10.7.5	Examples	215
10.8	NOP	216
10.8.1	Syntax	216
10.8.2	Operation	216
10.8.3	Condition Flags	216
10.8.4	Examples	216
10.9	SEV	217
10.9.1	Syntax	217
10.9.2	Operation	217
10.9.3	Condition Flags	217
10.9.4	Examples	217
10.10	SVC	218
10.10.1	Syntax	218
10.10.2	Operation	218
10.10.3	Condition Flags	218
10.10.4	Examples	218
10.11	WFE	219
10.11.1	Syntax	219
10.11.2	Operation	219
10.11.3	Condition Flags	219
10.11.4	Examples	219
10.12	WFI	220
10.12.1	Syntax	220
10.12.2	Operation	220
10.12.3	Condition Flags	220
10.12.4	Examples	220

List of Figures

Figure 1-1.	Cortex-M Extensions	26
Figure 1-2.	ASR #3	29
Figure 1-3.	LSR #3	30
Figure 1-4.	LSL #3	30
Figure 1-5.	ROR #3	31
Figure 1-6.	RRX	31

List of Tables

Table 1-1.	Cortex-M3/M4F Instructions	19
Table 1-2.	Condition Code Suffixes	33
Table 2-1.	Memory Access Instructions	35
Table 2-2.	Offset Ranges	38
Table 2-3.	Offset Ranges	45
Table 3-1.	General Data Processing Instructions	53
Table 4-1.	Multiply and Divide Instructions	105
Table 5-1.	Saturating Instructions	131
Table 6-1.	Packing and Unpacking Instructions	147
Table 7-1.	Bitfield Instructions	156
Table 8-1.	Floating-Point Instructions	159
Table 9-1.	Branch and Control Instructions	199
Table 9-2.	Branch Ranges	201
Table 10-1.	Miscellaneous Instructions	208

List of Examples

Example 1-1. Absolute Value	34
Example 1-2. Compare and Update Value	34
Example 1-3. Instruction Width Selection	34
Example 3-1. 64-Bit Addition	57
Example 3-2. 96-Bit Subtraction	57

1 Introduction

Each of the following chapters describes a functional group of Cortex-M3/M4F instructions. Together they describe all the instructions supported by the Cortex-M3/M4F processor:

- “Memory Access Instructions” on page 35
- “General Data Processing Instructions” on page 53
- “Multiply and Divide Instructions” on page 105
- “Saturating Instructions” on page 131
- “Packing and Unpacking Instructions” on page 147
- “Bitfield Instructions” on page 156
- “Floating-Point” on page 159
- “Branch and Control Instructions” on page 199
- “Miscellaneous Instructions” on page 208

1.1 Instruction Set Summary

The processor implements a version of the Thumb instruction set. Table 1-1 on page 19 lists the supported instructions.

In Table 1-1 on page 19:

- Angle brackets, <>, enclose alternative forms of the operand.
- Braces, {}, enclose optional operands.
- The Operands column is not exhaustive.
- Op2 is a flexible second operand that can be either a register or a constant.
- Most instructions can use an optional condition code suffix.

For more information on the instructions and operands, see the instruction descriptions. Figure 1-1 on page 26 shows the Cortex-M3/M4F instructions by category.

Table 1-1. Cortex-M3/M4F Instructions

M3	M4	M4F	Mnemonic	Operands	Brief Description	Flags	See Page
✓	✓	✓	ADC, ADCS	{Rd,} Rn, Op2	Add with carry	N,Z,C,V	55
✓	✓	✓	ADD, ADDS	{Rd,} Rn, Op2	Add	N,Z,C,V	55
✓	✓	✓	ADD, ADDW	{Rd,} Rn, #imm12	Add	N,Z,C,V	55
✓	✓	✓	ADR	Rd, label	Load PC-relative address	-	36
✓	✓	✓	AND, ANDS	{Rd,} Rn, Op2	Logical AND	N,Z,C	58
✓	✓	✓	ASR, ASRS	Rd, Rm, <Rs #n>	Arithmetic shift right	N,Z,C	60
✓	✓	✓	B	label	Branch	-	200
✓	✓	✓	BFC	Rd, #lsb, #width	Bit field clear	-	157
✓	✓	✓	BFI	Rd, Rn, #lsb, #width	Bit field insert	-	157
✓	✓	✓	BIC, BICS	{Rd,} Rn, Op2	Bit clear	N,Z,C	55
✓	✓	✓	BKPT	#imm	Breakpoint	-	209
✓	✓	✓	BL	label	Branch with link	-	200
✓	✓	✓	BLX	Rm	Branch indirect with link	-	200

Table 1-1. Cortex-M3/M4F Instructions (*continued*)

M3	M4	M4F	Mnemonic	Operands	Brief Description	Flags	See Page
✓	✓	✓	BX	Rm	Branch indirect	-	200
✓	✓	✓	CBNZ	Rn, label	Compare and branch if non-zero	-	202
✓	✓	✓	CBZ	Rn, label	Compare and branch if zero	-	202
✓	✓	✓	CLREX	-	Clear exclusive	-	52
✓	✓	✓	CLZ	Rd, Rm	Count leading zeros	-	63
✓	✓	✓	CMN	Rn, Op2	Compare negative	N,Z,C,V	64
✓	✓	✓	CMP	Rn, Op2	Compare	N,Z,C,V	64
✓	✓	✓	CPSID	iflags	Change processor state, disable interrupts	-	210
✓	✓	✓	CPSIE	iflags	Change processor state, enable interrupts	-	210
✓	✓	✓	DMB	-	Data memory barrier	-	211
✓	✓	✓	DSB	-	Data synchronization barrier	-	211
✓	✓	✓	EOR, EORS	{Rd,} Rn, Op2	Exclusive OR	N,Z,C	55
✓	✓	✓	ISB	-	Instruction synchronization barrier	-	213
✓	✓	✓	IT	-	If-Then condition block	-	203
✓	✓	✓	LDM	Rn{!}, reglist	Load multiple registers, increment after	-	46
✓	✓	✓	LDMDB, LDMEA	Rn{!}, reglist	Load multiple registers, decrement before	-	46
✓	✓	✓	LDMFD, LDMIA	Rn{!}, reglist	Load multiple registers, increment after	-	46
✓	✓	✓	LDR	Rt, [Rn{, #offset}]	Load register with word	-	37
✓	✓	✓	LDRB, LDRBT	Rt, [Rn{, #offset}]	Load register with byte	-	37
✓	✓	✓	LDRD	Rt, Rt2, [Rn{, #offset}]	Load register with two words	-	37
✓	✓	✓	LDREX	Rt, [Rn, #offset]	Load register exclusive	-	50
✓	✓	✓	LDREXB	Rt, [Rn]	Load register exclusive with byte	-	50
✓	✓	✓	LDREXH	Rt, [Rn]	Load register exclusive with halfword	-	50
✓	✓	✓	LDRH, LDRHT	Rt, [Rn{, #offset}]	Load register with halfword	-	37
✓	✓	✓	LDRSB, LDRSBT	Rt, [Rn{, #offset}]	Load register with signed byte	-	37
✓	✓	✓	LDRSH, LDRSHT	Rt, [Rn{, #offset}]	Load register with signed halfword	-	37
✓	✓	✓	LDRT	Rt, [Rn{, #offset}]	Load register with word	-	42
✓	✓	✓	LSL, LSLs	Rd, Rm, <Rs #n>	Logical shift left	N,Z,C	60
✓	✓	✓	LSR, LSRS	Rd, Rm, <Rs #n>	Logical shift right	N,Z,C	60
✓	✓	✓	MLA	Rd, Rn, Rm, Ra	Multiply with accumulate, 32-bit result	-	106
✓	✓	✓	MLS	Rd, Rn, Rm, Ra	Multiply and subtract, 32-bit result	-	106
✓	✓	✓	MOV, MOVs	Rd, Op2	Move	N,Z,C	65
✓	✓	✓	MOV, MOVw	Rd, #imm16	Move 16-bit constant	N,Z,C	65
	✓	✓	MOVT	Rd, #imm16	Move top	-	67
✓	✓	✓	MRS	Rd, spec_reg	Move from special register to general register	-	214

Table 1-1. Cortex-M3/M4F Instructions (*continued*)

M3	M4	M4F	Mnemonic	Operands	Brief Description	Flags	See Page
✓	✓	✓	MSR	spec_reg, Rn	Move from general register to special register	N,Z,C,V	215
✓	✓	✓	MUL, MULS	{Rd,} Rn, Rm	Multiply, 32-bit result	N,Z	106
✓	✓	✓	MVN, MVNS	Rd, Op2	Move NOT	N,Z,C	65
✓	✓	✓	NOP	-	No operation	-	216
✓	✓	✓	ORN, ORNS	{Rd,} Rn, Op2	Logical OR NOT	N,Z,C	55
✓	✓	✓	ORR, ORRS	{Rd,} Rn, Op2	Logical OR	N,Z,C	55
✓	✓	✓	PKHTB, PKHBT	{Rd,} Rn, Rm, Op2	Pack halfword	-	148
✓	✓	✓	POP	reglist	Pop registers from stack	-	48
✓	✓	✓	PUSH	reglist	Push registers onto stack	-	48
	✓	✓	QADD	{Rd,} Rn, Rm	Saturating add	Q	136
	✓	✓	QADD16	{Rd,} Rn, Rm	Saturating add 16	-	136
	✓	✓	QADD8	{Rd,} Rn, Rm	Saturating add 8	-	136
	✓	✓	QASX	{Rd,} Rn, Rm	Saturating add and subtract with exchange	-	138
	✓	✓	QDADD	{Rd,} Rn, Rm	Saturating double and add	Q	140
	✓	✓	QDSUB	{Rd,} Rn, Rm	Saturating double and subtract	Q	140
	✓	✓	QSAX	{Rd,} Rn, Rm	Saturating subtract and add with exchange	-	138
	✓	✓	QSUB	{Rd,} Rn, Rm	Saturating subtract	Q	136
	✓	✓	QSUB16	{Rd,} Rn, Rm	Saturating subtract 16	-	136
	✓	✓	QSUB8	{Rd,} Rn, Rm	Saturating subtract 8	-	136
✓	✓	✓	RBIT	Rd, Rn	Reverse bits	-	68
✓	✓	✓	REV	Rd, Rn	Reverse byte order in a word	-	68
✓	✓	✓	REV16	Rd, Rn	Reverse byte order in each halfword	-	68
✓	✓	✓	REVSH	Rd, Rn	Reverse byte order in bottom halfword and sign extend	-	68
✓	✓	✓	ROR, RORS	Rd, Rm, <Rs #n>	Rotate right	N,Z,C	60
✓	✓	✓	RRX, RRXS	Rd, Rm	Rotate right with extend	N,Z,C	60
✓	✓	✓	RSB, RSBS	{Rd,} Rn, Op2	Reverse subtract	N,Z,C,V	55
	✓	✓	SADD16	{Rd,} Rn, Rm	Signed add 16	GE	70
	✓	✓	SADD8	{Rd,} Rn, Rm	Signed add 8	GE	70
	✓	✓	SASX	{Rd,} Rn, Rm	Signed add and subtract with exchange	GE	70
✓	✓	✓	SBC, SBCS	{Rd,} Rn, Op2	Subtract with carry	N,Z,C,V	55
✓	✓	✓	SBFX	Rd, Rn, #lsb, #width	Signed bit field extract	-	158
✓	✓	✓	SDIV	{Rd,} Rn, Rm	Signed divide	-	130
	✓	✓	SEL	{Rd,} Rn, Rm	Select bytes	-	98
✓	✓	✓	SEV	-	Send event	-	217
	✓	✓	SHADD16	{Rd,} Rn, Rm	Signed halving add 16	-	72
	✓	✓	SHADD8	{Rd,} Rn, Rm	Signed halving add 8	-	72
	✓	✓	SHASX	{Rd,} Rn, Rm	Signed halving add and subtract with exchange	-	74

Table 1-1. Cortex-M3/M4F Instructions (*continued*)

M3	M4	M4F	Mnemonic	Operands	Brief Description	Flags	See Page
	✓	✓	SHSAX	{Rd,} Rn, Rm	Signed halving add and subtract with exchange	-	74
	✓	✓	SHSUB16	{Rd,} Rn, Rm	Signed halving subtract 16	-	77
	✓	✓	SHSUB8	{Rd,} Rn, Rm	Signed halving subtract 8	-	77
	✓	✓	SMLABB, SMLABT, SMLATB, SMLATT	Rd, Rn, Rm, Ra	Signed multiply accumulate long (halfwords)	Q	108
	✓	✓	SMLAD, SMLADX	Rd, Rn, Rm, Ra	Signed multiply accumulate dual	Q	111
✓	✓	✓	SMLAL	RdLo, RdHi, Rn, Rm	Signed multiply with accumulate (32x32+64), 64-bit result	-	128
✓	✓	✓	SMLALBB, SMLALBT, SMLALTB, SMLALTT	RdLo, RdHi, Rn, Rm	Signed multiply accumulate long (halfwords)	-	113
	✓	✓	SMLALD, SMLALDX	RdLo, RdHi, Rn, Rm	Signed multiply accumulate long dual	-	113
	✓	✓	SMLAWB, SMLAWT	Rd, Rn, Rm, Ra	Signed multiply accumulate, word by halfword	Q	108
	✓	✓	SMLSD SMLSDX	Rd, Rn, Rm, Ra	Signed multiply subtract dual	Q	116
	✓	✓	SMLSLD SMLSLDX	RdLo, RdHi, Rn, Rm	Signed multiply subtract long dual		116
	✓	✓	SMMLA	Rd, Rn, Rm, Ra	Signed most significant word multiply accumulate	-	119
	✓	✓	SMMLS, SMMLR	Rd, Rn, Rm, Ra	Signed most significant word multiply subtract	-	119
	✓	✓	SMMUL, SMMULR	{Rd,} Rn, Rm	Signed most significant word multiply	-	121
	✓	✓	SMUAD SMUADX	{Rd,} Rn, Rm	Signed dual multiply add	Q	123
	✓	✓	SMULBB, SMULBT, SMULTB, SMULTT	{Rd,} Rn, Rm	Signed multiply halfwords	-	125
✓	✓	✓	SMULL	RdLo, RdHi, Rn, Rm	Signed multiply (32x32), 64-bit result	-	128
	✓	✓	SMULWB, SMULWT	{Rd,} Rn, Rm	Signed multiply by halfword	-	125
	✓	✓	SMUSD, SMUSDX	{Rd,} Rn, Rm	Signed dual multiply subtract	-	123
✓	✓	✓	SSAT	Rd, #n, Rm {, shift #s}	Signed saturate	Q	132
	✓	✓	SSAT16	Rd, #n, Rm	Signed saturate 16	Q	134

Table 1-1. Cortex-M3/M4F Instructions (continued)

M3	M4	M4F	Mnemonic	Operands	Brief Description	Flags	See Page
	✓	✓	SSAX	{Rd,} Rn, Rm	Saturating subtract and add with exchange	GE	81
	✓	✓	SSUB16	{Rd,} Rn, Rm	Signed subtract 16	-	79
	✓	✓	SSUB8	{Rd,} Rn, Rm	Signed subtract 8	-	79
✓	✓	✓	STM	Rn{!}, reglist	Store multiple registers, increment after	-	46
✓	✓	✓	STMDB, STMEA	Rn{!}, reglist	Store multiple registers, decrement before	-	46
✓	✓	✓	STMFD, STMIA	Rn{!}, reglist	Store multiple registers, increment after	-	46
✓	✓	✓	STR	Rt, [Rn{, #offset}]	Store register word	-	37
✓	✓	✓	STRB, STRBT	Rt, [Rn{, #offset}]	Store register byte	-	37
✓	✓	✓	STRD	Rt, Rt2, [Rn{, #offset}]	Store register two words	-	37
✓	✓	✓	STREX	Rd, Rt, [Rn, #offset]	Store register exclusive	-	50
✓	✓	✓	STREXB	Rd, Rt, [Rn]	Store register exclusive byte	-	50
✓	✓	✓	STREXH	Rd, Rt, [Rn]	Store register exclusive halfword	-	50
✓	✓	✓	STRH, STRHT	Rt, [Rn{, #offset}]	Store register halfword	-	37
✓	✓	✓	STRSB, STRSBT	Rt, [Rn{, #offset}]	Store register signed byte	-	37
✓	✓	✓	STRSH, STRSHT	Rt, [Rn{, #offset}]	Store register signed halfword	-	37
✓	✓	✓	STRT	Rt, [Rn{, #offset}]	Store register word	-	42
✓	✓	✓	SUB, SUBS	{Rd,} Rn, Op2	Subtract	N,Z,C,V	55
✓	✓	✓	SUB, SUBW	{Rd,} Rn, #imm12	Subtract 12-bit constant	N,Z,C,V	55
✓	✓	✓	SVC	#imm	Supervisor call	-	218
	✓	✓	SXTAB	{Rd,} Rn, Rm, {,ROR #}	Extend 8 bits to 32 and add	-	154
	✓	✓	SXTAB16	{Rd,} Rn, Rm, {,ROR #}	Dual extend 8 bits to 16 and add	-	154
	✓	✓	SXTAH	{Rd,} Rn, Rm, {,ROR #}	Extend 16 bits to 32 and add	-	154
	✓	✓	SXTB16	{Rd,} Rm {,ROR #n}	Signed extend byte 16	-	150
✓	✓	✓	SXTB	{Rd,} Rm {,ROR #n}	Sign extend a byte	-	150
✓	✓	✓	SXTH	{Rd,} Rm {,ROR #n}	Sign extend a halfword	-	150
✓	✓	✓	TBB	[Rn, Rm]	Table branch byte	-	206
✓	✓	✓	TBH	[Rn, Rm, LSL #1]	Table branch halfword	-	206
✓	✓	✓	TEQ	Rn, Op2	Test equivalence	N,Z,C	84
✓	✓	✓	TST	Rn, Op2	Test	N,Z,C	84
	✓	✓	UADD16	{Rd,} Rn, Rm	Unsigned add 16	GE	86
	✓	✓	UADD8	{Rd,} Rn, Rm	Unsigned add 8	GE	86
	✓	✓	UASX	{Rd,} Rn, Rm	Unsigned add and subtract with exchange	GE	88
	✓	✓	UHADD16	{Rd,} Rn, Rm	Unsigned halving add 16	-	91
	✓	✓	UHADD8	{Rd,} Rn, Rm	Unsigned halving add 8	-	91
	✓	✓	UHASX	{Rd,} Rn, Rm	Unsigned halving add and subtract with exchange	-	93
	✓	✓	UHSAX	{Rd,} Rn, Rm	Unsigned halving subtract and add with exchange	-	93

Table 1-1. Cortex-M3/M4F Instructions (*continued*)

M3	M4	M4F	Mnemonic	Operands	Brief Description	Flags	See Page
	✓	✓	UHSUB16	{Rd,} Rn, Rm	Unsigned halving subtract 16	-	96
	✓	✓	UHSUB8	{Rd,} Rn, Rm	Unsigned halving subtract 8	-	96
✓	✓	✓	UBFX	Rd, Rn, #lsb, #width	Unsigned bit field extract	-	158
✓	✓	✓	UDIV	{Rd,} Rn, Rm	Unsigned divide	-	130
	✓	✓	UMAAL	RdLo, RdHi, Rn, Rm	Unsigned multiply accumulate accumulate long (32x32+64), 64-bit result	-	128
✓	✓	✓	UMLAL	RdLo, RdHi, Rn, Rm	Unsigned multiply with accumulate (32x32+64), 64-bit result	-	128
✓	✓	✓	UMULL	RdLo, RdHi, Rn, Rm	Unsigned multiply (32x32), 64-bit result	-	128
	✓	✓	UQADD16	{Rd,} Rn, Rm	Unsigned saturating add 16	-	144
	✓	✓	UQADD8	{Rd,} Rn, Rm	Unsigned saturating add 8	-	144
	✓	✓	UQASX	{Rd,} Rn, Rm	Unsigned saturating add and subtract with exchange	-	142
	✓	✓	UQSAX	{Rd,} Rn, Rm	Unsigned saturating subtract and add with exchange	-	142
	✓	✓	UQSUB16	{Rd,} Rn, Rm	Unsigned saturating subtract 16	-	144
	✓	✓	UQSUB8	{Rd,} Rn, Rm	Unsigned saturating subtract 8	-	144
	✓	✓	USAD8	{Rd,} Rn, Rm	Unsigned sum of absolute differences	-	99
	✓	✓	USADA8	{Rd,} Rn, Rm, Ra	Unsigned sum of absolute differences and accumulate	-	101
✓	✓	✓	USAT	Rd, #n, Rm {,shift #s}	Unsigned saturate	Q	132
	✓	✓	USAT16	Rd, #n, Rm	Unsigned saturate 16	Q	134
	✓	✓	USAX	{Rd,} Rn, Rm	Unsigned subtract and add with exchange	GE	93
	✓	✓	USUB16	{Rd,} Rn, Rm	Unsigned subtract 16	GE	96
	✓	✓	USUB8	{Rd,} Rn, Rm	Unsigned subtract 8	GE	96
	✓	✓	UXTAB	{Rd,} Rn, Rm, {,ROR #}	Rotate, extend 8 bits to 32 and add	-	154
	✓	✓	UXTAB16	{Rd,} Rn, Rm, {,ROR #}	Rotate, dual extend 8 bits to 16 and add	-	154
	✓	✓	UXTAH	{Rd,} Rn, Rm, {,ROR #}	Rotate, unsigned extend and add halfword	-	154
✓	✓	✓	UXTB	{Rd,} Rm {,ROR #n}	Zero extend a byte	-	150
	✓	✓	UXTB16	{Rd,} Rm, {,ROR #n}	Unsigned extend byte 16	-	150
✓	✓	✓	UXTH	{Rd,} Rm {,ROR #n}	Zero extend a halfword	-	150
		✓	VABS.F32	Sd, Sm	Floating-point absolute	-	161
		✓	VADD.F32	{Sd,} Sn, Sm	Floating-point add	-	162
		✓	VCMP.F32	Sd, <Sm #0.0>	Compare two floating-point registers, or one floating-point register and zero	FPSCR	163
		✓	VCMPE.F32	Sd, <Sm #0.0>	Compare two floating-point registers, or one floating-point register and zero with extend byte check	FPSCR	163

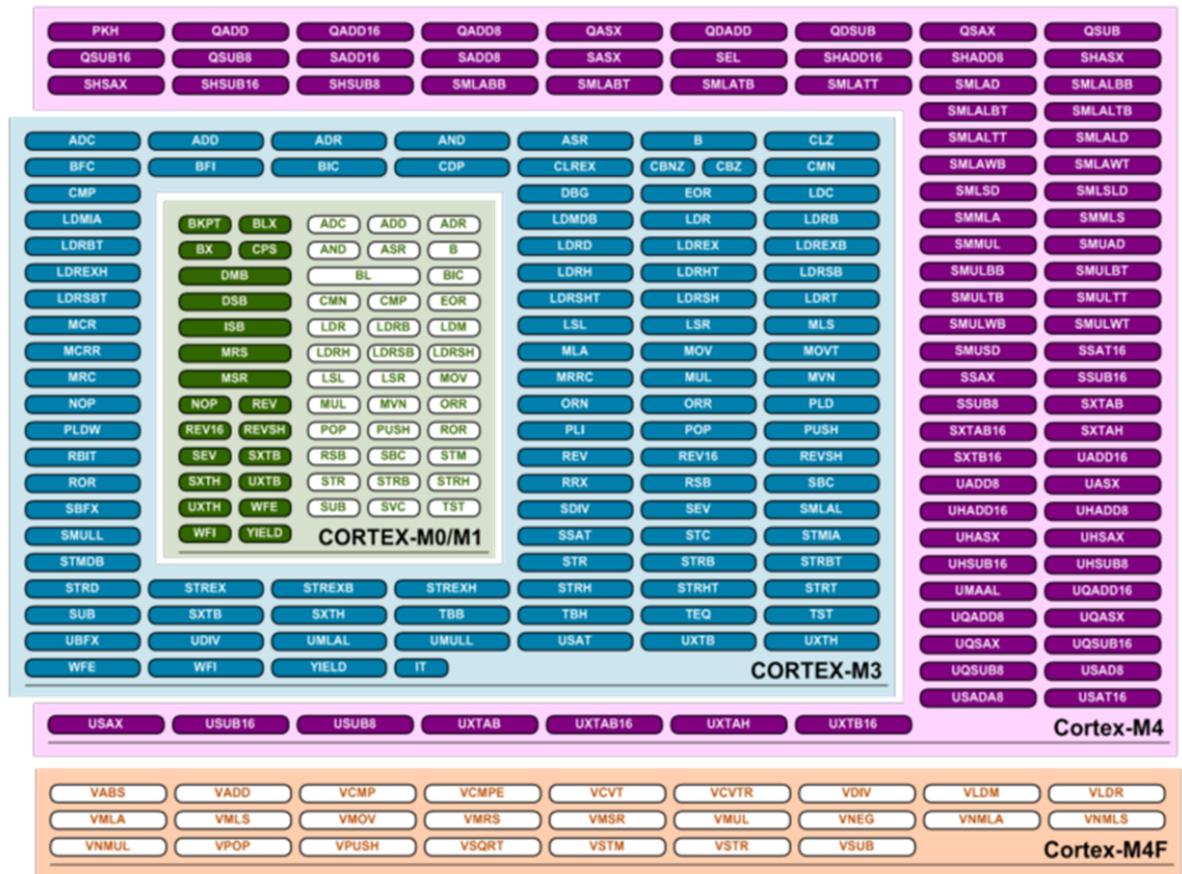
Table 1-1. Cortex-M3/M4F Instructions (continued)

M3	M4	M4F	Mnemonic	Operands	Brief Description	Flags	See Page
		✓	VCVT.S32.F32	Sd, Sm	Convert between floating-point and integer	-	167
		✓	VCVT.S16.F32	Sd, Sd, #fbits	Convert between floating-point and fixed point	-	167
		✓	VCVTR.S32.F32	Sd, Sm	Convert between floating-point and integer with rounding	-	167
		✓	VCVT<B H>.F32.F16	Sd, Sm	Converts half-precision value to single-precision	-	169
		✓	VCVT<B T>.F32.F16	Sd, Sm	Converts single-precision register to half-precision	-	169
		✓	VDIV.F32	{Sd,} Sn, Sm	Floating-point divide	-	171
		✓	VFMA.F32	{Sd,} Sn, Sm	Floating-point fused multiply accumulate	-	172
		✓	VFNMA.F32	{Sd,} Sn, Sm	Floating-point fused negate multiply accumulate	-	173
		✓	VFMS.F32	{Sd,} Sn, Sm	Floating-point fused multiply subtract	-	172
		✓	VFNMS.F32	{Sd,} Sn, Sm	Floating-point fused negate multiply subtract	-	173
		✓	VLDM.F<32 64>	Rn{!}, list	Load multiple extension registers	-	174
		✓	VLDR.F<32 64>	<Dd Sd>, [Rn]	Load an extension register from memory	-	176
		✓	VLMA.F32	{Sd,} Sn, Sm	Floating-point multiply accumulate	-	178
		✓	VLMS.F32	{Sd,} Sn, Sm	Floating-point multiply subtract	-	178
		✓	VMOV.F32	Sd, #imm	Floating-point move immediate	-	179
		✓	VMOV	Sd, Sm	Floating-point move register	-	180
		✓	VMOV	Sn, Rt	Copy ARM core register to single precision	-	182
		✓	VMOV	Sm, Sm1, Rt, Rt2	Copy 2 ARM core registers to 2 single precision	-	183
		✓	VMOV	Dd[x], Rt	Copy ARM core register to scalar	-	184
		✓	VMOV	Rt, Dn[x]	Copy scalar to ARM core register	-	181
		✓	VMRS	Rt, FPSCR	Move FPSCR to ARM core register or APSR	N, Z, C, V	185
		✓	VMSR	FPSCR, Rt	Move to FPSCR from ARM core register	FPSCR	186
		✓	VMUL.F32	{Sd,} Sn, Sm	Floating-point multiply	-	187
		✓	VNEG.F32	Sd, Sm	Floating-point negate	-	188
		✓	VNMLA.F32	{Sd,} Sn, Sm	Floating-point multiply and add	-	189
		✓	VNMLS.F32	{Sd,} Sn, Sm	Floating-point multiply and subtract	-	189
		✓	VNMUL	{Sd,} Sn, Sm	Floating-point multiply	-	189
		✓	VPOP	list	Pop extension registers	-	191
		✓	VPUSH	list	Push extension registers	-	192
		✓	VSQRT.F32	Sd, Sm	Calculates floating-point square root	-	193
		✓	VSTM	Rn{!}, list	Floating-point register store multiple	-	194

Table 1-1. Cortex-M3/M4F Instructions (*continued*)

M3	M4	M4F	Mnemonic	Operands	Brief Description	Flags	See Page
		✓	VSTR.F<32 64>	Sd, [Rn]	Stores an extension register to memory	-	194
		✓	VSUB.F<32 64>	{Sd,} Sn, Sm	Floating-point subtract	-	196
✓	✓	✓	WFE	-	Wait for event	-	219
✓	✓	✓	WFI	-	Wait for interrupt	-	220

Figure 1-1. Cortex-M Extensions



1.2 About the Instruction Descriptions

The following sections give more information about using the instructions:

- “Operands” on page 27
- “Restrictions When Using the PC or SP” on page 27
- “Flexible Second Operand” on page 27
- “Shift Operations” on page 28
- “Address Alignment” on page 31
- “PC-Relative Expressions” on page 32
- “Conditional Execution” on page 32
- “Instruction Width Selection” on page 34

1.2.1 Operands

An instruction operand can be an ARM Cortex-M3/M4F register, a constant, or another instruction-specific parameter. Instructions act on the operands and often store the result in a destination register. When there is a destination register in the instruction, it is usually specified before the operands.

Operands in some instructions are flexible in that they can either be a register or a constant. See “Flexible Second Operand” on page 27.

See the *Stellaris® Data Sheet* for more information on the ARM Cortex-M3/M4F registers.

1.2.2 Restrictions When Using the PC or SP

Many instructions have restrictions on whether you can use the **Program Counter (PC)** or **Stack Pointer (SP)** for the operands or destination register. See the instruction descriptions for more information.

Important: Bit[0] of any address you write to the **PC** with a **BX**, **BLX**, **LDM**, **LDR**, or **POP** instruction must be 1 for correct execution, because this bit indicates the required instruction set, and the Cortex-M3/M4F processor only supports Thumb instructions.

1.2.3 Flexible Second Operand

Many general data processing instructions have a flexible second operand. This is shown as *Operand2* in the descriptions of the syntax of each instruction.

Operand2 can be a constant or a register with optional shift.

1.2.3.1 Constant

You specify an *Operand2* constant in the form:

#constant

where *constant* can be (X and Y are hexadecimal digits):

- Any constant that can be produced by shifting an 8-bit value left by any number of bits within a 32-bit word.
- Any constant of the form 0x00XY00XY.
- Any constant of the form 0xXY00XY00.
- Any constant of the form 0xXYXYXYXY.

Note: In the constants listed above, X and Y are hexadecimal digits.

In addition, in a small number of instructions, *constant* can take a wider range of values. These are described in the individual instruction descriptions.

When an *Operand2* constant is used with the instructions **MOVS**, **MVNS**, **ANDS**, **ORRS**, **ORNS**, **EORS**, **BICS**, **TEQ** or **TST**, the carry flag is updated to bit[31] of the constant, if the constant is greater than 255 and can be produced by shifting an 8-bit value. These instructions do not affect the carry flag if *Operand2* is any other constant.

Your assembler might be able to produce an equivalent instruction in cases where you specify a constant that is not permitted. For example, an assembler might assemble the instruction `CMP Rd, #0xFFFFFFFF` as the equivalent instruction `CMN Rd, #0x2`.

1.2.3.2 Register With Optional Shift

You specify an *Operand2* register in the form:

Rm { , *shift* }

where:

Rm

Is the register holding the data for the second operand.

shift

Is an optional shift to be applied to *Rm*. It can be one of:

ASR #*n*

Arithmetic shift right *n* bits, $1 \leq n \leq 32$.

LSL #*n*

Logical shift left *n* bits, $1 \leq n \leq 31$.

LSR #*n*

Logical shift right *n* bits, $1 \leq n \leq 32$.

ROR #*n*

Rotate right *n* bits, $1 \leq n \leq 31$.

RRX

Rotate right one bit, with extend.

-

If omitted, no shift occurs; equivalent to LSL #0.

If you omit the shift, or specify LSL #0, the instruction uses the value in *Rm*.

If you specify a shift, the shift is applied to the value in *Rm*, and the resulting 32-bit value is used by the instruction. However, the contents in the register *Rm* remain unchanged. Specifying a register with shift also updates the carry flag when used with certain instructions. For information on the shift operations and how they affect the carry flag, see “Shift Operations” on page 28.

1.2.4 Shift Operations

Register shift operations move the bits in a register left or right by a specified number of bits, the *shift length*. Register shift can be performed:

- Directly by the instructions ASR, LSR, LSL, ROR, and RRX, and the result is written to a destination register.
- During the calculation of *Operand2* by the instructions that specify the second operand as a register with shift (see “Flexible Second Operand” on page 27). The result is used by the instruction.

The permitted shift lengths depend on the shift type and the instruction (see the individual instruction description or see “Flexible Second Operand” on page 27). If the shift length is 0, no shift occurs. Register shift operations update the carry flag except when the specified shift length is 0. The following sub-sections describe the various shift operations and how they affect the carry flag. In these descriptions, *Rm* is the register containing the value to be shifted, and *n* is the shift length.

1.2.4.1 ASR

An arithmetic shift right (ASR) by *n* bits moves the left-hand $32-n$ bits of the register *Rm*, to the right by *n* places, into the right-hand $32-n$ bits of the result. And it copies the original bit[31] of the register into the left-hand *n* bits of the result. See Figure 1-2 on page 29.

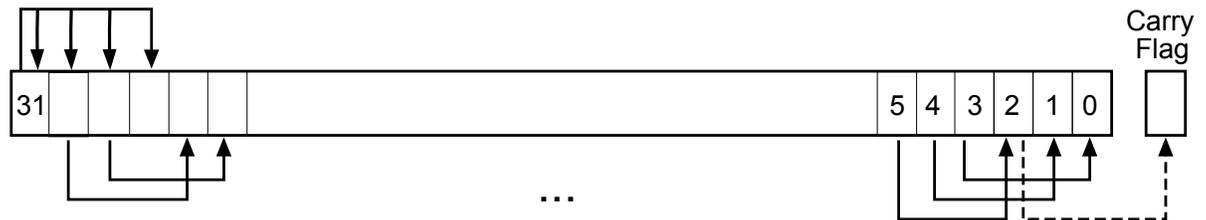
You can use the ASR #*n* operation to divide the value in the register *Rm* by 2^n , with the result being rounded towards negative-infinity.

When the instruction is ASRS or when ASR #*n* is used in *Operand2* with the instructions MOV_S, MVNS, AND_S, ORR_S, ORN_S, EOR_S, BIC_S, TEQ or TST, the carry flag is updated to the last bit shifted out, bit[*n*-1], of the register *Rm*.

Note:

- If *n* is 32 or more, then all the bits in the result are set to the value of bit[31] of *Rm*.
- If *n* is 32 or more and the carry flag is updated, it is updated to the value of bit[31] of *Rm*.

Figure 1-2. ASR #3



1.2.4.2 LSR

A logical shift right (LSR) by *n* bits moves the left-hand $32-n$ bits of the register *Rm*, to the right by *n* places, into the right-hand $32-n$ bits of the result. And it sets the left-hand *n* bits of the result to 0. See Figure 1-3 on page 30.

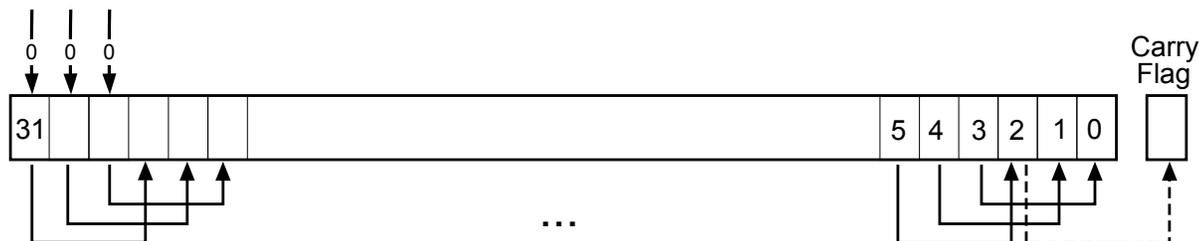
You can use the LSR #*n* operation to divide the value in the register *Rm* by 2^n , if the value is regarded as an unsigned integer.

When the instruction is LSRS or when LSR #*n* is used in *Operand2* with the instructions MOV_S, MVNS, AND_S, ORR_S, ORN_S, EOR_S, BIC_S, TEQ or TST, the carry flag is updated to the last bit shifted out, bit[*n*-1], of the register *Rm*.

Note:

- If *n* is 32 or more, then all the bits in the result are cleared to 0.
- If *n* is 33 or more and the carry flag is updated, it is updated to 0.

Figure 1-3. LSR #3



1.2.4.3 LSL

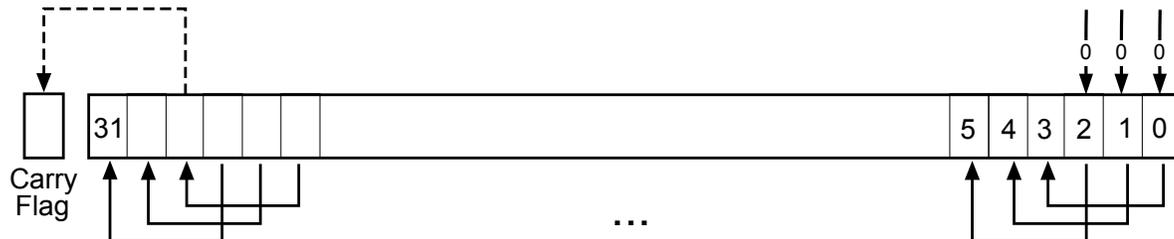
A logical shift left (LSL) by n bits moves the right-hand $32-n$ bits of the register Rm , to the left by n places, into the left-hand $32-n$ bits of the result. And it sets the right-hand n bits of the result to 0. See Figure 1-4 on page 30.

You can use the LSL $\#n$ operation to multiply the value in the register Rm by 2^n , if the value is regarded as an unsigned integer or a two's complement signed integer. Overflow can occur without warning.

When the instruction is LSL or when LSL $\#n$, with non-zero n , is used in *Operand2* with the instructions MOV_S, MVNS, AND_S, ORR_S, ORN_S, EOR_S, BIC_S, TEQ, or TST, the carry flag is updated to the last bit shifted out, bit[$32-n$], of the register Rm . These instructions do not affect the carry flag when used with LSL #0.

- Note:**
- If n is 32 or more, then all the bits in the result are cleared to 0.
 - If n is 33 or more and the carry flag is updated, it is updated to 0.

Figure 1-4. LSL #3



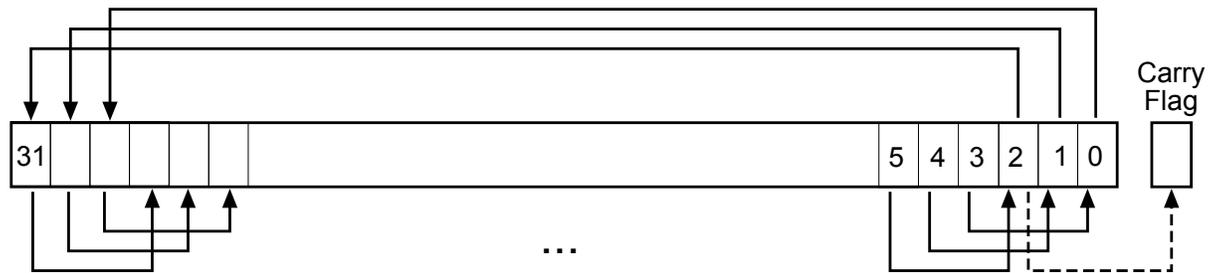
1.2.4.4 ROR

A rotate right (ROR) by n bits moves the left-hand $32-n$ bits of the register Rm , to the right by n places, into the right-hand $32-n$ bits of the result. And it moves the right-hand n bits of the register into the left-hand n bits of the result. See Figure 1-5 on page 31.

When the instruction is RORS or when ROR $\#n$ is used in *Operand2* with the instructions MOV_S, MVNS, AND_S, ORR_S, ORN_S, EOR_S, BIC_S, TEQ, or TST, the carry flag is updated to the last bit rotation, bit[$n-1$], of the register Rm .

- Note:**
- If n is 32, then the value of the result is the same as the value in Rm , and if the carry flag is updated, it is updated to bit[31] of Rm .
 - ROR with shift length, n , more than 32 is the same as ROR with shift length $n-32$.

Figure 1-5. ROR #3

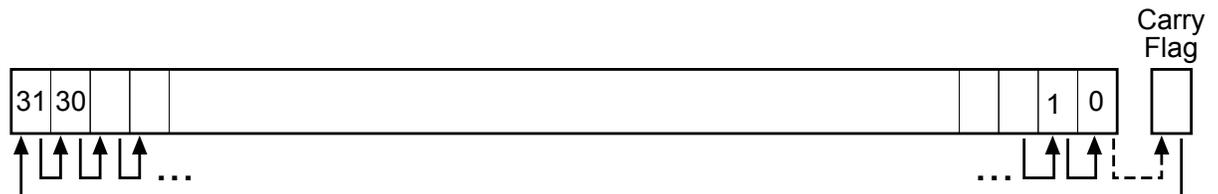


1.2.4.5 RRX

A rotate right with extend (RRX) moves the bits of the register *Rm* to the right by one bit. And it copies the carry flag into bit[31] of the result. See Figure 1-6 on page 31.

When the instruction is RRXS or when RRX is used in *Operand2* with the instructions MOV_S, MVN_S, AND_S, ORR_S, ORN_S, EOR_S, BIC_S, TEQ, or TST, the carry flag is updated to bit[0] of the register *Rm*.

Figure 1-6. RRX



1.2.5 Address Alignment

An aligned access is an operation where a word-aligned address is used for a word, dual word, or multiple word access, or where a halfword-aligned address is used for a halfword access. Byte accesses are always aligned.

The Cortex-M3/M4F processors support unaligned access only for the following instructions:

- LDR, LDRT
- LDRH, LDRHT
- LDRSH, LDRSHT
- STR, STRT
- STRH, STRHT

All other load and store instructions generate a usage fault exception if they perform an unaligned access, and therefore their accesses must be address aligned. For more information about usage faults, see "Fault Handling" in the *Stellaris® Data Sheet*.

Unaligned accesses are usually slower than aligned accesses. In addition, some memory regions might not support unaligned accesses. Therefore, ARM recommends that programmers ensure that accesses are aligned. To avoid accidental generation of unaligned accesses, use the UNALIGNED bit in the **Configuration and Control (CFGCTRL)** register to trap all unaligned accesses (see **CFGCTRL** in the *Stellaris® Data Sheet*).

1.2.6 PC-Relative Expressions

A PC-relative expression or *label* is a symbol that represents the address of an instruction or literal data. It is represented in the instruction as the **PC** value plus or minus a numeric offset. The assembler calculates the required offset from the label and the address of the current instruction. If the offset is too big, the assembler produces an error.

- Note:**
- For **B**, **BL**, **CBNZ**, and **CBZ** instructions, the value of the **PC** is the address of the current instruction plus 4 bytes.
 - For all other instructions that use labels, the value of the **PC** is the address of the current instruction plus 4 bytes, with bit[1] of the result cleared to 0 to make it word-aligned.
 - Your assembler might permit other syntaxes for PC-relative expressions, such as a label plus or minus a number, or an expression of the form [PC, #number].

1.2.7 Conditional Execution

Most data processing instructions can optionally update the condition flags in the **Application Program Status Register (APSR)** register according to the result of the operation (see **APSR** in the *Stellaris® Data Sheet*). Some instructions update all flags, and some only update a subset. If a flag is not updated, the original value is preserved. See the instruction descriptions for the flags they affect.

You can execute an instruction conditionally, based on the condition flags set in another instruction, either immediately after the instruction that updated the flags, or after any number of intervening instructions that have not updated the flags.

Conditional execution is available by using conditional branches or by adding condition code suffixes to instructions. See Table 1-2 on page 33 for a list of the suffixes to add to instructions to make them conditional instructions. The condition code suffix enables the processor to test a condition based on the flags. If the condition test of a conditional instruction fails, the instruction:

- Does not execute
- Does not write any value to its destination register
- Does not affect any of the flags
- Does not generate any exception

Conditional instructions, except for conditional branches, must be inside an If-Then instruction block. See “IT” on page 203 for more information and restrictions when using the **IT** instruction. Depending on the vendor, the assembler might automatically insert an **IT** instruction if you have conditional instructions outside the **IT** block. See “IT” on page 203 for more on the **IT** block.

Use the **CBZ** and **CBNZ** instructions to compare the value of a register against zero and branch on the result.

1.2.7.1 Condition Flags

The **Application Program Status Register (APSR)** contains the following condition flags:

- **N**. Set to 1 when the result of the operation was negative; cleared to 0 otherwise.
- **Z**. Set to 1 when the result of the operation was zero; cleared to 0 otherwise.

- **C.** Set to 1 when the operation resulted in a carry; cleared to 0 otherwise.
- **V.** Set to 1 when the operation caused overflow; cleared to 0 otherwise.

For more information about **APSR**, see the *Stellaris® Data Sheet*.

A carry occurs:

- If the result of an addition is greater than or equal to 2^{32}
- If the result of a subtraction is positive or zero
- As the result of an inline barrel shifter operation in a move or logical instruction

Overflow occurs if the result of an add, subtract, or compare is greater than or equal to 2^{31} , or less than -2^{31} .

Note: Most instructions update the status flags only if the S suffix is specified. See the instruction descriptions for more information.

1.2.7.2 Condition Code Suffixes

The instructions that can be conditional have an optional condition code, shown in syntax descriptions as *{cond}*. Conditional execution requires a preceding **IT** instruction. An instruction with a condition code is only executed if the condition code flags in **APSR** meet the specified condition. Table 1-2 on page 33 shows the condition codes to use.

You can use conditional execution with the **IT** instruction to reduce the number of branch instructions in code.

Table 1-2 on page 33 also shows the relationship between condition code suffixes and the N, Z, C, and V flags.

Table 1-2. Condition Code Suffixes

Suffix	Flags	Meaning
EQ	Z = 1	Equal
NE	Z = 0	Not equal
CS or HS	C = 1	Higher or same, unsigned \geq
CC or LO	C = 0	Lower, unsigned $<$
MI	N = 1	Negative
PL	N = 0	Positive or zero
VS	V = 1	Overflow
VC	V = 0	No overflow
HI	C = 1 and Z = 0	Higher, unsigned $>$
LS	C = 0 or Z = 1	Lower or same, unsigned \leq
GE	N = V	Greater than or equal, signed \geq
LT	N \neq V	Less than, signed $<$
GT	Z = 0 and N = V	Greater than, signed $>$
LE	Z = 1 and N \neq V	Less than or equal, signed \leq
AL	Can have any value	Always. This is the default when no suffix is specified.

Example 1-1, “Absolute Value” on page 34 shows the use of a conditional instruction to find the absolute value of a number. `R0 = ABS(R1)`.

Example 1-1. Absolute Value

```
MOVS    R0, R1           ; R0 = R1, setting flags.
IT      MI              ; IT instruction for the negative condition.
RSBMI   R0, R1, #0      ; If negative, R0 = -R1.
```

Example 1-2, “Compare and Update Value” on page 34 shows the use of conditional instructions to update the value of `R4` if the signed value `R0` is greater than `R1` and `R2` is greater than `R3`.

Example 1-2. Compare and Update Value

```
CMP     R0, R1          ; Compare R0 and R1, setting flags
ITT     GT              ; IT instruction for the two GT conditions
CMPGT   R2, R3          ; If 'greater than', compare R2 and R3, setting flags
MOVGT   R4, R5          ; If still 'greater than', do R4 = R5
```

1.2.8 Instruction Width Selection

There are many instructions that can generate either a 16-bit encoding or a 32-bit encoding depending on the operands and destination register specified. For some of these instructions, you can force a specific instruction size by using an instruction width suffix. The `.w` suffix forces a 32-bit instruction encoding. The `.n` suffix forces a 16-bit instruction encoding.

If you specify an instruction width suffix and the assembler cannot generate an instruction encoding of the requested width, it generates an error.

Note: In some cases it might be necessary to specify the `.w` suffix, for example if the operand is the label of an instruction or literal data, as in the case of branch instructions. This is because the assembler might not automatically generate the right size encoding.

To use an instruction width suffix, place it immediately after the instruction mnemonic and condition code, if any. Example 1-3, “Instruction Width Selection” on page 34 shows instructions with the instruction width suffix.

Example 1-3. Instruction Width Selection

```
BCS.W  label           ; creates a 32-bit instruction even for a short branch

ADDS.W R0, R0, R1      ; creates a 32-bit instruction even though the same
                       ; operation can be done by a 16-bit instruction
```

2 Memory Access Instructions

Table 2-1 on page 35 shows the memory access instructions:

Table 2-1. Memory Access Instructions

Mnemonic	Brief Description	See Page
ADR	Load PC-relative address	36
CLREX	Clear exclusive	52
LDM{mode}	Load multiple registers	46
LDR{type}	Load register using immediate offset	37
LDR{type}	Load register using register offset	40
LDR{type}T	Load register with unprivileged access	42
LDR{type}	Load register using PC-relative address	44
LDRD	Load register using PC-relative address (two words)	44
LDREX{type}	Load register exclusive	50
POP	Pop registers from stack	48
PUSH	Push registers onto stack	48
STM{mode}	Store multiple registers	46
STR{type}	Store register using immediate offset	37
STR{type}	Store register using register offset	40
STR{type}T	Store register with unprivileged access	42
STREX{type}	Store register exclusive	50

2.1 ADR

Generate PC-relative address.

Applies to...	M3	M4	M4F
	✓	✓	✓

2.1.1 Syntax

```
ADR{cond} Rd, label
```

where:

cond

Is an optional condition code. See Table 1-2 on page 33.

Rd

Is the destination register.

label

Is a PC-relative expression. See “PC-Relative Expressions” on page 32.

2.1.2 Operation

ADR determines the address by adding an immediate value to the PC, and writes the result to the destination register.

ADR produces position-independent code, because the address is PC-relative.

If you use ADR to generate a target address for a BX or BLX instruction, you must ensure that bit[0] of the address you generate is set to 1 for correct execution.

Values of *label* must be within the range of -4095 to +4095 from the address in the PC.

Note: You might have to use the `.w` suffix to get the maximum offset range or to generate addresses that are not word-aligned. See “Instruction Width Selection” on page 34.

2.1.3 Restrictions

Rd must not be **SP** and must not be **PC**.

2.1.4 Condition Flags

This instruction does not change the flags.

2.1.5 Examples

```
ADR    R1, TextMessage    ; Write address value of a location labeled as
                          ; TextMessage to R1.
```

2.2 LDR and STR (Immediate Offset)

Load and Store with immediate offset, pre-indexed immediate offset, or post-indexed immediate offset.

Applies to...	M3	M4	M4F
	✓	✓	✓

2.2.1 Syntax

```

op{type}{cond} Rt, [Rn {, #offset}]           ; immediate offset
op{type}{cond} Rt, [Rn, #offset]!           ; pre-indexed
op{type}{cond} Rt, [Rn], #offset           ; post-indexed
opD{cond} Rt, Rt2, [Rn {, #offset}]        ; immediate offset, two words
opD{cond} Rt, Rt2, [Rn, #offset]!         ; pre-indexed, two words
opD{cond} Rt, Rt2, [Rn], #offset          ; post-indexed, two words

```

where:

op

Is one of:

LDR

Load Register.

STR

Store Register.

type

Is one of:

B

Unsigned byte, zero extend to 32 bits on loads.

SB

Signed byte, sign extend to 32 bits (LDR only).

H

Unsigned halfword, zero extend to 32 bits on loads.

SH

Signed halfword, sign extend to 32 bits (LDR only).

-

Omit, for word.

cond

Is an optional condition code. See Table 1-2 on page 33.

Rt

Is the register to load or store.

Rn

Is the register on which the memory address is based.

offset

Is an offset from *Rn*. If *offset* is omitted, the address is the contents of *Rn*.

Rt2

Is the additional register to load or store for two-word operations.

2.2.2 Operation

LDR instructions load one or two registers with a value from memory.

STR instructions store one or two register values to memory.

Load and store instructions with immediate offset can use the following addressing modes:

Offset addressing

The offset value is added to or subtracted from the address obtained from the register *Rn*. The result is used as the address for the memory access. The register *Rn* is unaltered. The assembly language syntax for this mode is:

`[Rn, #offset]`

Pre-indexed addressing

The offset value is added to or subtracted from the address obtained from the register *Rn*. The result is used as the address for the memory access and written back into the register *Rn*. The assembly language syntax for this mode is:

`[Rn, #offset]!`

Post-indexed addressing

The address obtained from the register *Rn* is used as the address for the memory access. The offset value is added to or subtracted from the address, and written back into the register *Rn*. The assembly language syntax for this mode is:

`[Rn], #offset`

The value to load or store can be a byte, halfword, word, or two words. Bytes and halfwords can either be signed or unsigned. See “Address Alignment” on page 31.

Table 2-2 on page 38 shows the ranges of offset for immediate, pre-indexed and post-indexed forms.

Table 2-2. Offset Ranges

Instruction Type	Immediate Offset	Pre-Indexed	Post-Indexed
Word, halfword, signed halfword, byte, or signed byte	-255 to 4095	-255 to 255	-255 to 255
Two words	Multiple of 4 in the range -1020 to 1020	Multiple of 4 in the range -1020 to 1020	Multiple of 4 in the range -1020 to 1020

2.2.3 Restrictions

For load instructions:

- *Rt* can be **SP** or **PC** for word loads only.
- *Rt* must be different from *Rt2* for two-word loads.
- *Rn* must be different from *Rt* and *Rt2* in the pre-indexed or post-indexed forms.

When *Rt* is **PC** in a word load instruction:

- Bit[0] of the loaded value must be 1 for correct execution.
- A branch occurs to the address created by changing bit[0] of the loaded value to 0.
- If the instruction is conditional, it must be the last instruction in the **IT** block.

For store instructions:

- *Rt* can be **SP** for word stores only.
- *Rt* must not be **PC**.
- *Rn* must not be **PC**.
- *Rn* must be different from *Rt* and *Rt2* in the pre-indexed or post-indexed forms.

2.2.4 Condition Flags

These instructions do not change the flags.

2.2.5 Examples

```

LDR      R8, [R10]           ; Loads R8 from the address in R10.
LDRNE    R2, [R5, #960]!    ; Loads (conditionally) R2 from a word
                             ; 960 bytes above the address in R5, and
                             ; increments R5 by 960.
STR      R2, [R9,#const-struct] ; const-struct is an expression evaluating
                             ; to a constant in the range 0-4095.
STRH     R3, [R4], #4       ; Store R3 as halfword data into address in
                             ; R4, then increment R4 by 4.
LDRD     R8, R9, [R3, #0x20] ; Load R8 from a word 32 bytes above the
                             ; address in R3, and load R9 from a word 36
                             ; bytes above the address in R3.
STRD     R0, R1, [R8], #-16  ; Store R0 to address in R8, and store R1 to
                             ; a word 4 bytes above the address in R8,
                             ; and then decrement R8 by 16.

```

2.3 LDR and STR (Register Offset)

Load and Store with register offset.

Applies to...	M3	M4	M4F
	✓	✓	✓

2.3.1 Syntax

$op\{type\}\{cond\} Rt, [Rn, Rm \{, LSL \#n\}]$

where:

op

Is one of:

LDR

Load Register.

STR

Store Register.

type

Is one of:

B

Unsigned byte, zero extend to 32 bits on loads.

SB

Signed byte, sign extend to 32 bits (LDR only).

H

Unsigned halfword, zero extend to 32 bits on loads.

SH

Signed halfword, sign extend to 32 bits (LDR only).

-

Omit, for word.

cond

Is an optional condition code. See Table 1-2 on page 33.

Rt

Is the register to load or store.

Rn

Is the register on which the memory address is based.

Rm

Is a register containing a value to be used as the offset.

LSL *#n*

Is an optional shift, with *n* in the range 0 to 3.

2.3.2 Operation

LDR instructions load a register with a value from memory.

STR instructions store a register value into memory.

The memory address to load from or store to is at an offset from the register R_n . The offset is specified by the register R_m and can be shifted left by up to 3 bits using LSL.

The value to load or store can be a byte, halfword, or word. For load instructions, bytes and halfwords can either be signed or unsigned. See “Address Alignment” on page 31.

2.3.3 Restrictions

In these instructions:

- R_n must not be **PC**.
- R_m must not be **SP** and must not be **PC**.
- R_t can be **SP** only for word loads and word stores.
- R_t can be **PC** only for word loads.

When R_t is **PC** in a word load instruction:

- Bit[0] of the loaded value must be 1 for correct execution, and a branch occurs to this halfword-aligned address.
- If the instruction is conditional, it must be the last instruction in the **IT** block.

2.3.4 Condition Flags

These instructions do not change the flags.

2.3.5 Examples

```
STR    R0, [R5, R1]           ; Store value of R0 into an address equal to
                                ; sum of R5 and R1.
LDRSB  R0, [R5, R1, LSL #1]  ; Read byte value from an address equal to
                                ; sum of R5 and two times R1, sign extend it
                                ; to a word value and put it in R0.
STR    R0, [R1, R2, LSL #2]  ; Store R0 to an address equal to sum of R1
                                ; and four times R2.
```

2.4 LDR and STR (Unprivileged Access)

Load and Store with unprivileged access.

Applies to...	M3	M4	M4F
	✓	✓	✓

2.4.1 Syntax

```
op{type}T{cond} Rt, [Rn {, #offset}] ; immediate offset
```

where:

op

Is one of:

LDR

Load Register.

STR

Store Register.

type

Is one of:

B

Unsigned byte, zero extend to 32 bits on loads.

SB

Signed byte, sign extend to 32 bits (LDR only).

H

Unsigned halfword, zero extend to 32 bits on loads.

SH

Signed halfword, sign extend to 32 bits (LDR only).

-

Omit, for word.

cond

Is an optional condition code. See Table 1-2 on page 33.

Rt

Is the register to load or store.

Rn

Is the register on which the memory address is based.

offset

Is an offset from *Rn* and can be 0 to 255. If *offset* is omitted, the address is the value in *Rn*.

2.4.2 Operation

These load and store instructions perform the same function as the memory access instructions with immediate offset (see “LDR and STR (Immediate Offset)” on page 37). The difference is that these instructions have only unprivileged access even when used in privileged software.

When used in unprivileged software, these instructions behave in exactly the same way as normal memory access instructions with immediate offset.

2.4.3 Restrictions

In these instructions:

- *Rn* must not be **PC**.
- *Rt* must not be **SP** and must not be **PC**.

2.4.4 Condition Flags

These instructions do not change the flags.

2.4.5 Examples

```
STRBTEQ R4, [R7]      ; Conditionally store least significant byte in
                       ; R4 to an address in R7, with unprivileged access.
LDRHT    R2, [R2, #8] ; Load halfword value from an address equal to
                       ; sum of R2 and 8 into R2, with unprivileged access.
```

2.5 LDR (PC-Relative)

Load register from memory.

Applies to...	M3	M4	M4F
	✓	✓	✓

2.5.1 Syntax

`LDR{type}{cond} Rt, label`

`LDRD{cond} Rt, Rt2, label ; Load two words`

where:

type

Is one of:

B

Unsigned byte, zero extend to 32 bits.

SB

Signed byte, sign extend to 32 bits.

H

Unsigned halfword, zero extend to 32 bits.

SH

Signed halfword, sign extend to 32 bits.

-

Omit, for word.

cond

Is an optional condition code. See Table 1-2 on page 33.

Rt

Is the register to load or store.

Rt2

Is the second register to load or store.

label

Is a PC-relative expression. See “PC-Relative Expressions” on page 32.

2.5.2 Operation

LDR loads a register with a value from a PC-relative memory address. The memory address is specified by a label or by an offset from the PC.

The value to load or store can be a byte, halfword, or word. For load instructions, bytes and halfwords can either be signed or unsigned. See “Address Alignment” on page 31.

label must be within a limited range of the current instruction. Table 2-3 on page 45 shows the possible offsets between *label* and the PC.

Table 2-3. Offset Ranges

Instruction Type	Offset Range ^a
Word, halfword, signed halfword, byte, signed byte	-4095 to 4095
Two words	-1020 to 1020

a. You might have to use the `.w` suffix to get the maximum offset range. See “Instruction Width Selection” on page 34.

2.5.3 Restrictions

In these instructions:

- *Rt* can be **SP** or **PC** only for word loads.
- *Rt2* must not be **SP** and must not be **PC**.
- *Rt* must be different from *Rt2*.

When *Rt* is **PC** in a word load instruction:

- Bit[0] of the loaded value must be 1 for correct execution, and a branch occurs to this halfword-aligned address.
- If the instruction is conditional, it must be the last instruction in the `IT` block.

2.5.4 Condition Flags

These instructions do not change the flags.

2.5.5 Examples

```
LDR    R0, LookUpTable    ; Load R0 with a word of data from an address
                          ; labeled as LookUpTable.
LDRSB  R7, localdata      ; Load a byte value from an address labeled
                          ; as localdata, sign extend it to a word
                          ; value, and put it in R7.
```

2.6 LDM and STM

Load and Store Multiple registers.

Applies to...	M3	M4	M4F
	✓	✓	✓

2.6.1 Syntax

op{*addr_mode*}{*cond*} *Rn*{!}, *reglist*

where:

op

Is one of:

LDM

Load Multiple registers.

STM

Store Multiple registers.

addr_mode

Is any one of the following:

IA

Increment address After each access. This is the default.

DB

Decrement address Before each access.

cond

Is an optional condition code. See Table 1-2 on page 33.

Rn

Is the register on which the memory addresses are based.

!

Is an optional writeback suffix. If ! is present then the final address, that is loaded from or stored to, is written back into *Rn*.

reglist

Is a list of one or more registers to be loaded or stored, enclosed in braces. It can contain register ranges. It must be comma separated if it contains more than one register or register range. See 47.

LDM and LDMFD are synonyms for LDMIA. LDMFD refers to its use for popping data from Full Descending stacks.

LDMEA is a synonym for LDMDB, and refers to its use for popping data from Empty Ascending stacks.

STM and STMEA are synonyms for STMIA. STMEA refers to its use for pushing data onto Empty Ascending stacks.

STMFD is s synonym for STMDB, and refers to its use for pushing data onto Full Descending stacks

2.6.2 Operation

LDM instructions load the registers in *reglist* with word values from memory addresses based on *Rn*.

STM instructions store the word values in the registers in *reglist* to memory addresses based on *Rn*.

For LDM, LDMIA, LDMFD, STM, STMIA, and STMEA, the memory addresses used for the accesses are at 4-byte intervals ranging from *Rn* to $Rn + 4 * (n-1)$, where *n* is the number of registers in *reglist*. The accesses happen in order of increasing register numbers, with the lowest numbered register using the lowest memory address and the highest number register using the highest memory address. If the writeback suffix is specified, the value of $Rn + 4 * (n-1)$ is written back to *Rn*.

For LDMDB, LDMEA, STMDB, and STMFD, the memory addresses used for the accesses are at 4-byte intervals ranging from *Rn* to $Rn - 4 * (n-1)$, where *n* is the number of registers in *reglist*. The accesses happen in order of decreasing register numbers, with the highest numbered register using the highest memory address and the lowest number register using the lowest memory address. If the writeback suffix is specified, the value of $Rn - 4 * (n-1)$ is written back to *Rn*.

The PUSH and POP instructions can be expressed in this form. See “PUSH and POP” on page 48 for details.

2.6.3 Restrictions

In these instructions:

- *Rn* must not be PC.
- *reglist* must not contain SP.
- In any STM instruction, *reglist* must not contain PC.
- In any LDM instruction, *reglist* must not contain PC if it contains LR.
- *reglist* must not contain *Rn* if you specify the writeback suffix.

When PC is in *reglist* in an LDM instruction:

- Bit[0] of the value loaded to the PC must be 1 for correct execution, and a branch occurs to this halfword-aligned address.
- If the instruction is conditional, it must be the last instruction in the IT block.

2.6.4 Condition Flags

These instructions do not change the flags.

2.6.5 Examples

```
LDM    R8, {R0,R2,R9}      ; LDMIA is a synonym for LDM.
STMDB  R1!, {R3-R6,R11,R12}
```

2.6.6 Incorrect Examples

```
STM    R5!, {R5,R4,R9} ; Value stored for R5 is unpredictable.
LDM    R2, {}          ; There must be at least one register in the list.
```

2.7 PUSH and POP

Push registers on and pop registers off a full-descending stack.

Applies to...	M3	M4	M4F
	✓	✓	✓

2.7.1 Syntax

`PUSH{cond} reglist`

`POP{cond} reglist`

where:

cond

Is an optional condition code. See Table 1-2 on page 33.

reglist

Is a non-empty list of registers, enclosed in braces. It can contain register ranges. It must be comma separated if it contains more than one register or register range.

`PUSH` and `POP` are synonyms for `STMDB` and `LDM` (or `LDMIA`) with the memory addresses for the access based on `SP`, and with the final address for the access written back to the `SP`. `PUSH` and `POP` are the preferred mnemonics in these cases.

2.7.2 Operation

`PUSH` stores registers on the stack in order of decreasing register numbers, with the highest numbered register using the highest memory address and the lowest numbered register using the lowest memory address.

`POP` loads registers from the stack in order of increasing register numbers, with the lowest numbered register using the lowest memory address and the highest numbered register using the highest memory address.

See “LDM and STM” on page 46 for more information.

2.7.3 Restrictions

In these instructions:

- *reglist* must not contain **SP**.
- For the `PUSH` instruction, *reglist* must not contain **PC**.
- For the `POP` instruction, *reglist* must not contain **PC** if it contains **LR**.

When **PC** is in *reglist* in a `POP` instruction:

- Bit[0] of the value loaded to the **PC** must be 1 for correct execution, and a branch occurs to this halfword-aligned address.
- If the instruction is conditional, it must be the last instruction in the `IT` block.

2.7.4 Condition Flags

These instructions do not change the flags.

2.7.5 Examples

```
PUSH    {R0, R4-R7}
PUSH    {R2, LR}
POP     {R0, R10, PC}
```

2.8 LDREX and STREX

Load and Store Register Exclusive.

Applies to...	M3	M4	M4F
	✓	✓	✓

2.8.1 Syntax

`LDREX{cond} Rt, [Rn {, #offset}]`

`STREX{cond} Rd, Rt, [Rn {, #offset}]`

`LDREXB{cond} Rt, [Rn]`

`STREXB{cond} Rd, Rt, [Rn]`

`LDREXH{cond} Rt, [Rn]`

`STREXH{cond} Rd, Rt, [Rn]`

where:

cond

Is an optional condition code. See Table 1-2 on page 33.

Rd

Is the destination register for the returned status.

Rt

Is the register to load or store.

Rn

Is the register on which the memory address is based.

offset

Is an optional offset applied to the value in *Rn*. If *offset* is omitted, the address is the value in *Rn*.

2.8.2 Operation

`LDREX`, `LDREXB`, and `LDREXH` load a word, byte, and halfword respectively from a memory address.

`STREX`, `STREXB`, and `STREXH` attempt to store a word, byte, and halfword respectively to a memory address. The address used in any Store-Exclusive instruction must be the same as the address in the most recently executed Load-exclusive instruction. The value stored by the Store-Exclusive instruction must also have the same data size as the value loaded by the preceding Load-exclusive instruction. This means software must always use a Load-exclusive instruction and a matching Store-Exclusive instruction to perform a synchronization operation (see "Synchronization Primitives" in the *Stellaris® Data Sheet*).

If a Store-Exclusive instruction performs the store, it writes 0 to its destination register. If it does not perform the store, it writes 1 to its destination register. If the Store-Exclusive instruction writes 0 to the destination register, it is guaranteed that no other process in the system has accessed the memory location between the Load-exclusive and Store-Exclusive instructions.

For reasons of performance, keep the number of instructions between corresponding Load-Exclusive and Store-Exclusive instruction to a minimum.

Important: The result of executing a Store-Exclusive instruction to an address that is different from that used in the preceding Load-Exclusive instruction is unpredictable.

2.8.3 Restrictions

In these instructions:

- Do not use **PC**.
- Do not use **SP** for *Rd* and *Rt*.
- For **STREX**, *Rd* must be different from both *Rt* and *Rn*.
- The value of *offset* must be a multiple of four in the range 0-1020.

2.8.4 Condition Flags

These instructions do not change the flags.

2.8.5 Examples

```

MOV      R1, #0x1           ; Initialize the 'lock taken' value.
try
LDREX   R0, [LockAddr]     ; Load the lock value.
CMP     R0, #0             ; Is the lock free?
ITT     EQ                 ; IT instruction for STREXEQ and CMPEQ.
STREXEQ R0, R1, [LockAddr] ; Try and claim the lock.
CMPEQ   R0, #0             ; Did this succeed?
BNE     try                ; No - try again.
.....                    ; Yes - we have the lock.

```

2.9 CLREX

Clear Exclusive.

Applies to...	M3	M4	M4F
	✓	✓	✓

2.9.1 Syntax

`CLREX{cond}`

where:

cond

Is an optional condition code. See Table 1-2 on page 33.

2.9.2 Operation

Use `CLREX` to make the next `STREX`, `STREXB`, or `STREXH` instruction write 1 to its destination register and fail to perform the store. It is useful in exception handler code to force the failure of the store exclusive if the exception occurs between a load exclusive instruction and the matching store exclusive instruction in a synchronization operation (see "Synchronization Primitives" in the *Stellaris® Data Sheet*).

2.9.3 Condition Flags

This instruction does not change the flags.

2.9.4 Examples

`CLREX`

3 General Data Processing Instructions

Table 3-1 on page 53 shows the data processing instructions:

Table 3-1. General Data Processing Instructions

Mnemonic	Brief Description	See Page
ADC	Add with carry	55
ADD	Add	55
ADDW	Add	55
AND	Logical AND	58
ASR	Arithmetic shift right	60
BIC	Bit clear	58
CLZ	Count leading zeros	63
CMN	Compare negative	64
CMP	Compare	64
EOR	Exclusive OR	58
LSL	Logical shift left	60
LSR	Logical shift right	60
MOV	Move	65
MOVT	Move top	67
MOVW	Move 16-bit constant	65
MVN	Move NOT	65
ORN	Logical OR NOT	58
ORR	Logical OR	58
RBIT	Reverse bits	68
REV	Reverse byte order in a word	68
REV16	Reverse byte order in each halfword	68
REVSH	Reverse byte order in bottom halfword and sign extend	68
ROR	Rotate right	60
RRX	Rotate right with extend	60
RSB	Reverse subtract	55
SADD16	Signed add 16	70
SADD8	Signed add 8	70
SASX	Signed add and subtract with exchange	81
SSAX	Signed subtract and add with exchange	81
SBC	Subtract with carry	55
SEL	Select bytes	98
SHADD16	Signed halving add 16	72
SHADD8	Signed halving add 8	72
SHASX	Signed halving add and subtract with exchange	74
SHSAX	Signed halving subtract and add with exchange	74
SHSUB16	Signed halving subtract 16	77
SHSUB8	Signed halving subtract 8	77

Table 3-1. General Data Processing Instructions (continued)

Mnemonic	Brief Description	See Page
SSUB16	Signed subtract 16	79
SSUB8	Signed subtract 8	79
SUB	Subtract	55
SUBW	Subtract	55
TEQ	Test equivalence	84
TST	Test	84
UADD16	Unsigned add 16	86
UADD8	Unsigned add 8	86
UASX	Unsigned add and subtract with exchange	88
USAX	Unsigned subtract and add with exchange	88
UHADD16	Unsigned halving add 16	91
UHADD8	Unsigned halving add 8	91
UHASX	Unsigned halving add and subtract with exchange	93
UHSAX	Unsigned halving subtract and add with exchange	93
UHSUB16	Unsigned halving subtract 16	96
UHSUB8	Unsigned halving subtract 8	96
USAD8	Unsigned sum of absolute differences	99
USADA8	Unsigned sum of absolute differences and accumulate	101
USUB16	Unsigned subtract 16	103
USUB8	Unsigned subtract 8	103

3.1 ADD, ADC, SUB, SBC, and RSB

Add, Add with carry, Subtract, Subtract with carry, and Reverse Subtract.

Applies to...	M3	M4	M4F
	✓	✓	✓

3.1.1 Syntax

$op\{S\}\{cond\} \{Rd,\} Rn, Operand2$

$op\{cond\} \{Rd,\} Rn, \#imm12$; ADD and SUB only

where:

op

Is one of:

ADD

Add.

ADC

Add with Carry.

SUB

Subtract.

SBC

Subtract with Carry.

RSB

Reverse Subtract.

S

Is an optional suffix. If *S* is specified, the condition code flags are updated on the result of the operation. See 32.

cond

Is an optional condition code. See Table 1-2 on page 33.

Rd

Is the destination register. If *Rd* is omitted, the destination register is *Rn*.

Rn

Is the register holding the first operand.

Operand2

Is a flexible second operand. See “Flexible Second Operand” on page 27 for details of the options.

imm12

Is any value in the range 0-4095.

3.1.2 Operation

The `ADD` instruction adds the value of *Operand2* or *imm12* to the value in *Rn*.

The `ADC` instruction adds the values in *Rn* and *Operand2*, together with the carry flag.

The `SUB` instruction subtracts the value of *Operand2* or *imm12* from the value in *Rn*.

The `SBC` instruction subtracts the value of *Operand2* from the value in *Rn*. If the carry flag is clear, the result is reduced by one.

The `RSB` instruction subtracts the value in *Rn* from the value of *Operand2*. This is useful because of the wide range of options for *Operand2*.

Use `ADC` and `SBC` to synthesize multiword arithmetic. See 57.

See also 36.

Note: `ADDW` is equivalent to the `ADD` syntax that uses the *imm12* operand. `SUBW` is equivalent to the `SUB` syntax that uses the *imm12* operand.

3.1.3 Restrictions

In these instructions:

- *Operand2* must not be **SP** and must not be **PC**.
- *Rd* can be **SP** only in `ADD` and `SUB`, and only with the additional restrictions:
 - *Rn* must also be **SP**.
 - any shift in *Operand2* must be limited to a maximum of 3 bits using `LSL`.
- *Rn* can be **SP** only in `ADD` and `SUB`.
- *Rd* can be **PC** only in the `ADD{cond} PC, PC, Rm` instruction where:
 - You must not specify the S suffix.
 - *Rm* must not be **PC** and must not be **SP**.
 - If the instruction is conditional, it must be the last instruction in the `IT` block.
- With the exception of the `ADD{cond} PC, PC, Rm` instruction, *Rn* can be **PC** only in `ADD` and `SUB`, and only with the additional restrictions:
 - You must not specify the S suffix.
 - The second operand must be a constant in the range 0 to 4095.

- Note:**
- When using the **PC** for an addition or a subtraction, bits[1:0] of the **PC** are rounded to `b00` before performing the calculation, making the base address for the calculation word-aligned.
 - If you want to generate the address of an instruction, you have to adjust the constant based on the value of the PC. ARM recommends that you use the `ADR` instruction instead of `ADD` or `SUB` with *Rn* equal to the PC, because your assembler automatically calculates the correct constant for the `ADR` instruction.

When *Rd* is **PC** in the `ADD{cond} PC, PC, Rm` instruction:

- Bit[0] of the value written to the **PC** is ignored
- A branch occurs to the address created by forcing bit[0] of that value to 0.

3.1.4 Condition Flags

If *S* is specified, these instructions update the *N*, *Z*, *C* and *V* flags according to the result.

3.1.5 Examples

```
ADD    R2, R1, R3
SUBS   R8, R6, #240      ; Sets the flags on the result.
RSB    R4, R4, #1280     ; Subtracts contents of R4 from 1280.
ADCHI  R11, R0, R3      ; Only executed if C flag set and Z
                               ; flag clear.
```

3.1.6 Multiword Arithmetic Examples

Example 3-1, “64-Bit Addition” on page 57 shows two instructions that add a 64-bit integer contained in *R2* and *R3* to another 64-bit integer contained in *R0* and *R1*, and place the result in *R4* and *R5*.

Example 3-1. 64-Bit Addition

```
ADDS   R4, R0, R2      ; Add the least significant words.
ADC    R5, R1, R3      ; Add the most significant words with carry.
```

Multiword values do not have to use consecutive registers. Example 3-2, “96-Bit Subtraction” on page 57 shows instructions that subtract a 96-bit integer contained in *R9*, *R1*, and *R11* from another contained in *R6*, *R2*, and *R8*. The example stores the result in *R6*, *R9*, and *R2*.

Example 3-2. 96-Bit Subtraction

```
SUBS   R6, R6, R9      ; Subtract the least significant words.
SBCS   R9, R2, R1      ; Subtract the middle words with carry.
SBC    R2, R8, R11     ; Subtract the most significant words with carry.
```

3.2 AND, ORR, EOR, BIC, and ORN

Logical AND, OR, Exclusive OR, Bit Clear, and OR NOT.

Applies to...	M3	M4	M4F
	✓	✓	✓

3.2.1 Syntax

$$op\{S\}\{cond\} \{Rd,\} Rn, Operand2$$

where:

op

Is one of:

AND

Logical AND.

ORR

Logical OR, or bit set.

EOR

Logical Exclusive OR.

BIC

Logical AND NOT, or bit clear.

ORN

Logical OR NOT.

S

Is an optional suffix. If *S* is specified, the condition code flags are updated on the result of the operation. See 32.

cond

Is an optional condition code. See Table 1-2 on page 33.

Rd

Is the destination register.

Rn

Is the register holding the first operand.

Operand2

Is a flexible second operand. See “Flexible Second Operand” on page 27 for details of the options.

3.2.2 Operation

The AND, EOR, and ORR instructions perform bitwise AND, Exclusive OR, and OR operations on the values in *Rn* and *Operand2*.

The BIC instruction performs an AND operation on the bits in *Rn* with the complements of the corresponding bits in the value of *Operand2*.

The `ORN` instruction performs an OR operation on the bits in `Rn` with the complements of the corresponding bits in the value of `Operand2`.

3.2.3 Restrictions

Do not use `SP` and do not use `PC`.

3.2.4 Condition Flags

If `S` is specified, these instructions:

- Update the `N` and `Z` flags according to the result.
- Can update the `C` flag during the calculation of `Operand2`. See “Flexible Second Operand” on page 27.
- Do not affect the `V` flag.

3.2.5 Examples

```
AND    R9, R2, #0xFF00
ORREQ  R2, R0, R5
ANDS   R9, R8, #0x19
EORS   R7, R11, #0x18181818
BIC    R0, R1, #0xab
ORN    R7, R11, R14, ROR #4
ORNS   R7, R11, R14, ASR #32
```

3.3 ASR, LSL, LSR, ROR, and RRX

Arithmetic Shift Right, Logical Shift Left, Logical Shift Right, Rotate Right, and Rotate Right with Extend.

Applies to...	M3	M4	M4F
	✓	✓	✓

3.3.1 Syntax

$op\{S\}\{cond\} Rd, Rm, Rs$

$op\{S\}\{cond\} Rd, Rm, \#n$

$RRX\{S\}\{cond\} Rd, Rm$

where:

op

Is one of:

ASR

Arithmetic Shift Right.

LSL

Logical Shift Left.

LSR

Logical Shift Right.

ROR

Rotate Right.

S

Is an optional suffix. If *S* is specified, the condition code flags are updated on the result of the operation. See 32.

Rd

Is the destination register.

Rm

Is the register holding the value to be shifted.

Rs

Is the register holding the shift length to apply to the value in *Rm*. Only the least significant byte is used and can be in the range 0 to 255.

n

Is the shift length. The range of shift length depends on the instruction:

ASR

Shift length from 1 to 32.

LSL

Shift length from 0 to 31.

LSR

Shift length from 1 to 32.

ROR

Shift length from 1 to 31.

Note: `MOV{S}{cond} Rd, Rm` is the preferred syntax for `LSL{S}{cond} Rd, Rm, #0`.

3.3.2 Operation

ASR, LSL, LSR, and ROR move the bits in the register *Rm* to the left or right by the number of places specified by constant *n* or register *Rs*.

RRX moves the bits in register *Rm* to the right by 1.

In all these instructions, the result is written to *Rd*, but the value in register *Rm* remains unchanged. For details on what result is generated by the different instructions, see “Shift Operations” on page 28.

3.3.3 Restrictions

Do not use **SP** and do not use **PC**.

3.3.4 Condition Flags

If S is specified:

- These instructions update the N and Z flags according to the result.
- The C flag is updated to the last bit shifted out, except when the shift length is 0. See “Shift Operations” on page 28.

3.3.5 Examples

```
ASR    R7, R8, #9 ; Arithmetic shift right by 9 bits.
LSLS   R1, R2, #3 ; Logical shift left by 3 bits with flag update.
LSR    R4, R5, #6 ; Logical shift right by 6 bits.
ROR    R4, R5, R6 ; Rotate right by the value in the bottom byte of R6.
RRX    R4, R5     ; Rotate right with extend.
```

3.4 CLZ

Count Leading Zeros.

Applies to...	M3	M4	M4F
	✓	✓	✓

3.4.1 Syntax

$CLZ\{cond\} Rd, Rm$

where:

cond

Is an optional condition code. See Table 1-2 on page 33.

Rd

Is the destination register.

Rm

Is the operand register.

3.4.2 Operation

The `CLZ` instruction counts the number of leading zeros in the value in *Rm* and returns the result in *Rd*. The result value is 32 if no bits are set in the source register, and zero if bit[31] is set.

3.4.3 Restrictions

Do not use `SP` and do not use `PC`.

3.4.4 Condition Flags

This instruction does not change the flags.

3.4.5 Examples

```
CLZ    R4, R9
CLZNE  R2, R3
```

3.5 CMP and CMN

Compare and Compare Negative.

Applies to...	M3	M4	M4F
	✓	✓	✓

3.5.1 Syntax

`CMP{cond} Rn, Operand2`

`CMN{cond} Rn, Operand2`

where:

cond

Is an optional condition code. See Table 1-2 on page 33.

Rn

Is the register holding the first operand.

Operand2

Is a flexible second operand. See “Flexible Second Operand” on page 27 for details of the options.

3.5.2 Operation

These instructions compare the value in a register with *Operand2*. They update the condition flags on the result, but do not write the result to a register.

The `CMP` instruction subtracts the value of *Operand2* from the value in *Rn*. This is the same as a `SUBS` instruction, except that the result is discarded.

The `CMN` instruction adds the value of *Operand2* to the value in *Rn*. This is the same as an `ADDS` instruction, except that the result is discarded.

3.5.3 Restrictions

In these instructions:

- Do not use **PC**.
- *Operand2* must not be **SP**.

3.5.4 Condition Flags

These instructions update the **N**, **Z**, **C** and **V** flags according to the result.

3.5.5 Examples

```
CMP    R2, R9
CMN    R0, #6400
CMPGT  SP, R7, LSL #2
```

3.6 MOV and MVN

Move and Move NOT.

Applies to...	M3	M4	M4F
	✓	✓	✓

3.6.1 Syntax

$MOV\{S\}\{cond\} Rd, Operand2$

$MOV\{cond\} Rd, \#imm16$

$MVN\{S\}\{cond\} Rd, Operand2$

where:

S

Is an optional suffix. If S is specified, the condition code flags are updated on the result of the operation. See 32.

cond

Is an optional condition code. See Table 1-2 on page 33.

Rd

Is the destination register.

Operand2

Is a flexible second operand. See “Flexible Second Operand” on page 27 for details of the options.

imm16

Is any value in the range 0-65535.

3.6.2 Operation

The MOV instruction copies the value of *Operand2* into *Rd*.

When *Operand2* in a MOV instruction is a register with a shift other than LSL #0, the preferred syntax is the corresponding shift instruction:

MOV Instruction	Preferred Syntax using Shift Instruction
$MOV\{S\}\{cond\} Rd, Rm, ASR \#n$	$ASR\{S\}\{cond\} Rd, Rm, \#n$
$MOV\{S\}\{cond\} Rd, Rm, LSL \#n$ (if $n \neq 0$)	$LSL\{S\}\{cond\} Rd, Rm, \#n$
$MOV\{S\}\{cond\} Rd, Rm, LSR \#n$	$LSR\{S\}\{cond\} Rd, Rm, \#n$
$MOV\{S\}\{cond\} Rd, Rm, ROR \#n$	$ROR\{S\}\{cond\} Rd, Rm, \#n$
$MOV\{S\}\{cond\} Rd, Rm, RRX$	$RRX\{S\}\{cond\} Rd, Rm$

Also, the MOV instruction permits additional forms of *Operand2* as synonyms for shift instructions. See “ASR, LSL, LSR, ROR, and RRX” on page 60.

Shift Instruction	MOV Instruction Synonym
$ASR\{S\}\{cond\} Rd, Rm, Rs$	$MOV\{S\}\{cond\} Rd, Rm, ASR Rs$

Shift Instruction	MOV Instruction Synonym
LSL{S}{cond} Rd, Rm, Rs	MOV{S}{cond} Rd, Rm, LSL Rs
LSR{S}{cond} Rd, Rm, Rs	MOV{S}{cond} Rd, Rm, LSR Rs
ROR{S}{cond} Rd, Rm, Rs	MOV{S}{cond} Rd, Rm, ROR Rs

The `MVN` instruction takes the value of *Operand2*, performs a bitwise logical NOT operation on the value, and places the result into *Rd*.

Note: The `MOVW` instruction provides the same function as `MOV`, but is restricted to using the *imm16* operand.

3.6.3 Restrictions

You can use **SP** and **PC** only in the `MOV` instruction, with the following restrictions:

- The second operand must be a register without shift
- You must not specify the S suffix.

When *Rd* is **PC** in a `MOV` instruction:

- Bit[0] of the value written to the **PC** is ignored
- A branch occurs to the address created by forcing bit[0] of that value to 0.

Note: Though it is possible to use `MOV` as a branch instruction, Texas Instruments strongly recommends the use of a `BX` or `BLX` instruction to branch for software portability to the ARM Cortex-M3/M4F instruction set.

3.6.4 Condition Flags

If S is specified, these instructions:

- Update the **N** and **Z** flags according to the result.
- Can update the **C** flag during the calculation of *Operand2*. See “Flexible Second Operand” on page 27.
- Do not affect the **V** flag.

3.6.5 Example

```

MOVS R11, #0x000B ; Write value of 0x000B to R11, flags get updated.
MOV R1, #0xFA05 ; Write value of 0xFA05 to R1, flags are not updated.
MOVS R10, R12 ; Write value in R12 to R10, flags get updated.
MOV R3, #23 ; Write value of 23 to R3.
MOV R8, SP ; Write value of stack pointer to R8.
MVNS R2, #0xF ; Write value of 0xFFFFFFFF0 (bitwise inverse of 0xF)
; to R2 and update flags.

```

3.7 MOV_T

Move Top.

Applies to...	M3	M4	M4F
		✓	✓

3.7.1 Syntax

```
MOVT{cond} Rd, #imm16
```

where:

cond

Is an optional condition code. See Table 1-2 on page 33.

Rd

Is the destination register.

imm16

Is a 16-bit immediate constant.

3.7.2 Operation

MOV_T writes a 16-bit immediate value, *imm16*, to the top halfword, *Rd*[31:16], of its destination register. The write does not affect *Rd*[15:0].

The MOV, MOV_T instruction pair enables you to generate any 32-bit constant.

3.7.3 Restrictions

Rd must not be **SP** and must not be **PC**.

3.7.4 Condition Flags

This instruction does not change the flags.

3.7.5 Examples

```
MOVT    R3, #0xF123 ; Write 0xF123 to upper halfword of R3, lower halfword
                ; and APSR are unchanged.
```

3.8 REV, REV16, REVSH, and RBIT

Reverse bytes and Reverse bits.

Applies to...	M3	M4	M4F
	✓	✓	✓

3.8.1 Syntax

$op\{cond\} Rd, Rn$

where:

op

Is any of:

REV

Reverse byte order in a word.

REV16

Reverse byte order in each halfword independently.

REVSH

Reverse byte order in the bottom halfword, and sign extend to 32 bits.

RBIT

Reverse the bit order in a 32-bit word.

cond

Is an optional condition code. See Table 1-2 on page 33.

Rd

Is the destination register.

Rn

Is the register holding the operand.

3.8.2 Operation

Use these instructions to change endianness of data:

REV

Converts 32-bit big-endian data into little-endian data or 32-bit little-endian data into big-endian data.

REV16

Converts 16-bit big-endian data into little-endian data or 16-bit little-endian data into big-endian data.

REVSH

Converts either:

- 16-bit signed big-endian data into 32-bit signed little-endian data.
- 16-bit signed little-endian data into 32-bit signed big-endian data.

3.8.3 Restrictions

Do not use **SP** and do not use **PC** .

3.8.4 Condition Flags

These instructions do not change the flags.

3.8.5 Examples

```
REV    R3, R7 ; Reverse byte order of value in R7 and write it to R3.  
REV16 R0, R0 ; Reverse byte order of each 16-bit halfword in R0.  
REVSH R0, R5 ; Reverse Signed Halfword.  
REVHS R3, R7 ; Reverse with Higher or Same condition.  
RBIT  R7, R8 ; Reverse bit order of value in R8 and write the result to R7.
```

3.9 SADD16 and SADD8

Signed Add 16 and Signed Add 8.

Applies to...	M3	M4	M4F
		✓	✓

3.9.1 Syntax

$op\{cond\}\{Rd,\} Rn, Rm$

where:

op

is any of:

SADD16

Performs two 16-bit signed integer additions.

SADD8

Performs four 8-bit signed integer additions.

cond

is an optional condition code, see 33.

Rd

is the destination register.

Rn

is the first register holding the operand.

Rm

is the second register holding the operand.

3.9.2 Operation

Use these instructions to perform a halfword or byte add in parallel:

The SADD16 instruction:

1. Adds each halfword from the first operand to the corresponding halfword of the second operand.
2. Writes the result in the corresponding halfwords of the destination register.

The SADD8 instruction:

1. Adds each byte of the first operand to the corresponding byte of the second operand.
2. Writes the result in the corresponding bytes of the destination register.

3.9.3 Restrictions

Do not use SP and do not use PC .

3.9.4 Condition flags

These instructions do not change the flags.

3.9.5 Examples

```
SADD16 R1, R0      ; Adds the halfwords in R0 to the corresponding halfwords of  
                  ; R1 and writes to corresponding halfword of R1.
```

```
SADD8  R4, R0, R5  ; Adds bytes of R0 to the corresponding byte in R5 and writes  
  
                  ; to the corresponding byte in R4.
```

3.10 SHADD16 and SHADD8

Signed Halving Add 16 and Signed Halving Add 8.

Applies to...	M3	M4	M4F
		✓	✓

3.10.1 Syntax

$op\{cond\}\{Rd,\} Rn, Rm$

where:

op

is any of:

SHADD16

Signed Halving Add 16

SHADD8

Signed Halving Add 8

cond

is an optional condition code, see 33.

Rd

is the destination register.

Rn

is the first operand register.

Rm

is the second operand register.

3.10.2 Operation

Use these instructions to add 16-bit and 8-bit data and then to halve the result before writing the result to the destination register:

The SHADD16 instruction:

1. Adds each halfword from the first operand to the corresponding halfword of the second operand.
2. Shuffles the result by one bit to the right, halving the data.
3. Writes the halfword results in the destination register.

The SHADDB8 instruction:

1. Adds each byte of the first operand to the corresponding byte of the second operand.
2. Shuffles the result by one bit to the right, halving the data.

- Writes the byte results in the destination register.

3.10.3 Restrictions

Do not use SP and do not use PC .

3.10.4 Condition flags

These instructions do not change the flags.

3.10.5 Examples

```
SHADD16 R1, R0      ; Adds halfwords in R0 to corresponding halfword of R1 and  
                   ; writes halved result to corresponding halfword in R1
```

```
SHADD8  R4, R0, R5 ; Adds bytes of R0 to corresponding byte in R5 and  
  
                   ; writes halved result to corresponding byte in R4
```

3.11 SHASX and SHSAX

Signed Halving Add and Subtract with Exchange and Signed Halving Subtract and Add with Exchange.

Applies to...	M3	M4	M4F
		✓	✓

3.11.1 Syntax

$op\{cond\} \{Rd\}, Rn, Rm$

where:

op

is any of:

SHASX

Add and Subtract with Exchange and Halving.

SHSAX

Subtract and Add with Exchange and Halving.

cond

is an optional condition code, see 33.

Rd

is the destination register.

Rn, Rm

are registers holding the first and second operands.

3.11.2 Operation

The SHASX instruction:

1. Adds the top halfword of the first operand with the bottom halfword of the second operand.
2. Writes the halfword result of the addition to the top halfword of the destination register, shifted by one bit to the right causing a divide by two, or halving.
3. Subtracts the top halfword of the second operand from the bottom highword of the first operand.
4. Writes the halfword result of the division in the bottom halfword of the destination register, shifted by one bit to the right causing a divide by two, or halving.

The SHSAX instruction:

1. Subtracts the bottom halfword of the second operand from the top highword of the first operand.
2. Writes the halfword result of the addition to the bottom halfword of the destination register, shifted by one bit to the right causing a divide by two, or halving.
3. Adds the bottom halfword of the first operand with the top halfword of the second operand.

4. Writes the halfword result of the division in the top halfword of the destination register, shifted by one bit to the right causing a divide by two, or halving.

3.11.3 Restrictions

Do not use SP and do not use PC .

3.11.4 Condition flags

These instructions do not affect the condition code flags.

3.11.5 Examples

```
SHASX    R7, R4, R2    ; Adds top halfword of R4 to bottom halfword of R2
                                     ; and writes halved result to top halfword of R7
                                     ; Subtracts top halfword of R2 from bottom halfword of
                                     ; R4 and writes halved result to bottom halfword of R7

SHSAX    R0, R3, R5    ; Subtracts bottom halfword of R5 from top halfword
                                     ; of R3 and writes halved result to top halfword of R0
                                     ; Adds top halfword of R5 to bottom halfword of R3 and
                                     ; writes halved result to bottom halfword of R0
```

3.12 SHSUB16 and SHSUB8

Signed Halving Subtract 16 and Signed Halving Subtract 8.

Applies to...	M3	M4	M4F
		✓	✓

3.12.1 Syntax

$$op\{cond\}\{Rd,\} Rn, Rm$$

where:

op

is any of:

SHSUB16

Signed Halving Subtract 16

SHSUB8

Signed Halving Subtract 8

cond

is an optional condition code, see 33.

Rd

is the destination register.

Rn

is the first operand register.

Rm

is the second operand register

3.12.2 Operation

Use these instructions to add 16-bit and 8-bit data and then to halve the result before writing the result to the destination register:

The SHSUB16 instruction:

1. Subtracts each halfword of the second operand from the corresponding halfwords of the first operand.
2. Shuffles the result by one bit to the right, halving the data.
3. Writes the halved halfword results in the destination register.

The SHSUBB8 instruction:

1. Subtracts each byte of the second operand from the corresponding byte of the first operand,
2. Shuffles the result by one bit to the right, halving the data,

3. Writes the corresponding signed byte results in the destination register.

3.12.3 Restrictions

Do not use SP and do not use PC .

3.12.4 Condition flags

These instructions do not change the flags.

3.12.5 Examples

```
SHSUB16 R1, R0      ; Subtracts halfwords in R0 from corresponding halfword  
                   ; of R1 and writes to corresponding halfword of R1
```

```
SHSUB8  R4, R0, R5  ; Subtracts bytes of R0 from corresponding byte in R5,  
  
                   ; and writes to corresponding byte in R4
```

3.13 SSUB16 and SSUB8

Signed Subtract 16 and Signed Subtract 8.

Applies to...	M3	M4	M4F
		✓	✓

3.13.1 Syntax

$$op\{cond\}\{Rd,\} Rn, Rm$$

where:

op

is any of:

SSUB16

Performs two 16-bit signed integer subtractions.

SSUB8

Performs four 8-bit signed integer subtractions.

cond

is an optional condition code, see 33.

Rd

is the destination register.

Rn

is the first operand register.

Rm

is the second operand register.

3.13.2 Operation

Use these instructions to change endianness of data:

The SSUB16 instruction:

1. Subtracts each halfword from the second operand from the corresponding halfword of the first operand
2. Writes the difference result of two signed halfwords in the corresponding halfword of the destination register.

The SSUB8 instruction:

1. Subtracts each byte of the second operand from the corresponding byte of the first operand
2. Writes the difference result of four signed bytes in the corresponding byte of the destination register.

3.13.3 Restrictions

Do not use SP and do not use PC .

3.13.4 Condition flags

These instructions do not change the flags.

3.13.5 Examples

```
SSUB16 R1, R0      ; Subtracts halfwords in R0 from corresponding halfword of R1  
                  ; and writes to corresponding halfword of R1
```

```
SSUB8  R4, R0, R5  ; Subtracts bytes of R5 from corresponding byte in  
                  ; R0, and writes to corresponding byte of R4
```

3.14 SASX and SSAX

Signed Add and Subtract with Exchange and Signed Subtract and Add with Exchange.

Applies to...	M3	M4	M4F
		✓	✓

3.14.1 Syntax

$$op\{cond\} \{Rd\}, Rm, Rn$$

$$op\{cond\} \{Rd\}, Rm, Rn$$

where:

op

is any of:

SASX

Signed Add and Subtract with Exchange.

SSAX

Signed Subtract and Add with Exchange.

cond

is an optional condition code, see 33.

Rd

is the destination register.

Rn, Rm

are registers holding the first and second operands.

3.14.2 Operation

The *SASX* instruction:

1. Adds the signed top halfword of the first operand with the signed bottom halfword of the second operand.
2. Writes the signed result of the addition to the top halfword of the destination register.
3. Subtracts the signed bottom halfword of the second operand from the top signed highword of the first operand.
4. Writes the signed result of the subtraction to the bottom halfword of the destination register.

The *SSAX* instruction:

1. Subtracts the signed bottom halfword of the second operand from the top signed highword of the first operand.
2. Writes the signed result of the addition to the bottom halfword of the destination register.

3. Adds the signed top halfword of the first operand with the signed bottom halfword of the second operand.
4. Writes the signed result of the subtraction to the top halfword of the destination register.

3.14.3 Restrictions

Do not use SP and do not use PC .

3.14.4 Condition flags

These instructions do not affect the condition code flags.

3.14.5 Examples

```
SASX    R0, R4, R5    ; Adds top halfword of R4 to bottom halfword of R5 and
                                     ; writes to top halfword of R0
                                     ; Subtracts bottom halfword of R5 from top halfword of R4
                                     ; and writes to bottom halfword of R0

SSAX    R7, R3, R2    ; Subtracts top halfword of R2 from bottom halfword of R3
                                     ; and writes to bottom halfword of R7
                                     ; Adds top halfword of R3 with bottom halfword of R2 and
                                     ; writes to top halfword of R7
```

3.15 TST and TEQ

Test bits and Test Equivalence.

Applies to...	M3	M4	M4F
	✓	✓	✓

3.15.1 Syntax

`TST{cond} Rn, Operand2`

`TEQ{cond} Rn, Operand2`

where:

cond

Is an optional condition code. See Table 1-2 on page 33.

Rn

Is the register holding the first operand.

Operand2

Is a flexible second operand. See “Flexible Second Operand” on page 27 for details of the options.

3.15.2 Operation

These instructions test the value in a register against *Operand2*. They update the condition flags based on the result, but do not write the result to a register.

The `TST` instruction performs a bitwise AND operation on the value in *Rn* and the value of *Operand2*. This is the same as the `ANDS` instruction, except that it discards the result.

To test whether a bit of *Rn* is 0 or 1, use the `TST` instruction with an *Operand2* constant that has that bit set to 1 and all other bits cleared to 0.

The `TEQ` instruction performs a bitwise Exclusive OR operation on the value in *Rn* and the value of *Operand2*. This is the same as the `EORS` instruction, except that it discards the result.

Use the `TEQ` instruction to test if two values are equal without affecting the V or C flags.

`TEQ` is also useful for testing the sign of a value. After the comparison, the N flag is the logical Exclusive OR of the sign bits of the two operands.

3.15.3 Restrictions

Do not use `SP` and do not use `PC`.

3.15.4 Condition Flags

These instructions:

- Update the *N* and *Z* flags according to the result.
- Can update the *C* flag during the calculation of *Operand2*. See “Flexible Second Operand” on page 27.
- Do not affect the *V* flag.

3.15.5 Examples

```
TST      R0, #0x3F8 ; Perform bitwise AND of R0 value to 0x3F8;  
          ; APSR is updated but result is discarded.  
TEQEQ   R10, R9    ; Conditionally test if value in R10 is equal to  
          ; value in R9; APSR is updated but result is discarded.
```

3.16 UADD16 and UADD8

Unsigned Add 16 and Unsigned Add 8.

Applies to...	M3	M4	M4F
		✓	✓

3.16.1 Syntax

$op\{cond\}\{Rd,\} Rn, Rm$

where:

op

is any of:

UADD16

Performs two 16-bit unsigned integer additions.

UADD8

Performs four 8-bit unsigned integer additions.

cond

is an optional condition code, see 33.

Rd

is the destination register.

Rn

is the first register holding the operand.

Rm

is the second register holding the operand.

3.16.2 Operation

Use these instructions to add 16- and 8-bit unsigned data:

The UADD16 instruction:

1. adds each halfword from the first operand to the corresponding halfword of the second operand.
2. writes the unsigned result in the corresponding halfwords of the destination register.

The UADD8 instruction:

1. adds each byte of the first operand to the corresponding byte of the second operand.
2. writes the unsigned result in the corresponding byte of the destination register.

3.16.3 Restrictions

Do not use SP and do not use PC .

3.16.4 Condition flags

These instructions do not change the flags.

3.16.5 Examples

```
UADD16 R1, R0      ; Adds halfwords in R0 to corresponding halfword of R1,  
                  ; writes to corresponding halfword of R1
```

```
UADD8  R4, R0, R5  ; Adds bytes of R0 to corresponding byte in R5 and writes  
                  ; to corresponding byte in R4
```

3.17 UASX and USAX

Add and Subtract with Exchange and Subtract and Add with Exchange.

Applies to...	M3	M4	M4F
		✓	✓

3.17.1 Syntax

$op\{cond\} \{Rd\}, Rn, Rm$

where:

op

is one of:

UASX

Add and Subtract with Exchange.

USAX

Subtract and Add with Exchange.

cond

is an optional condition code, see 33.

Rd

is the destination register.

Rn, Rm

are registers holding the first and second operands.

3.17.2 Operation

The UASX instruction:

1. Subtracts the top halfword of the second operand from the bottom halfword of the first operand.
2. Writes the unsigned result from the subtraction to the bottom halfword of the destination register.
3. Adds the top halfword of the first operand with the bottom halfword of the second operand.
4. Writes the unsigned result of the addition to the top halfword of the destination register.

The USAX instruction:

1. Adds the bottom halfword of the first operand with the top halfword of the second operand.
2. Writes the unsigned result of the addition to the bottom halfword of the destination register.
3. Subtracts the bottom halfword of the second operand from the top halfword of the first operand.
4. Writes the unsigned result from the subtraction to the top halfword of the destination register.

3.17.3 Restrictions

Do not use SP and do not use PC .

3.17.4 Condition flags

These instructions do not affect the condition code flags.

3.17.5 Examples

```
UASX    R0, R4, R5    ; Adds top halfword of R4 to bottom halfword of R5 and
                                     ; writes to top halfword of R0
                                     ; Subtracts bottom halfword of R5 from top halfword of R0
                                     ; and writes to bottom halfword of R0

USAX    R7, R3, R2    ; Subtracts top halfword of R2 from bottom halfword of R3
                                     ; and writes to bottom halfword of R7
                                     ; Adds top halfword of R3 to bottom halfword of R2 and
                                     ; writes to top halfword of R7
```

3.18 UHADD16 and UHADD8

Unsigned Halving Add 16 and Unsigned Halving Add 8.

Applies to...	M3	M4	M4F
		✓	✓

3.18.1 Syntax

$$op\{cond\}\{Rd,\} Rn, Rm$$

where:

op

is any of:

UHADD16

Unsigned Halving Add 16.

UHADD8

Unsigned Halving Add 8.

cond

is an optional condition code, see 33.

Rd

is the destination register.

Rn

is the register holding the first operand.

Rm

is the register holding the second operand.

3.18.2 Operation

Use these instructions to add 16- and 8-bit data and then to halve the result before writing the result to the destination register:

The UHADD16 instruction:

1. Adds each halfword from the first operand to the corresponding halfword of the second operand.
2. Shuffles the halfword result by one bit to the right, halving the data.
3. Writes the unsigned results to the corresponding halfword in the destination register.

The UHADD8 instruction:

1. Adds each byte of the first operand to the corresponding byte of the second operand.
2. Shuffles the byte result by one bit to the right, halving the data.
3. Writes the unsigned results in the corresponding byte in the destination register.

3.18.3 Restrictions

Do not use SP and do not use PC .

3.18.4 Condition flags

These instructions do not change the flags.

3.18.5 Examples

```
UHADD16 R7, R3      ; Adds halfwords in R7 to corresponding halfword of R3  
                   ; and writes halved result to corresponding halfword in R7
```

```
UHADD8  R4, R0, R5  ; Adds bytes of R0 to corresponding byte in R5 and writes  
  
                   ; halved result to corresponding byte in R4
```

3.19 UHASX and UHSAX

Unsigned Halving Add and Subtract with Exchange and Unsigned Halving Subtract and Add with Exchange.

Applies to...	M3	M4	M4F
		✓	✓

3.19.1 Syntax

$$op\{cond\} \{Rd\}, Rn, Rm$$

where:

op

is one of:

UHASX

Add and Subtract with Exchange and Halving.

UHSAX

Subtract and Add with Exchange and Halving.

cond

is an optional condition code, see 33.

Rd

is the destination register.

Rn, Rm

are registers holding the first and second operands.

3.19.2 Operation

The UHASX instruction:

1. Adds the top halfword of the first operand with the bottom halfword of the second operand.
2. Shifts the result by one bit to the right causing a divide by two, or halving.
3. Writes the halfword result of the addition to the top halfword of the destination register.
4. Subtracts the top halfword of the second operand from the bottom highword of the first operand.
5. Shifts the result by one bit to the right causing a divide by two, or halving.
6. Writes the halfword result of the division in the bottom halfword of the destination register.

The UHSAX instruction:

1. Subtracts the bottom halfword of the second operand from the top highword of the first operand.
2. Shifts the result by one bit to the right causing a divide by two, or halving.
3. Writes the halfword result of the subtraction in the top halfword of the destination register.

4. Adds the bottom halfword of the first operand with the top halfword of the second operand.
5. Shifts the result by one bit to the right causing a divide by two, or halving.
6. Writes the halfword result of the addition to the bottom halfword of the destination register.

3.19.3 Restrictions

Do not use SP and do not use PC .

3.19.4 Condition flags

These instructions do not affect the condition code flags.

3.19.5 Examples

```
UHASX    R7, R4, R2    ; Adds top halfword of R4 with bottom halfword of R2
                                     ; and writes halved result to top halfword of R7
                                     ; Subtracts top halfword of R2 from bottom halfword of
                                     ; R7 and writes halved result to bottom halfword of R7

UHSAX    R0, R3, R5    ; Subtracts bottom halfword of R5 from top halfword of
                                     ; R3 and writes halved result to top halfword of R0
                                     ; Adds top halfword of R5 to bottom halfword of R3 and
                                     ; writes halved result to bottom halfword of R0
```

3.20 UHSUB16 and UHSUB8

Unsigned Halving Subtract 16 and Unsigned Halving Subtract 8.

Applies to...	M3	M4	M4F
		✓	✓

3.20.1 Syntax

$op\{cond\}\{Rd,\} Rn, Rm$

where:

op

is any of:

UHSUB16

Performs two unsigned 16-bit integer additions, halves the results, and writes the results to the destination register.

UHSUB8

Performs four unsigned 8-bit integer additions, halves the results, and writes the results to the destination register.

cond

is an optional condition code, see 33.

Rd

is the destination register.

Rn

is the first register holding the operand.

Rm

is the second register holding the operand.

3.20.2 Operation

Use these instructions to add 16-bit and 8-bit data and then to halve the result before writing the result to the destination register:

The UHSUB16 instruction:

1. Subtracts each halfword of the second operand from the corresponding halfword of the first operand.
2. Shuffles each halfword result to the right by one bit, halving the data.
3. Writes each unsigned halfword result to the corresponding halfwords in the destination register.

The UHSUB8 instruction:

1. Subtracts each byte of second operand from the corresponding byte of the first operand.
2. Shuffles each byte result by one bit to the right, halving the data.

3. Writes the unsigned byte results to the corresponding byte of the destination register.

3.20.3 Restrictions

Do not use SP and do not use PC.

3.20.4 Condition flags

These instructions do not change the flags.

3.20.5 Examples

```
UHSUB16 R1, R0      ; Subtracts halfwords in R0 from corresponding halfword of  
                   ; R1 and writes halved result to corresponding halfword in  
  
                   ; R1
```

```
UHSUB8  R4, R0, R5  ; Subtracts bytes of R5 from corresponding byte in R0 and  
  
                   ; writes halved result to corresponding byte in R4
```

3.21 SEL

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.

Applies to...	M3	M4	M4F
		✓	✓

3.21.1 Syntax

```
SEL{<c>}{<q>} {<Rd> , } <Rn> , <Rm>
```

where:

<c>, <q>

is a standard assembler syntax fields.

<Rd>

is the destination register.

<Rn>

is the first operand register.

<Rm>

is the second operand register.

3.21.2 Operation

The SEL instruction:

1. Reads the value of each bit of APSR.GE.
2. Depending on the value of APSR.GE, assigns the destination register the value of either the first or second operand register.

3.21.3 Restrictions

None.

3.21.4 Condition flags

These instructions do not change the flags.

3.21.5 Examples

```
SADD16 R0, R1, R2 ; Set GE bits based on result
```

```
SEL R0, R0, R3 ; Select bytes from R0 or R3, based on GE
```

3.22 USAD8

Unsigned Sum of Absolute Differences.

Applies to...	M3	M4	M4F
		✓	✓

3.22.1 Syntax

```
USAD8{cond}{Rd,} Rn, Rm
```

where:

cond

is an optional condition code, see 33.

Rd

is the destination register.

Rn

is the first operand register.

Rm

is the second operand register.

3.22.2 Operation

The USAD8 instruction:

1. Subtracts each byte of the second operand register from the corresponding byte of the first operand register.
2. Adds the absolute values of the differences together.
3. Writes the result to the destination register.

3.22.3 Restrictions

Do not use SP and do not use PC .

3.22.4 Condition flags

These instructions do not change the flags.

3.22.5 Examples

```
USAD8 R1, R4, R0      ; Subtracts each byte in R0 from corresponding byte of R4
                       ; adds the differences and writes to R1
```

```
USAD8 R0, R5          ; Subtracts bytes of R5 from corresponding byte in R0,
                       ; adds the differences and writes to R0
```


3.23 USADA8

Unsigned Sum of Absolute Differences and Accumulate.

Applies to...	M3	M4	M4F
		✓	✓

3.23.1 Syntax

`USADA8{cond}{Rd,} Rn, Rm, Ra`

where:

cond

is an optional condition code, see 33.

Rd

is the destination register.

Rn

is the first operand register.

Rm

is the second operand register.

Ra

is the register that contains the accumulation value.

3.23.2 Operation

The `USADA8` instruction:

1. Subtracts each byte of the second operand register from the corresponding byte of the first operand register.
2. Adds the unsigned absolute differences together.
3. Adds the accumulation value to the sum of the absolute differences.
4. Writes the result to the destination register.

3.23.3 Restrictions

Do not use SP and do not use PC .

3.23.4 Condition flags

These instructions do not change the flags.

3.23.5 Examples

```
USADA8 R1, R0, R6 ; Subtracts bytes in R0 from corresponding halfword of R1
                  ; adds differences, adds value of R6, writes to R1
```

USADA8 R4, R0, R5, R2 ; Subtracts bytes of R5 from corresponding byte in R0
; adds differences, adds value of R2 writes to R4

3.24 USUB16 and USUB8

Unsigned Subtract 16 and Unsigned Subtract 8.

Applies to...	M3	M4	M4F
		✓	✓

3.24.1 Syntax

$$op\{cond\}\{Rd,\} Rn, Rm$$

where:

op

is any of:

USUB16

Unsigned Subtract 16.

USUB8

Unsigned Subtract 8.

cond

is an optional condition code, see 33.

Rd

is the destination register.

Rn

is the first operand register.

Rm

is the second operand register.

3.24.2 Operation

Use these instructions to subtract 16-bit and 8-bit data before writing the result to the destination register:

The USUB16 instruction:

1. Subtracts each halfword from the second operand register from the corresponding halfword of the first operand register.
2. Writes the unsigned result in the corresponding halfwords of the destination register.

The USUB8 instruction:

1. Subtracts each byte of the second operand register from the corresponding byte of the first operand register.
2. Writes the unsigned byte result in the corresponding byte of the destination register.

3.24.3 Restrictions

Do not use SP and do not use PC .

3.24.4 Condition flags

These instructions do not change the flags.

3.24.5 Examples

```
USUB16 R1, R0      ; Subtracts halfwords in R0 from corresponding halfword of R1
                   ; and writes to corresponding halfword in R1
USUB8  R4, R0, R5  ; writes to the corresponding byte in R4
```

4 Multiply and Divide Instructions

Table 4-1 on page 105 shows the multiply and divide instructions:

Table 4-1. Multiply and Divide Instructions

Mnemonic	Brief Description	See Page
MLA	Multiply with accumulate, 32-bit result	106
MLS	Multiply and subtract, 32-bit result	106
MUL	Multiply, 32-bit result	106
SDIV	Signed divide	130
SMLA[B, T]	Signed multiply accumulate (halfwords)	108
SMLAD, SMLADX	Signed multiply accumulate dual	111
SMLAL	Signed multiply with accumulate (32x32+64), 64-bit result	128
SMLAL[B, T]	Signed multiply accumulate long (halfwords)	113
SMLALD, SMLALDX	Signed multiply accumulate long dual	113
SMLAW[B T]	Signed multiply accumulate (word by halfword)	108
SMLSD	Signed multiply subtract dual	116
SMLSLD	Signed multiply subtract long dual	116
SMMLA	Signed most significant word multiply accumulate	119
SMMLS, SMMLSR	Signed most significant word multiply subtract	119
SMUAD, SMUADX	Signed dual multiply add	123
SMUL[B, T]	Signed multiply (word by halfword)	125
SMMUL, SMMULR	Signed most significant word multiply	121
SMULL	Signed multiply (32x32), 64-bit result	128
SMULWB, SMULWT	Signed multiply (word by halfword)	125
SMUSD, SMUSDX	Signed dual multiply subtract	123
UDIV	Unsigned divide	130
UMAAL	Unsigned multiply accumulate accumulate long (32x32+32+32), 64-bit result	128
UMLAL	Unsigned multiply with accumulate (32x32+64), 64-bit result	128
UMULL	Unsigned multiply (32x32), 64-bit result	128

4.1 MUL, MLA, and MLS

Multiply, Multiply with Accumulate, and Multiply with Subtract, using 32-bit operands, and producing a 32-bit result.

Applies to...	M3	M4	M4F
	✓	✓	✓

4.1.1 Syntax

`MUL{S}{cond} {Rd,} Rn, Rm ; Multiply`

`MLA{cond} Rd, Rn, Rm, Ra ; Multiply with accumulate`

`MLS{cond} Rd, Rn, Rm, Ra ; Multiply with subtract`

where:

cond

Is an optional condition code. See Table 1-2 on page 33.

S

Is an optional suffix. If *S* is specified, the condition code flags are updated on the result of the operation. See 33.

Rd

Is the destination register. If *Rd* is omitted, the destination register is *Rn*.

Rn, Rm

Are registers holding the values to be multiplied.

Ra

Is a register holding the value to be added or subtracted from.

4.1.2 Operation

The `MUL` instruction multiplies the values from *Rn* and *Rm*, and places the least-significant 32 bits of the result in *Rd*.

The `MLA` instruction multiplies the values from *Rn* and *Rm*, adds the value from *Ra*, and places the least-significant 32 bits of the result in *Rd*.

The `MLS` instruction multiplies the values from *Rn* and *Rm*, subtracts the product from *Ra*, and places the least-significant 32 bits of the result in *Rd*.

The results of these instructions do not depend on whether the operands are signed or unsigned.

4.1.3 Restrictions

In these instructions, do not use **SP** and do not use **PC**.

If you use the *S* suffix with the `MUL` instruction:

- *Rd*, *Rn*, and *Rm* must all be in the range R0 to R7.
- *Rd* must be the same as *Rm*.

- You must not use the *cond* suffix.

4.1.4 Condition Flags

If S is specified, the `MUL` instruction:

- Updates the `N` and `Z` flags according to the result.
- Does not affect the `C` and `V` flags.

4.1.5 Examples

```
MUL    R10, R2, R5      ; Multiply, R10 = R2 x R5.
MLA    R10, R2, R1, R5 ; Multiply with accumulate, R10 = (R2 x R1) + R5.
MULS   R0, R2, R2       ; Multiply with flag update, R0 = R2 x R2.
MULLT  R2, R3, R2       ; Conditionally multiply, R2 = R3 x R2.
MLS    R4, R5, R6, R7   ; Multiply with subtract, R4 = R7 - (R5 x R6).
```

4.2 SMLA and SMLAW

Signed Multiply Accumulate (halfwords).

Applies to...	M3	M4	M4F
		✓	✓

4.2.1 Syntax

$op\{X\}\{Y\}\{cond\} Rd, Rn, Rm$

$op\{Y\}\{cond\} Rd, Rn, Rm, Ra$

where

op

is one of:

SMLAXY

Signed Multiply Accumulate Long (halfwords)

X and Y specifies which half of the source registers Rn and Rm are used as the first and second multiply operand.

If X is B , then the bottom halfword, bits [15:0], of Rn is used. If X is T , then the top halfword, bits [31:16], of Rn is used.

If Y is B , then the bottom halfword, bits [15:0], of Rm is used. If Y is T , then the top halfword, bits [31:16], of Rm is used.

SMLAWY

Signed Multiply Accumulate (word by halfword)

Y specifies which half of the source register Rm is used as the second multiply operand.

If Y is T , then the top halfword, bits [31:16] of Rm is used.

If Y is B , then the bottom halfword, bits [15:0] of Rm is used.

$cond$

is an optional condition code, see Table 1-2 on page 33.

Rd

is the destination register. If Rd is omitted, the destination register is Rn .

Rn, Rm

are registers holding the values to be multiplied.

Ra

is a register holding the value to be added or subtracted from.

4.2.2 Operation

The SMALBB, SMLABT, SMLATB, SMLATT instructions:

- Multiplies the specified signed halfword, top or bottom, values from R_n and R_m .
- Adds the value in R_a to the resulting 32-bit product.
- Writes the result of the multiplication and addition in R_d .

The non-specified halfwords of the source registers are ignored.

The `SMLAWB` and `SMLAWT` instructions:

- Multiply the 32-bit signed values in R_n with:
 - The top signed halfword of R_m , T instruction suffix.
 - The bottom signed halfword of R_m , B instruction suffix.
- Add the 32-bit signed value in R_a to the top 32 bits of the 48-bit product
- Writes the result of the multiplication and addition in R_d .

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.

4.2.3 Restrictions

In these instructions, do not use SP and do not use PC.

4.2.4 Condition flags

If an overflow is detected, the Q flag is set.

4.2.5 Examples

```
SMLABB R5, R6, R4, R1 ; Multiplies bottom halfwords of R6 and R4, adds
                        ; R1 and writes to R5
```

```
SMLATB R5, R6, R4, R1 ; Multiplies top halfword of R6 with bottom halfword
                        ; of R4, adds R1 and writes to R5
```

```
SMLATT R5, R6, R4, R1 ; Multiplies top halfwords of R6 and R4, adds
                        ; R1 and writes the sum to R5
```

```
SMLABT R5, R6, R4, R1 ; Multiplies bottom halfword of R6 with top halfword
                        ; of R4, adds R1 and writes to R5
```

SMLABT R4, R3, R2 ; Multiplies bottom halfword of R4 with top halfword of
; R3, adds R2 and writes to R4

SMLAWB R10, R2, R5, R3 ; Multiplies R2 with bottom halfword of R5, adds
; R3 to the result and writes top 32-bits to R10

SMLAWT R10, R2, R1, R5 ; Multiplies R2 with top halfword of R1, adds R5
; and writes top 32-bits to R10

4.3 SMLAD

Signed Multiply Accumulate Long Dual.

Applies to...	M3	M4	M4F
		✓	✓

4.3.1 Syntax

$SMLAD\{X\}\{cond\} Rd, Rn, Rm, Ra ;$

where:

SMLAD

Signed Multiply Accumulate Dual

SMLADX

Signed Multiply Accumulate Dual Reverse

X

Specifies which halfword of the source register Rn is used as the multiply operand. If X is omitted, the multiplications are bottom \times bottom and top \times top. If X is present, the multiplications are bottom \times top and top \times bottom.

cond

is an optional condition code, see Table 1-2 on page 33.

Rd

is the destination register.

Rn

is the first operand register holding the values to be multiplied.

Rm

the second operand register.

Ra

is the accumulate value.

4.3.2 Operation

The **SMLAD** and **SMLADX** instructions regard the two operands as four halfword 16-bit values. The **SMLAD** and **SMLADX** instructions:

- If X is not present, multiply the top signed halfword value in Rn with the top signed halfword of Rm and the bottom signed halfword values in Rn with the bottom signed halfword of Rm .
- Or if X is present, multiply the top signed halfword value in Rn with the bottom signed halfword of Rm and the bottom signed halfword values in Rn with the top signed halfword of Rm .
- Add both multiplication results to the signed 32-bit value in Ra .
- Writes the 32-bit signed result of the multiplication and addition to Rd .

4.3.3 Restrictions

Do not use SP and do not use PC .

4.3.4 Condition flags

These instructions do not change the flags.

4.3.5 Examples

```
SMLAD  R10, R2, R1, R5 ; Multiplies two halfword values in R2 with  
  
                ; corresponding halfwords in R1, adds R5 and writes to  
                ; R10
```

```
SMLALDX R0, R2, R4, R6 ; Multiplies top halfword of R2 with bottom halfword  
  
                ; of R4, multiplies bottom halfword of R2 with top  
  
                ; halfword of R4, adds R6 and writes to R0
```

4.4 SMLAL and SMLALD

Signed Multiply Accumulate Long and Signed Multiply Accumulate Long Dual and Signed Multiply Accumulate Long (halfwords).

Applies to...	SMLAL			SMLALD		
	M3	M4	M4F	M3	M4	M4F
	✓	✓	✓		✓	✓

4.4.1 Syntax

$SMLAL\{cond\} RdLo, RdHi, Rn, Rm$

$SMLAL\{X\}\{Y\}\{cond\} RdLo, RdHi, Rn, Rm$

$SMLALD\{X\}\{cond\} RdLo, RdHi, Rn, Rm$

where:

SMLAL

Signed Multiply Accumulate Long

SMLAL{X}{Y}

Signed Multiply Accumulate Long (halfwords, X and Y)

{X}{Y}

Specifies which halfword of the source registers Rn and Rm are used as the first and second multiply operand:

If X is **B**, then the bottom halfword, bits [15:0], of Rn is used. If X is **T**, then the top halfword, bits [31:16], of Rn is used.

If Y is **B**, then the bottom halfword, bits [15:0], of Rm is used. If Y is **T**, then the top halfword, bits [31:16], of Rm is used.

SMLALD

Signed Multiply Accumulate Long Dual

SMLALDX

Signed Multiply Accumulate Long Dual Reversed

If the X is omitted, the multiplications are bottom × bottom and top × top.

If X is present, the multiplications are bottom × top and top × bottom.

cond

is an optional condition code, see Table 1-2 on page 33.

RdHi, RdLo

are the destination registers. $RdLo$ is the lower 32 bits and $RdHi$ is the upper 32 bits of the 64-bit integer. For SMLAL, SMLALBB, SMLALBT, SMLALTB, SMLALT'T, SMLALD and SMLALDX, they also hold the accumulating value.

Rn, Rm

are registers holding the first and second operands.

4.4.2 Operation

The SMLAL instruction:

- Multiplies the two's complement signed word values from *Rn* and *Rm*.
- Adds the 64-bit value in *RdLo* and *RdHi* to the resulting 64-bit product.
- Writes the 64-bit result of the multiplication and addition in *RdLo* and *RdHi*.

The SMLALBB, SMLALBT, SMLALTB and SMLALTT instructions:

- Multiplies the specified signed halfword, Top or Bottom, values from *Rn* and *Rm*.
- Adds the resulting sign-extended 32-bit product to the 64-bit value in *RdLo* and *RdHi*.
- Writes the 64-bit result of the multiplication and addition in *RdLo* and *RdHi*.

The non-specified halfwords of the source registers are ignored.

The SMLALD and SMLALDX instructions interpret the values from *Rn* and *Rm* as four halfword two's complement signed 16-bit integers. These instructions:

- if *X* is not present, multiply the top signed halfword value of *Rn* with the top signed halfword of *Rm* and the bottom signed halfword values of *Rn* with the bottom signed halfword of *Rm*.
- Or if *X* is present, multiply the top signed halfword value of *Rn* with the bottom signed halfword of *Rm* and the bottom signed halfword values of *Rn* with the top signed halfword of *Rm*.
- Add the two multiplication results to the signed 64-bit value in *RdLo* and *RdHi* to create the resulting 64-bit product.
- Write the 64-bit product in *RdLo* and *RdHi*.

4.4.3 Restrictions

In these instructions:

- do not use SP and do not use PC.
- *RdHi* and *RdLo* must be different registers.

4.4.4 Condition flags

These instructions do not affect the condition code flags.

4.4.5 Examples

```
SMLAL      R4, R5, R3, R8    ; Multiplies R3 and R8, adds R5:R4 and writes to
                                ; R5:R4
```

```
SMLALBT   R2, R1, R6, R7    ; Multiplies bottom halfword of R6 with top
                                ; halfword of R7, sign extends to 32-bit, adds
```

; R1:R2 and writes to R1:R2

SMLALTB R2, R1, R6, R7 ; Multiplies top halfword of R6 with bottom
; halfword of R7, sign extends to 32-bit, adds R1:R2
; and writes to R1:R2

SMLALD R6, R8, R5, R1 ; Multiplies top halfwords in R5 and R1 and bottom
; halfwords of R5 and R1, adds R8:R6 and writes to
; R8:R6

SMLALDX R6, R8, R5, R1 ; Multiplies top halfword in R5 with bottom
; halfword of R1, and bottom halfword of R5 with
; top halfword of R1, adds R8:R6 and writes to
; R8:R6

4.5 SMLSD and SMLS LD

Signed Multiply Subtract Dual and Signed Multiply Subtract Long Dual.

Applies to...	M3	M4	M4F
		✓	✓

4.5.1 Syntax

$op\{X\}\{cond\} Rd, Rn, Rm, Ra$

where:

op

is one of:

SMLSD

Signed Multiply Subtract Dual.

SMLS LD

Signed Multiply Subtract Long Dual.

X

If *X* is present, the multiplications are bottom × top and top × bottom. If the *X* is omitted, the multiplications are bottom × bottom and top × top.

cond

is an optional condition code, see Table 1-2 on page 33.

Rd

is the destination register.

Rn, Rm

are registers holding the first and second operands.

Ra

is the register holding the accumulate value.

4.5.2 Operation

The SMLSD instruction interprets the values from the first and second operands as four signed halfwords. This instruction:

- Optionally rotates the halfwords of the second operand.
- Performs two signed 16 × 16-bit halfword multiplications.
- Subtracts the result of the upper halfword multiplication from the result of the lower halfword multiplication.
- Adds the signed accumulate value to the result of the subtraction.
- Writes the result of the addition to the destination register.

The SMLS LD instruction interprets the values from *Rn* and *Rm* as four signed halfwords. This instruction:

- Optionally rotates the halfwords of the second operand.

- Performs two signed 16×16 -bit halfword multiplications.
- Subtracts the result of the upper halfword multiplication from the result of the lower halfword multiplication.
- Adds the 64-bit value in *RdHi* and *RdLo* to the result of the subtraction.
- Writes the 64-bit result of the addition to the *RdHi* and *RdLo*.

4.5.3 Restrictions

In these instructions:

- Do not use SP and do not use PC.

4.5.4 Condition flags

This instruction sets the Q flag if the accumulate operation overflows. Overflow cannot occur during the multiplications or subtraction.

For the Thumb instruction set, these instructions do not affect the condition code flags.

4.5.5 Examples

```
SMLSD      R0, R4, R5, R6    ; Multiplies bottom halfword of R4 with bottom
                                ; halfword of R5, multiplies top halfword of R4
                                ; with top halfword of R5, subtracts second from
                                ; first, adds R6, writes to R0
```

```
SMLSDX     R1, R3, R2, R0    ; Multiplies bottom halfword of R3 with top
                                ; halfword of R2, multiplies top halfword of R3
                                ; with bottom halfword of R2, subtracts second from
                                ; first, adds R0, writes to R1
```

```
SMLSXD     R3, R6, R2, R7    ; Multiplies bottom halfword of R6 with bottom
                                ; halfword of R2, multiplies top halfword of R6
                                ; with top halfword of R2, subtracts second from
                                ; first, adds R6:R3, writes to R6:R3
```


4.6 SMMLA and SMMLS

Signed Most Significant Word Multiply Accumulate and Signed Most Significant Word Multiply Subtract.

Applies to...	M3	M4	M4F
		✓	✓

4.6.1 Syntax

$$op\{R\}\{cond\} Rd, Rn, Rm, Ra$$

where:

op

is one of:

SMMLA

Signed Most Significant Word Multiply Accumulate.

SMMLS

Signed Most Significant Word Multiply Subtract.

R

is a rounding error flag. If *R* is specified, 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.

cond

is an optional condition code, see Table 1-2 on page 33.

Rd

is the destination register.

Rn, Rm

are registers holding the first and second multiply operands.

Ra

is the register holding the accumulate value.

4.6.2 Operation

The SMMLA instruction interprets the values from *Rn* and *Rm* as signed 32-bit words.

The SMMLA instruction:

- Multiplies the values in *Rn* and *Rm*.
- Optionally rounds the result by adding 0x80000000.
- Extracts the most significant 32 bits of the result.
- Adds the value of *Ra* to the signed extracted value.
- Writes the result of the addition in *Rd*.

The SMMLS instruction interprets the values from *Rn* and *Rm* as signed 32-bit words.

The SMMLS instruction:

- Multiplies the values in R_n and R_m .
- Optionally rounds the result by adding $0x80000000$.
- Extracts the most significant 32 bits of the result.
- Subtracts the extracted value of the result from the value in R_a .
- Writes the result of the subtraction in R_d .

4.6.3 Restrictions

In these instructions:

- Do not use SP and do not use PC.

4.6.4 Condition flags

These instructions do not affect the condition code flags.

4.6.5 Examples

```
SMMLA      R0, R4, R5, R6    ; Multiplies R4 and R5, extracts top 32 bits, adds
                                     ; R6, truncates and writes to R0
```

```
SMMLAR     R6, R2, R1, R4    ; Multiplies R2 and R1, extracts top 32 bits, adds
                                     ; R4, rounds and writes to R6
```

```
SMMLSR     R3, R6, R2, R7    ; Multiplies R6 and R2, extracts top 32 bits,
                                     ; subtracts R7, rounds and writes to R3
```

```
SMMLS      R4, R5, R3, R8    ; Multiplies R5 and R3, extracts top 32 bits,
                                     ; subtracts R8, truncates and writes to R4
```

4.7 SMMUL

Signed Most Significant Word Multiply.

Applies to...	M3	M4	M4F
		✓	✓

4.7.1 Syntax

$op\{R\}\{cond\} Rd, Rn, Rm$

where:

op

is one of:

SMMUL

Signed Most Significant Word Multiply

R

is a rounding error flag. If R is specified, 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.

$cond$

is an optional condition code, see Table 1-2 on page 33.

Rd

is the destination register.

Rn, Rm

are registers holding the first and second operands.

4.7.2 Operation

The SMMUL instruction interprets the values from Rn and Rm as two's complement 32-bit signed integers. The SMMUL instruction:

- Multiplies the values from Rn and Rm .
- Optionally rounds the result, otherwise truncates the result.
- Writes the most significant signed 32 bits of the result in Rd .

4.7.3 Restrictions

In this instruction:

- do not use SP and do not use PC.

4.7.4 Condition flags

This instruction does not affect the condition code flags.

4.7.5 Examples

```
SMULL    R0, R4, R5    ; Multiplies R4 and R5, truncates top 32 bits  
  
                ; and writes to R0
```

```
SMULLR   R6, R2        ; Multiplies R6 and R2, rounds the top 32 bits  
                ; and writes to R6
```

4.8 SMUAD and SMUSD

Signed Dual Multiply Add and Signed Dual Multiply Subtract.

Applies to...	M3	M4	M4F
		✓	✓

4.8.1 Syntax

$op\{X\}\{cond\} Rd, Rn, Rm$

where:

op

is one of:

SMUAD

Signed Dual Multiply Add.

SMUSD

Signed Dual Multiply Subtract.

X

If *x* is present, the multiplications are bottom × top and top × bottom. If the *x* is omitted, the multiplications are bottom × bottom and top × top.

cond

is an optional condition code, see Table 1-2 on page 33.

Rd

is the destination register.

Rn, Rm

are registers holding the first and the second operands.

4.8.2 Operation

The SMUAD instruction interprets the values from the first and second operands as two signed halfwords in each operand. This instruction:

- Optionally rotates the halfwords of the second operand.
- Performs two signed 16 × 16-bit multiplications.
- Adds the two multiplication results together.
- Writes the result of the addition to the destination register.

The SMUSD instruction interprets the values from the first and second operands as two's complement signed integers. This instruction:

- Optionally rotates the halfwords of the second operand.
- Performs two signed 16 × 16-bit multiplications.
- Subtracts the result of the top halfword multiplication from the result of the bottom halfword multiplication.
- Writes the result of the subtraction to the destination register.

4.8.3 Restrictions

In these instructions:

- Do not use SP and do not use PC.

4.8.4 Condition flags

Sets the Q flag if the addition overflows. The multiplications cannot overflow.

4.8.5 Examples

```
SMUAD    R0, R4, R5    ; Multiplies bottom halfword of R4 with the bottom  
           ; halfword of R5, adds multiplication of top halfword  
           ; of R4 with top halfword of R5, writes to R0
```

```
SMUADX   R3, R7, R4    ; Multiplies bottom halfword of R7 with top halfword  
           ; of R4, adds multiplication of top halfword of R7  
           ; with bottom halfword of R4, writes to R3
```

```
SMUSD    R3, R6, R2    ; Multiplies bottom halfword of R4 with bottom halfword  
           ; of R6, subtracts multiplication of top halfword of R6  
           ; with top halfword of R3, writes to R3
```

```
SMUSDX   R4, R5, R3    ; Multiplies bottom halfword of R5 with top halfword of  
           ; R3, subtracts multiplication of top halfword of R5  
           ; with bottom halfword of R3, writes to R4
```

4.9 SMUL and SMULW

Signed Multiply (halfwords) and Signed Multiply (word by halfword).

Applies to...	M3	M4	M4F
		✓	✓

4.9.1 Syntax

$SMUL\{X\}\{Y\}\{cond\} Rd, Rn, Rm$

$SMULW\{Y\}\{cond\} Rd, Rn, Rm$

For $SMULXY$ only:

op

is one of:

$SMUL\{X\}\{Y\}$ Signed Multiply (halfwords)

X and Y specify which halfword of the source registers Rn and Rm is used as the first and second multiply operand. If X is B , then the bottom halfword, bits [15:0] of Rn is used. If X is T , then the top halfword, bits [31:16] of Rn is used. If Y is B , then the bottom halfword, bits [15:0], of Rm is used. If Y is T , then the top halfword, bits [31:16], of Rm is used.

$SMULW\{Y\}$ Signed Multiply (word by halfword)

Y specifies which halfword of the source register Rm is used as the second multiply operand. If Y is B , then the bottom halfword (bits [15:0]) of Rm is used. If Y is T , then the top halfword (bits [31:16]) of Rm is used.

$cond$

is an optional condition code, see Table 1-2 on page 33.

Rd

is the destination register.

Rn, Rm

are registers holding the first and second operands.

4.9.2 Operation

The $SMULBB$, $SMULTB$, $SMULBT$ and $SMULTT$ instructions interpret the values from Rn and Rm as four signed 16-bit integers. These instructions:

- Multiplies the specified signed halfword, Top or Bottom, values from Rn and Rm .
- Writes the 32-bit result of the multiplication in Rd .

The $SMULWT$ and $SMULWB$ instructions interpret the values from Rn as a 32-bit signed integer and Rm as two halfword 16-bit signed integers. These instructions:

- Multiplies the first operand and the top, T suffix, or the bottom, B suffix, halfword of the second operand.

- Writes the signed most significant 32 bits of the 48-bit result in the destination register.

4.9.3 Restrictions

In these instructions:

- Do not use SP and do not use PC.
- *RdHi* and *RdLo* must be different registers.

4.9.4 Examples

```
SMULBT    R0, R4, R5    ; Multiplies the bottom halfword of R4 with the
                                     ; top halfword of R5, multiplies results and
                                     ; writes to R0

SMULBB    R0, R4, R5    ; Multiplies the bottom halfword of R4 with the
                                     ; bottom halfword of R5, multiplies results and
                                     ; writes to R0

SMULTT    R0, R4, R5    ; Multiplies the top halfword of R4 with the top
                                     ; halfword of R5, multiplies results and writes
                                     ; to R0

SMULTB    R0, R4, R5    ; Multiplies the top halfword of R4 with the
                                     ; bottom halfword of R5, multiplies results and
                                     ; and writes to R0

SMULWT    R4, R5, R3    ; Multiplies R5 with the top halfword of R3,
                                     ; extracts top 32 bits and writes to R4

SMULWB    R4, R5, R3    ; Multiplies R5 with the bottom halfword of R3,
```

; extracts top 32 bits and writes to R4

4.10 UMULL, UMAAL, UMLAL, SMULL, and SMLAL

Signed and Unsigned Long Multiply, with optional Accumulate, using 32-bit operands and producing a 64-bit result.

Applies to...	UMULL, UMLAL, SMULL, SMLAL			UMAAL		
	M3	M4	M4F	M3	M4	M4F
	✓	✓	✓		✓	✓

4.10.1 Syntax

$\{cond\} RdLo, RdHi, Rn, Rm$

where:

op

is one of:

UMULL

Unsigned Long Multiply.

UMAAL

Unsigned Long Multiply with Accumulate Accumulate.

UMLAL

Unsigned Long Multiply, with Accumulate.

SMULL

Signed Long Multiply.

SMLAL

Signed Long Multiply, with Accumulate.

cond

is an optional condition code, see Table 1-2 on page 33.

RdHi, RdLo

are the destination registers. For UMLAL and SMLAL they also hold the accumulating value.

Rn, Rm

are registers holding the operands.

4.10.2 Operation

The UMULL instruction interprets the values from *Rn* and *Rm* as unsigned integers. It multiplies these integers and places the least significant 32 bits of the result in *RdLo*, and the most significant 32 bits of the result in *RdHi*.

The UMAAL instruction interprets the values from *Rn* and *Rm* as unsigned integers. It multiplies the two unsigned integers in the first and second operands and adds the unsigned 32-bit integer in *RdHi* to the 64-bit result of the multiplication. It adds the unsigned 32-bit integer in *RdLo* to the 64-bit result of the addition, writes the top 32-bits of the result to *RdHi*, and writes the lower 32-bits of the result to *RdLo*.

The `UMLAL` instruction interprets the values from Rn and Rm as unsigned integers. It multiplies these integers, adds the 64-bit result to the 64-bit unsigned integer contained in $RdHi$ and $RdLo$, and writes the result back to $RdHi$ and $RdLo$.

The `SMULL` instruction interprets the values from Rn and Rm as two's complement signed integers. It multiplies these integers and places the least significant 32 bits of the result in $RdLo$, and the most significant 32 bits of the result in $RdHi$.

The `SMLAL` instruction interprets the values from Rn and Rm as two's complement signed integers. It multiplies these integers, adds the 64-bit result to the 64-bit signed integer contained in $RdHi$ and $RdLo$, and writes the result back to $RdHi$ and $RdLo$.

4.10.3 Restrictions

In these instructions:

- do not use SP and do not use PC
- $RdHi$ and $RdLo$ must be different registers.

4.10.4 Condition flags

These instructions do not affect the condition code flags.

4.10.5 Examples

```

UMULL      R0, R4, R5, R6    ; Unsigned (R4,R0) = R5 x R6
SMLAL     R4, R5, R3, R8    ; Signed (R5,R4) = (R5,R4) + R3 x R8
UMAAL     R3, R6, R2, R7    ; Multiplies R2 and R7, adds R6, adds R3, writes t
                                ; top 32 bits to R6, and the bottom 32 bits to R3.

```

4.11 SDIV and UDIV

Signed Divide and Unsigned Divide.

Applies to...	M3	M4	M4F
	✓	✓	✓

4.11.1 Syntax

$SDIV\{cond\} \{Rd,\} Rn, Rm$

$UDIV\{cond\} \{Rd,\} Rn, Rm$

where:

cond

Is an optional condition code. See Table 1-2 on page 33.

Rd

Is the destination register. If *Rd* is omitted, the destination register is *Rn*.

Rn

Is the register holding the value to be divided.

Rm

Is a register holding the divisor.

4.11.2 Operation

SDIV performs a signed integer division of the value in *Rn* by the value in *Rm*.

UDIV performs an unsigned integer division of the value in *Rn* by the value in *Rm*.

For both instructions, if the value in *Rn* is not divisible by the value in *Rm*, the result is rounded towards zero.

4.11.3 Restrictions

Do not use **SP** and do not use **PC**.

4.11.4 Condition Flags

These instructions do not change the flags.

4.11.5 Examples

`SDIV R0, R2, R4 ; Signed divide, R0 = R2/R4.`

`UDIV R8, R8, R1 ; Unsigned divide, R8 = R8/R1.`

5 Saturating Instructions

Table 5-1 on page 131 shows the saturating instructions:

Table 5-1. Saturating Instructions

Mnemonic	Brief Description	See Page
SSAT	Signed saturate	132
SSAT16	Signed saturate halfword	134
USAT	Unsigned saturate	132
USAT16	Unsigned saturate halfword	134
QADD	Saturating add	136
QADD8	Saturating add 8	136
QADD16	Saturating add 16	136
QSUB	Saturating subtract	136
QSUB8	Saturating subtract 8	136
QSUB16	Saturating subtract 16	136
QASX	Saturating add and subtract with exchange	138
QSAX	Saturating subtract and add with exchange	138
QDADD	Saturating double and add	140
QDSUB	Saturating double and subtract	140
UQADD16	Unsigned saturating add 16	144
UQADD8	Unsigned saturating add 8	144
UQASX	Unsigned saturating add and subtract with exchange	142
UQSAX	Unsigned saturating subtract and add with exchange	142
UQSUB16	Unsigned saturating subtract 16	144
UQSUB8	Unsigned saturating subtract 8	144

5.1 SSAT and USAT

Signed Saturate and Unsigned Saturate to any bit position, with optional shift before saturating.

Applies to...	M3	M4	M4F
	✓	✓	✓

5.1.1 Syntax

$op\{cond\} Rd, \#n, Rm \{, shift \#s\}$

where:

op

Is one of:

SSAT

Saturates a signed value to a signed range.

USAT

Saturates a signed value to an unsigned range.

cond

Is an optional condition code. See Table 1-2 on page 33.

Rd

Is the destination register.

n

Specifies the bit position to saturate to:

- *n* ranges from 1 to 32 for SSAT
- *n* ranges from 0 to 31 for USAT

Rm

Is the register containing the value to saturate.

shift #s

Is an optional shift applied to *Rm* before saturating. It must be one of the following:

ASR #*s*

Where *s* is in the range 1 to 31.

LSL #*s*

Where *s* is in the range 0 to 31.

5.1.2 Operation

These instructions saturate to a signed or unsigned *n*-bit value.

The SSAT instruction applies the specified shift, then saturates to the signed range $-2^{n-1} \leq x \leq 2^{n-1}-1$.

The USAT instruction applies the specified shift, then saturates to the unsigned range $0 \leq x \leq 2^n-1$.

For signed *n*-bit saturation using SSAT, this means that:

- If the value to be saturated is less than -2^{n-1} , the result returned is -2^{n-1} .

- If the value to be saturated is greater than $2^{n-1}-1$, the result returned is $2^{n-1}-1$.
- Otherwise, the result returned is the same as the value to be saturated.

For unsigned n -bit saturation using `USAT`, this means that:

- If the value to be saturated is less than 0, the result returned is 0.
- If the value to be saturated is greater than 2^n-1 , the result returned is 2^n-1 .
- Otherwise, the result returned is the same as the value to be saturated.

If the returned result is different from the value to be saturated, it is called *saturation*. If saturation occurs, the instruction sets the `Q` flag to 1 in the **APSR**. Otherwise, it leaves the `Q` flag unchanged. To clear the `Q` flag to 0, you must use the `MSR` instruction. See “MSR” on page 215.

To read the state of the `Q` flag, use the `MRS` instruction. See “MRS” on page 214.

5.1.3 Restrictions

Do not use **SP** and do not use **PC**.

5.1.4 Condition Flags

These instructions do not affect the condition code flags.

If saturation occurs, these instructions set the `Q` flag to 1.

5.1.5 Examples

```
SSAT    R7, #16, R7, LSL #4 ; Logical shift left value in R7 by 4, then
                                ; saturate it as a signed 16-bit value and
                                ; write it back to R7.
USATNE  R0, #7, R5          ; Conditionally saturate value in R5 as an
                                ; unsigned 7 bit value and write it to R0.
```

5.2 SSAT16 and USAT16

Signed Saturate and Unsigned Saturate to any bit position for two halfwords.

Applies to...	M3	M4	M4F
		✓	✓

5.2.1 Syntax

$op\{cond\} Rd, \#n, Rm$

where:

op

is one of:

SSAT16

Saturates a signed halfword value to a signed range.

USAT16

Saturates a signed halfword value to an unsigned range.

$cond$

is an optional condition code, see Table 1-2 on page 33.

Rd

is the destination register.

n

specifies the bit position to saturate to:

- n ranges from 1 to 16 for SSAT.
- n ranges from 0 to 15 for USAT.

Rm

is the register containing the value to saturate.

5.2.2 Operation

The SSAT16 instruction:

1. Saturates two signed 16-bit halfword values of the register with the value to saturate from selected by the bit position in n .
2. Writes the results as two signed 16-bit halfwords to the destination register.

The USAT16 instruction:

1. Saturates two unsigned 16-bit halfword values of the register with the value to saturate from selected by the bit position in n .
2. Writes the results as two unsigned halfwords in the destination register.

5.2.3 Restrictions

Do not use SP and do not use PC .

5.2.4 Condition flags

These instructions do not affect the condition code flags.
If saturation occurs, these instructions set the Q flag to 1.

5.2.5 Examples

```
SSAT16    R7, #9, R2        ; Saturates the top and bottom highwords of R2
                                     ; as 9-bit values, writes to corresponding halfword
                                     ; of R7

USAT16NE  R0, #13, R5       ; Conditionally saturates the top and bottom
                                     ; halfwords of R5 as 13-bit values, writes to
                                     ; corresponding halfword of R0
```

5.3 QADD and QSUB

Saturating Add and Saturating Subtract, signed.

Applies to...	M3	M4	M4F
		✓	✓

5.3.1 Syntax

$$op\{cond\} \{Rd\}, Rn, Rm$$

$$op\{cond\} \{Rd\}, Rn, Rm$$

where:

op

is one of:

QADD

Saturating 32-bit add.

QADD8

Saturating four 8-bit integer additions.

QADD16

Saturating two 16-bit integer additions.

QSUB

Saturating 32-bit subtraction.

QSUB8

Saturating four 8-bit integer subtraction.

QSUB16

Saturating two 16-bit integer subtraction.

cond

is an optional condition code, see Table 1-2 on page 33.

Rd

is the destination register.

Rn, Rm

are registers holding the first and second operands.

5.3.2 Operation

These instructions add or subtract two, four or eight values from the first and second operands and then writes a signed saturated value in the destination register.

The QADD and QSUB instructions apply the specified add or subtract, and then saturate the result to the signed range $-2^{n-1} \leq x \leq 2^{n-1}-1$, where x is given by the number of bits applied in the instruction, 32, 16 or 8.

If the returned result is different from the value to be saturated, it is called *saturation*. If saturation occurs, the `QADD` and `QSUB` instructions set the Q flag to 1 in the APSR. Otherwise, it leaves the Q flag unchanged. The 8-bit and 16-bit `QADD` and `QSUB` instructions always leave the Q flag unchanged.

To clear the Q flag to 0, you must use the `MSR` instruction, see 215.

To read the state of the Q flag, use the `MRS` instruction, see 214.

5.3.3 Restrictions

Do not use SP and do not use PC.

5.3.4 Condition flags

These instructions do not affect the condition code flags.

If saturation occurs, these instructions set the Q flag to 1.

5.3.5 Examples

```
QADD16    R7, R4, R2 ; Adds halfwords of R4 with corresponding halfword of
              ; R2, saturates to 16 bits and writes to corresponding
              ; halfword of R7
```

```
QADD8     R3, R1, R6 ; Adds bytes of R1 to the corresponding bytes of R6,
              ; saturates to 8 bits and writes to corresponding byte of
              ; R3
```

```
QSUB16    R4, R2, R3 ; Subtracts halfwords of R3 from corresponding halfword
              ; of R2, saturates to 16 bits, writes to corresponding
              ; halfword of R4
```

```
QSUB8     R4, R2, R5 ; Subtracts bytes of R5 from the corresponding byte in
              ; R2, saturates to 8 bits, writes to corresponding byte of
              ; R4
```

5.4 QASX and QSAX

Saturating Add and Subtract with Exchange and Saturating Subtract and Add with Exchange, signed.

Applies to...	M3	M4	M4F
		✓	✓

5.4.1 Syntax

$op\{cond\} \{Rd\}, Rm, Rn$

where:

op

is one of:

QASX

Add and Subtract with Exchange and Saturate.

QSAX

Subtract and Add with Exchange and Saturate.

cond

is an optional condition code, see Table 1-2 on page 33.

Rd

is the destination register.

Rn, Rm

are registers holding the first and second operands.

5.4.2 Operation

The *QASX* instruction:

1. Adds the top halfword of the source operand with the bottom halfword of the second operand.
2. Subtracts the top halfword of the second operand from the bottom highword of the first operand.
3. Saturates the result of the subtraction and writes a 16-bit signed integer in the range $-215 \leq x \leq 215 - 1$, where *x* equals 16, to the bottom halfword of the destination register.
4. Saturates the results of the sum and writes a 16-bit signed integer in the range $-215 \leq x \leq 215 - 1$, where *x* equals 16, to the top halfword of the destination register.

The *QSAX* instruction:

1. Subtracts the bottom halfword of the second operand from the top highword of the first operand.
2. Adds the bottom halfword of the source operand with the top halfword of the second operand.
3. Saturates the results of the sum and writes a 16-bit signed integer in the range $-215 \leq x \leq 215 - 1$, where *x* equals 16, to the bottom halfword of the destination register.
4. Saturates the result of the subtraction and writes a 16-bit signed integer in the range $-215 \leq x \leq 215 - 1$, where *x* equals 16, to the top halfword of the destination register.

5.4.3 Restrictions

Do not use SP and do not use PC.

5.4.4 Condition flags

These instructions do not affect the condition code flags.

5.4.5 Examples

```
QASX    R7, R4, R2    ; Adds top halfword of R4 to bottom halfword of R2,  
  
                    ; saturates to 16 bits, writes to top halfword of R7  
  
                    ; Subtracts top highword of R2 from bottom halfword of  
  
                    ; R4, saturates to 16 bits and writes to bottom halfword  
  
                    ; of R7
```

```
QSAX    R0, R3, R5    ; Subtracts bottom halfword of R5 from top halfword of  
  
                    ; R3, saturates to 16 bits, writes to top halfword of R0  
  
                    ; Adds bottom halfword of R3 to top halfword of R5,  
  
                    ; saturates to 16 bits, writes to bottom halfword of R0
```

5.5 QDADD and QDSUB

Saturating Double and Add and Saturating Double and Subtract, signed.

Applies to...	M3	M4	M4F
		✓	✓

5.5.1 Syntax

$op\{cond\} \{Rd\}, Rm, Rn$

where:

op

is one of:

QDADD

Saturating Double and Add.

QDSUB

Saturating Double and Subtract.

cond

is an optional condition code, see Table 1-2 on page 33.

Rd

is the destination register.

Rm, Rn

are registers holding the first and second operands.

5.5.2 Operation

The QDADD instruction:

- Doubles the second operand value.
- Adds the result of the doubling to the signed saturated value in the first operand.
- Writes the result to the destination register.

The QDSUB instruction:

- Doubles the second operand value.
- Subtracts the doubled value from the signed saturated value in the first operand.
- Writes the result to the destination register.

Both the doubling and the addition or subtraction have their results saturated to the 32-bit signed integer range $-231 \leq x \leq 231 - 1$. If saturation occurs in either operation, it sets the Q flag in the APSR.

5.5.3 Restrictions

Do not use SP and do not use PC .

5.5.4 Condition flags

If saturation occurs, these instructions set the Q flag to 1.

5.5.5 Examples

```
QDADD    R7, R4, R2        ; Doubles and saturates R4 to 32 bits, adds R2,  
                                ; saturates to 32 bits, writes to R7.
```

```
QDSUB    R0, R3, R5        ; Subtracts R3 doubled and saturated to 32 bits  
                                ; from R5, saturates to 32 bits, writes to R0.
```

5.6 UQASX and UQSAX

Saturating Add and Subtract with Exchange and Saturating Subtract and Add with Exchange, unsigned.

Applies to...	M3	M4	M4F
		✓	✓

5.6.1 Syntax

$op\{cond\} \{Rd\}, Rm, Rn$

where:

type

is one of:

UQASX

Add and Subtract with Exchange and Saturate.

UQSAX

Subtract and Add with Exchange and Saturate.

cond

is an optional condition code, see Table 1-2 on page 33.

Rd

is the destination register.

Rn, Rm

are registers holding the first and second operands.

5.6.2 Operation

The UQASX instruction:

1. Adds the bottom halfword of the source operand with the top halfword of the second operand.
2. Subtracts the bottom halfword of the second operand from the top highword of the first operand.
3. Saturates the results of the sum and writes a 16-bit unsigned integer in the range $0 \leq x \leq 216 - 1$, where x equals 16, to the top halfword of the destination register.
4. Saturates the result of the subtraction and writes a 16-bit unsigned integer in the range $0 \leq x \leq 216 - 1$, where x equals 16, to the bottom halfword of the destination register.

The UQSAX instruction:

1. Subtracts the bottom halfword of the second operand from the top highword of the first operand.
2. Adds the bottom halfword of the first operand with the top halfword of the second operand.
3. Saturates the result of the subtraction and writes a 16-bit unsigned integer in the range $0 \leq x \leq 216 - 1$, where x equals 16, to the top halfword of the destination register.
4. Saturates the results of the addition and writes a 16-bit unsigned integer in the range $0 \leq x \leq 216 - 1$, where x equals 16, to the bottom halfword of the destination register.

5.6.3 Restrictions

Do not use SP and do not use PC.

5.6.4 Condition flags

These instructions do not affect the condition code flags.

5.6.5 Examples

```
UQASX  R7, R4, R2 ; Adds top halfword of R4 with bottom halfword of R2,  
  
                ; saturates to 16 bits, writes to top halfword of R7  
  
                ; Subtracts top halfword of R2 from bottom halfword of  
  
                ; R4, saturates to 16 bits, writes to bottom halfword of R7  
  
UQSAX  R0, R3, R5 ; Subtracts bottom halfword of R5 from top halfword of R3,  
  
                ; saturates to 16 bits, writes to top halfword of R0  
  
                ; Adds bottom halfword of R4 to top halfword of R5  
  
                ; saturates to 16 bits, writes to bottom halfword of R0.
```

5.7 UQADD and UQSUB

Saturating Add and Saturating Subtract Unsigned.

Applies to...	M3	M4	M4F
		✓	✓

5.7.1 Syntax

$$op\{cond\} \{Rd\}, Rn, Rm$$

$$op\{cond\} \{Rd\}, Rn, Rm$$

where:

op

is one of:

UQADD8

Saturating four unsigned 8-bit integer additions.

UQADD16

Saturating two unsigned 16-bit integer additions.

UDSUB8

Saturating four unsigned 8-bit integer subtractions.

UQSUB16

Saturating two unsigned 16-bit integer subtractions.

cond

is an optional condition code, see Table 1-2 on page 33.

Rd

is the destination register.

Rn, Rm

are registers holding the first and second operands.

5.7.2 Operation

These instructions add or subtract two or four values and then writes an unsigned saturated value in the destination register.

The UQADD16 instruction:

- Adds the respective top and bottom halfwords of the first and second operands.
- Saturates the result of the additions for each halfword in the destination register to the unsigned range $0 \leq x \leq 2^{16}-1$, where x is 16.

The UQADD8 instruction:

- Adds each respective byte of the first and second operands.

- Saturates the result of the addition for each byte in the destination register to the unsigned range $0 \leq x \leq 2^8-1$, where x is 8.

The UQSUB16 instruction:

- Subtracts both halfwords of the second operand from the respective halfwords of the first operand.
- Saturates the result of the differences in the destination register to the unsigned range $0 \leq x \leq 2^{16}-1$, where x is 16.

The UQSUB8 instructions:

- Subtracts the respective bytes of the second operand from the respective bytes of the first operand.
- Saturates the results of the differences for each byte in the destination register to the unsigned range $0 \leq x \leq 2^8-1$, where x is 8.

5.7.3 Restrictions

Do not use SP and do not use PC.

5.7.4 Condition flags

These instructions do not affect the condition code flags.

5.7.5 Examples

```

UQADD16  R7, R4, R2    ; Adds halfwords in R4 to corresponding halfword in R2,
                        ; saturates to 16 bits, writes to corresponding halfword
                        ; of R7

UQADD8   R4, R2, R5    ; Adds bytes of R2 to corresponding byte of R5, saturates
                        ; to 8 bits, writes to corresponding bytes of R4

UQSUB16  R6, R3, R0    ; Subtracts halfwords in R0 from corresponding halfword
                        ; in R3, saturates to 16 bits, writes to corresponding
                        ; halfword in R6

UQSUB8   R1, R5, R6    ; Subtracts bytes in R6 from corresponding byte of R5,
                        ; saturates to 8 bits, writes to corresponding byte of R1

```


6 Packing and Unpacking Instructions

Table 6-1 on page 147 shows the packing and unpacking instructions:

Table 6-1. Packing and Unpacking Instructions

Mnemonic	Brief Description	See Page
PKH	Pack halfword	148
SXTAB	Extend 8 bits to 32 and add	154
SXTAB16	Dual extend 8 bits to 16 and add	154
SXTAH	Extend 16 bits to 32 and add	154
SXTB	Sign extend a byte	150
SXTB16	Dual extend 8 bits to 16 and add	150
SXTH	Sign extend a halfword	150
UXTAB	Extend 8 bits to 32 and add	154
UXTAB16	Dual extend 8 bits to 16 and add	154
UXTAH	Extend 16 bits to 32 and add	154
UXTB	Zero extend a byte	150
UXTB16	Dual zero extend 8 bits to 16 and add	150
UXTH	Zero extend a halfword	150

6.1 PKHBT and PKHTB

Pack Halfword.

Applies to...	M3	M4	M4F
	✓	✓	✓

6.1.1 Syntax

$$\text{op}\{\text{cond}\} \{Rd\}, Rn, Rm \{, LSL \#imm\}$$

$$\text{op}\{\text{cond}\} \{Rd\}, Rn, Rm \{, ASR \#imm\}$$

where:

op

is one of:

PKHBT

Pack Halfword, bottom and top with shift.

PKHTB

Pack Halfword, top and bottom with shift.

cond

is an optional condition code, see 33.

Rd

is the destination register.

Rn

is the first operand register.

Rm

is the second operand register holding the value to be optionally shifted.

imm

is the shift length. The type of shift length depends on the instruction: For PKHBT

:

LSL

a left shift with a shift length from 1 to 31, 0 means no shift.

For PKHTB:

ASR

an arithmetic shift right with a shift length from 1 to 32, a shift of 32-bits is encoded as 0b00000.

6.1.2 Operation

The PKHBT instruction:

1. Writes the value of the bottom halfword of the first operand to the bottom halfword of the destination register.
2. If shifted, the shifted value of the second operand is written to the top halfword of the destination register.

The PKHTB instruction:

1. Writes the value of the top halfword of the first operand to the top halfword of the destination register.
2. If shifted, the shifted value of the second operand is written to the bottom halfword of the destination register.

6.1.3 Restrictions

Rd must not be SP and must not be PC.

6.1.4 Condition flags

This instruction does not change the flags.

6.1.5 Examples

```
PKHBT   R3, R4, R5 LSL #0 ; Writes bottom halfword of R4 to bottom halfword of
                                ; R3, writes top halfword of R5, unshifted, to top
                                ; halfword of R3
```

```
PKHTB   R4, R0, R2 ASR #1 ; Writes R2 shifted right by 1 bit to bottom halfword
                                ; of R4, and writes top halfword of R0 to top
                                ; halfword of R4
```

6.2 SXT and UXT

Sign extend and Zero extend.

Applies to...	M3	M4	M4F
	✓	✓	✓

6.2.1 Syntax

$$op\{cond\} \{Rd,\} Rm \{, ROR \#n\}$$

$$op\{cond\} \{Rd\}, Rm \{, ROR \#n\}$$

where:

op

is one of:

SXTB

Sign extends an 8-bit value to a 32-bit value.

SXTH

Sign extends a 16-bit value to a 32-bit value.

SXTB16

Sign extends two 8-bit values to two 16-bit values.

UXTB

Zero extends an 8-bit value to a 32-bit value.

UXTH

Zero extends a 16-bit value to a 32-bit value.

UXTB16

Zero extends two 8-bit values to two 16-bit values.

cond

is an optional condition code, see 33.

Rd

is the destination register.

Rm

is the register holding the value to extend.

ROR #*n*

is one of:

ROR #8

Value from *Rm* is rotated right 8 bits.

ROR #16

Value from *Rm* is rotated right 16 bits.

ROR #24

Value from R_m is rotated right 24 bits.

If ROR # n is omitted, no rotation is performed.

6.2.2 Operation

These instructions do the following:

1. Rotate the value from R_m right by 0, 8, 16 or 24 bits.
2. Extract bits from the resulting value:
 - SXTB extracts bits[7:0] and sign extends to 32 bits.
 - UXTB extracts bits[7:0] and zero extends to 32 bits.
 - SXTH extracts bits[15:0] and sign extends to 32 bits.
 - UXTH extracts bits[15:0] and zero extends to 32 bits.
 - SXTB16 extracts bits[7:0] and sign extends to 16 bits, and extracts bits [23:16] and sign extends to 16 bits.
 - UXTB16 extracts bits[7:0] and zero extends to 16 bits, and extracts bits [23:16] and zero extends to 16 bits.

6.2.3 Restrictions

Do not use SP and do not use PC.

6.2.4 Condition flags

These instructions do not affect the flags.

6.2.5 Examples

```
SXTH R4, R6, ROR #16 ; Rotates R6 right by 16 bits, obtains bottom halfword of
                    ; of result, sign extends to 32 bits and writes to R4
UXTB R3, R10         ; Extracts lowest byte of value in R10, zero extends, and
                    ; writes to R3
```

6.3 SXTB16 and UXTB16

Sign extend and Zero extend byte 16.

Applies to...	M3	M4	M4F
		✓	✓

6.3.1 Syntax

$$op\{cond\} \{Rd,\} Rm \{, ROR \#n\}$$

$$op\{cond\} \{Rd\}, Rm \{, ROR \#n\}$$

where:

op

is one of:

SXTB16

Sign extends two 8-bit values to two 16-bit values.

UXTB16

Zero extends two 8-bit values to two 16-bit values.

cond

is an optional condition code, see 33.

Rd

is the destination register.

Rm

is the register holding the value to extend.

ROR #*n*

is one of:

ROR #8

Value from *Rm* is rotated right 8 bits.

ROR #16

Value from *Rm* is rotated right 16 bits.

ROR #24

Value from *Rm* is rotated right 24 bits.

If ROR #*n* is omitted, no rotation is performed.

6.3.2 Operation

These instructions do the following:

1. Rotate the value from *Rm* right by 0, 8, 16 or 24 bits.

2. Extract bits from the resulting value:

- `SXTB16` extracts bits[7:0] and sign extends to 16 bits, and extracts bits [23:16] and sign extends to 16 bits.
- `UXTB16` extracts bits[7:0] and zero extends to 16 bits, and extracts bits [23:16] and zero extends to 16 bits.

6.3.3 Restrictions

Do not use SP and do not use PC.

6.3.4 Condition flags

These instructions do not affect the flags.

6.3.5 Examples

```
SXTH  R4, R6, ROR #16 ; Rotates R6 right by 16 bits, obtains bottom halfword of
                        ; of result, sign extends to 32 bits and writes to R4
UXTB  R3, R10         ; Extracts lowest byte of value in R10, zero extends, and
                        ; writes to R3
```

6.4 SXTA and UXTA

Signed and Unsigned Extend and Add.

Applies to...	M3	M4	M4F
		✓	✓

6.4.1 Syntax

$$op\{cond\} \{Rd,\} Rn, Rm \{, ROR \#n\}$$

$$op\{cond\} \{Rd,\} Rn, Rm \{, ROR \#n\}$$

where:

op

is one of:

SXTAB

Sign extends an 8-bit value to a 32-bit value and add.

SXTAH

Sign extends a 16-bit value to a 32-bit value and add.

SXTAB16

Sign extends two 8-bit values to two 16-bit values and add.

UXTAB

Zero extends an 8-bit value to a 32-bit value and add.

UXTAH

Zero extends a 16-bit value to a 32-bit value and add.

UXTAB16

Zero extends two 8-bit values to two 16-bit values and add.

cond

is an optional condition code, see 33.

Rd

is the destination register.

Rn

is the first operand register.

Rm

is the register holding the value to rotate and extend.

ROR #*n*

is one of:

ROR #8

Value from *Rm* is rotated right 8 bits.

ROR #16
Value from *Rm* is rotated right 16 bits.

ROR #24
Value from *Rm* is rotated right 24 bits.

If ROR #*n* is omitted, no rotation is performed.

6.4.2 Operation

These instructions do the following:

1. Rotate the value from *Rm* right by 0, 8, 16 or 24 bits.
2. Extract bits from the resulting value:
 - SXTAB extracts bits[7:0] from *Rm* and sign extends to 32 bits.
 - UXTAB extracts bits[7:0] from *Rm* and zero extends to 32 bits.
 - SXTAH extracts bits[15:0] from *Rm* and sign extends to 32 bits.
 - UXTAH extracts bits[15:0] from *Rm* and zero extends to 32 bits.
 - SXTAB16 extracts bits[7:0] from *Rm* and sign extends to 16 bits, and extracts bits [23:16] from *Rm* and sign extends to 16 bits.
 - UXTAB16 extracts bits[7:0] from *Rm* and zero extends to 16 bits, and extracts bits [23:16] from *Rm* and zero extends to 16 bits.
3. Adds the signed or zero extended value to the word or corresponding halfword of *Rn* and writes the result in *Rd*.

6.4.3 Restrictions

Do not use SP and do not use PC.

6.4.4 Condition flags

These instructions do not affect the flags.

6.4.5 Examples

```
SXTAH R4, R8, R6, ROR #16 ; Rotates R6 right by 16 bits, obtains bottom
                          ; halfword, sign extends to 32 bits, adds R8, and
                          ; writes to R4
UXTAB R3, R4, R10        ; Extracts bottom byte of R10 and zero extends to 32
                          ; bits, adds R4, and writes to R3
```

7 Bitfield Instructions

Table 7-1 on page 156 shows the instructions that operate on adjacent sets of bits in registers or bitfields:

Table 7-1. Bitfield Instructions

Mnemonic	Brief Description	See Page
BFC	Bit field clear	157
BFI	Bit field insert	157
SBFX	Signed bit field extract	158
UBFX	Unsigned bit field extract	158

7.1 BFC and BFI

Bit Field Clear and Bit Field Insert.

Applies to...	M3	M4	M4F
	✓	✓	✓

7.1.1 Syntax

$BFC\{cond\} Rd, \#lsb, \#width$

$BFI\{cond\} Rd, Rn, \#lsb, \#width$

where:

cond

Is an optional condition code. See Table 1-2 on page 33.

Rd

Is the destination register.

Rn

Is the source register.

lsb

Is the position of the least-significant bit of the bitfield. *lsb* must be in the range 0 to 31.

width

Is the width of the bitfield and must be in the range 1 to $32 - lsb$.

7.1.2 Operation

BFC clears a bitfield in a register. It clears *width* bits in *Rd*, starting at the low bit position *lsb*. Other bits in *Rd* are unchanged.

BFI copies a bitfield into one register from another register. It replaces *width* bits in *Rd* starting at the low bit position *lsb*, with *width* bits from *Rn* starting at bit[0]. Other bits in *Rd* are unchanged.

7.1.3 Restrictions

Do not use **SP** and do not use **PC**.

7.1.4 Condition Flags

These instructions do not affect the flags.

7.1.5 Examples

```
BFC  R4, #8, #12    ; Clear bit 8 to bit 19 (12 bits) of R4 to 0.
BFI  R9, R2, #8, #12 ; Replace bit 8 to bit 19 (12 bits) of R9 with
                    ; bit 0 to bit 11 from R2.
```

7.2 SBFX and UBFX

Signed Bit Field Extract and Unsigned Bit Field Extract.

Applies to...	M3	M4	M4F
	✓	✓	✓

7.2.1 Syntax

SBFX{*cond*} *Rd*, *Rn*, #*lsb*, #*width*

UBFX{*cond*} *Rd*, *Rn*, #*lsb*, #*width*

where:

cond

Is an optional condition code. See Table 1-2 on page 33.

Rd

Is the destination register.

Rn

Is the source register.

lsb

Is the position of the least-significant bit of the bitfield. *lsb* must be in the range 0 to 31.

width

Is the width of the bitfield and must be in the range 1 to 32-*lsb*.

7.2.2 Operation

SBFX extracts a bitfield from one register, sign extends it to 32 bits, and writes the result to the destination register.

UBFX extracts a bitfield from one register, zero extends it to 32 bits, and writes the result to the destination register.

7.2.3 Restrictions

Do not use **SP** and do not use **PC**.

7.2.4 Condition Flags

These instructions do not affect the flags.

7.2.5 Examples

```
SBFX R0, R1, #20, #4 ; Extract bit 20 to bit 23 (4 bits) from R1 and sign
                    ; extend to 32 bits and then write the result to R0.
UBFX R8, R11, #9, #10 ; Extract bit 9 to bit 18 (10 bits) from R11 and zero
                    ; extend to 32 bits and then write the result to R8.
```

8 Floating-Point

Table 8-1 on page 159 shows the floating-point instructions:¹

Table 8-1. Floating-Point Instructions

Mnemonic	Brief Description	See Page
VABS	Floating-point absolute	161
VADD	Floating-point add	162
VCMP	Compare two floating-point registers, or one floating-point register and zero	163
VCMPE	Compare two floating-point registers, or one floating-point register and zero with Invalid Operation check	163
VCVT	Convert between floating-point and integer	167
VCVT	Convert between floating-point and fixed point	167
VCVTR	Convert between floating-point and integer with rounding	167
VCVTB	Converts half-precision value to single-precision	169
VCVTT	Converts single-precision register to half-precision	169
VDIV	Floating-point divide	171
VFMA	Floating-point fused multiply accumulate	172
VFNMA	Floating-point fused negate multiply accumulate	173
VFMS	Floating-point fused multiply subtract	172
VFNMS	Floating-point fused negate multiply subtract	173
VLDM	Load multiple extension registers	174
VLDR	Loads an extension register from memory	176
VLMA	Floating-point multiply accumulate	178
VLMS	Floating-point multiply subtract	178
VMOV	Floating-point move immediate	179
VMOV	Floating-point move register	180
VMOV	Copy ARM core register to single precision	182
VMOV	Copy 2 ARM core registers to 2 single precision	183
VMOV	Copies between ARM core register to scalar	182
VMOV	Copies between scalar to ARM core register	182
VMRS	Move to ARM core register from floating-point system register	185
VMSR	Move to floating-point system register from ARM Core register	186
VMUL	Multiply floating-point	187
VNEG	Floating-point negate	188
VNMLA	Floating-point multiply and add	189
VNMLS	Floating-point multiply and subtract	189
VNMUL	Floating-point multiply	189
VPOP	Pop extension registers	191
VPUSH	Push extension registers	192
VSQRT	Floating-point square root	193

¹These instructions are only available if the FPU is included, and enabled, in the system.

Table 8-1. Floating-Point Instructions (*continued*)

Mnemonic	Brief Description	See Page
VSTM	Store multiple extension registers	194
VSTR	Stores an extension register to memory	196
VSUB	Floating-point subtract	197

8.1 VABS

Floating-point Absolute.

Applies to...	M3	M4	M4F
			✓

8.1.1 Syntax

$VABS\{cond\}.F32\ Sd, Sm$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

Sd, Sm

are the destination floating-point value and the operand floating-point value.

8.1.2 Operation

This instruction:

1. Takes the absolute value of the operand floating-point register.
2. Places the results in the destination floating-point register.

8.1.3 Restrictions

There are no restrictions.

8.1.4 Condition flags

The floating-point instruction clears the sign bit.

8.1.5 Examples

$VABS.F32\ S4, S6$

8.2 VADD

Floating-point Add.

Applies to...	M3	M4	M4F
			✓

8.2.1 Syntax

$VADD\{cond\}.F32 \{Sd,\} Sn, Sm$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

Sd

is the destination floating-point value.

Sn, Sm

are the operand floating-point values.

8.2.2 Operation

This instruction:

1. Adds the values in the two floating-point operand registers.
2. Places the results in the destination floating-point register.

8.2.3 Restrictions

There are no restrictions.

8.2.4 Condition flags

This instruction does not change the flags.

8.2.5 Examples

$VADD.F32 S4, S6, S7$

8.3 VCMP, VCMPE

Compares two floating-point registers, or one floating-point register and zero.

Applies to...	M3	M4	M4F
			✓

8.3.1 Syntax

$$\text{VCMP}\{E\}\{cond\}.F32\ Sd, Sm$$

$$\text{VCMP}\{E\}\{cond\}.F32\ Sd, \#0.0$$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

E

If present, any NaN operand causes an `Invalid Operation` exception. Otherwise, only a signaling NaN causes the exception.

Sd

is the floating-point operand to compare.

Sm

is the floating-point operand that is compared with.

8.3.2 Operation

This instruction:

- Compares:
 - Two floating-point registers.
 - One floating-point register and zero.
- Writes the result to the FPSCR flags.

8.3.3 Restrictions

This instruction can optionally raise an `Invalid Operation` exception if either operand is any type of NaN. It always raises an `Invalid Operation` exception if either operand is a signaling NaN.

8.3.4 Condition flags

When this instruction writes the result to the FPSCR flags, the values are normally transferred to the ARM flags by a subsequent `VMRS` instruction, see “VMRS” on page 185.

8.3.5 Examples

VCMP.F32 S4, #0.0VCMP.F32 S4, S2

8.4 VCVT, VCVTR between floating-point and integer

Converts a value in a register from floating-point to a 32-bit integer.

Applies to...	M3	M4	M4F
			✓

8.4.1 Syntax

$$VCVT\{R\}\{cond\}.Tm.F32\ Sd, Sm$$

$$VCVT\{cond\}.F32.Tm\ Sd, Sm$$

where:

R

If *R* is specified, the operation uses the rounding mode specified by the FPSCR. If *R* is omitted, the operation uses the Round towards Zero rounding mode.

cond

is an optional condition code, see “Conditional Execution” on page 32.

Tm

is the data type for the operand. It must be one of:

- S32 signed 32-bit value.
- U32 unsigned 32-bit value.

Sd, Sm

are the destination register and the operand register.

8.4.2 Operation

These instructions:

1. Either
 - Converts a value in a register from floating-point value to a 32-bit integer.
 - Converts from a 32-bit integer to floating-point value.
2. Places the result in a second register.

The floating-point to integer operation normally uses the Round towards Zero rounding mode, but can optionally use the rounding mode specified by the FPSCR.

The integer to floating-point operation uses the rounding mode specified by the FPSCR.

8.4.3 Restrictions

There are no restrictions.

8.4.4 Condition flags

These instructions do not change the flags.

8.5 VCVT between floating-point and fixed-point

Converts a value in a register from floating-point to and from fixed-point.

Applies to...	M3	M4	M4F
			✓

8.5.1 Syntax

$$VCVT\{cond\}.Td.F32\ Sd, Sd, \#fbits$$

$$VCVT\{cond\}.F32.Td\ Sd, Sd, \#fbits$$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

Td

is the data type for the fixed-point number. It must be one of:

- S16 signed 16-bit value.
- U16 unsigned 16-bit value.
- S32 signed 32-bit value.
- U32 unsigned 32-bit value.

Sd

is the destination register and the operand register.

fbits

is the number of fraction bits in the fixed-point number:

- If *Td* is S16 or U16, *fbits* must be in the range 0-16.
- If *Td* is S32 or U32, *fbits* must be in the range 1-32.

8.5.2 Operation

These instructions:

1. Either
 - Converts a value in a register from floating-point to fixed-point.
 - Converts a value in a register from fixed-point to floating-point.
2. Places the result in a second register.

The floating-point values are single-precision.

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.

8.5.3 Restrictions

There are no restrictions.

8.5.4 Condition flags

These instructions do not change the flags.

8.6 VCVTB, VCVTT

Converts between a half-precision value and a single-precision value.

Applies to...	M3	M4	M4F
			✓

8.6.1 Syntax

$$VCVT\{y\}\{cond\}.F32.F16\ Sd, Sm$$

$$VCVT\{y\}\{cond\}.F16.F32\ Sd, Sm$$

where:

y

Specifies which half of the operand register *Sm* or destination register *Sd* is used for the operand or destination:

- If *y* is **B**, then the bottom half, bits [15:0], of *Sm* or *Sd* is used.
- If *y* is **T**, then the top half, bits [31:16], of *Sm* or *Sd* is used.

cond

is an optional condition code, see “Conditional Execution” on page 32.

Sd

is the destination register.

Sm

is the operand register.

8.6.2 Operation

This instruction with the `.F16.32` suffix:

1. Converts the half-precision value in the top or bottom half of a single-precision register to single-precision.
2. Writes the result to a single-precision register.

This instruction with the `.F32.F16` suffix:

1. Converts the value in a single-precision register to half-precision.
2. Writes the result into the top or bottom half of a single-precision register, preserving the other half of the target register.

8.6.3 Restrictions

There are no restrictions.

8.6.4 Condition flags

These instructions do not change the flags.

8.7 VDIV

Divides floating-point values.

Applies to...	M3	M4	M4F
			✓

8.7.1 Syntax

$$\text{VDIV}\{cond\}.\text{F32}\{Sd,\}Sn,Sm$$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

Sd

is the destination register.

Sn, Sm

are the operand registers.

8.7.2 Operation

This instruction:

1. Divides one floating-point value by another floating-point value.
2. Writes the result to the floating-point destination register.

8.7.3 Restrictions

There are no restrictions.

8.7.4 Condition flags

These instructions do not change the flags.

8.8 VFMA, VFMS

Floating-point Fused Multiply Accumulate and Subtract.

Applies to...	M3	M4	M4F
			✓

8.8.1 Syntax

$$VFMA\{cond\}.F32 \{Sd,\} Sn, Sm$$

$$VFMS\{cond\}.F32 \{Sd,\} Sn, Sm$$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

Sd

is the destination register.

Sn, Sm

are the operand registers.

8.8.2 Operation

The *VFMA* instruction:

1. Multiplies the floating-point values in the operand registers.
2. Accumulates the results into the destination register.

The result of the multiply is not rounded before the accumulation.

The *VFMS* instruction:

1. Negates the first operand register.
2. Multiplies the floating-point values of the first and second operand registers.
3. Adds the products to the destination register.
4. Places the results in the destination register.

The result of the multiply is not rounded before the addition.

8.8.3 Restrictions

There are no restrictions.

8.8.4 Condition flags

These instructions do not change the flags.

8.9 VFNMA, VFNMS

Floating-point Fused Negate Multiply Accumulate and Subtract.

Applies to...	M3	M4	M4F
			✓

8.9.1 Syntax

$$VFNMA\{cond\}.F32\{Sd,\}Sn,Sm$$

$$VFNMS\{cond\}.F32\{Sd,\}Sn,Sm$$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

Sd

is the destination register.

Sn, Sm

are the operand registers.

8.9.2 Operation

The *VFNMA* instruction:

1. Negates the first floating-point operand register.
2. Multiplies the first floating-point operand with second floating-point operand.
3. Adds the negation of the floating -point destination register to the product
4. Places the result into the destination register.

The result of the multiply is not rounded before the addition.

The *VFNMS* instruction:

1. Multiplies the first floating-point operand with second floating-point operand.
2. Adds the negation of the floating-point value in the destination register to the product.
3. Places the result in the destination register.

The result of the multiply is not rounded before the addition.

8.9.3 Restrictions

There are no restrictions.

8.9.4 Condition flags

These instructions do not change the flags.

8.10 VLDM

Floating-point Load Multiple.

Applies to...	M3	M4	M4F
			✓

8.10.1 Syntax

$\text{VLDM}\{mode\}\{cond\}\{.size\} Rn\{!\}, list$

where:

mode

is the addressing mode:

- *IA* Increment After. The consecutive addresses start at the address specified in *Rn*.
- *DB* Decrement Before. The consecutive addresses end just before the address specified in *Rn*.

cond

is an optional condition code, see “Conditional Execution” on page 32.

size

is an optional data size specifier.

Rn

is the base register. The *SP* can be used.

!

is the command to the instruction to write a modified value back to *Rn*. This is required if *mode* == *DB*, and is optional if *mode* == *IA*.

list

is the list of extension registers to be loaded, as a list of consecutively numbered doubleword or singleword registers, separated by commas and surrounded by brackets.

8.10.2 Operation

This instruction loads:

- Multiple extension registers from consecutive memory locations using an address from an ARM core register as the base address.

8.10.3 Restrictions

The restrictions are:

- If *size* is present, it must be equal to the size in bits, 32 or 64, of the registers in *list*.
- For the base address, the *SP* can be used. In the ARM instruction set, if *!* is not specified the *PC* can be used.

- *list* must contain at least one register. If it contains doubleword registers, it must not contain more than 16 registers.
- If using the `Decrement Before` addressing mode, the write back flag, `!`, must be appended to the base register specification.

8.10.4 Condition flags

These instructions do not change the flags.

8.11 VLDR

Loads a single extension register from memory.

Applies to...	M3	M4	M4F
			✓

8.11.1 Syntax

$VLDR\{cond\}\{.64\} Dd, [Rn\{\#imm\}]$

$VLDR\{cond\}\{.64\} Dd, label$

$VLDR\{cond\}\{.64\} Dd, [PC, \#imm]$

$VLDR\{cond\}\{.32\} Sd, [Rn\{\#, \#imm\}]$

$VLDR\{cond\}\{.32\} Sd, label$

$VLDR\{cond\}\{.32\} Sd, [PC, \#imm]$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

64, 32

are the optional data size specifiers.

Dd

is the destination register for a doubleword load.

Sd

is the destination register for a singleword load.

Rn

is the base register. The SP can be used.

imm

is the + or - immediate offset used to form the address. Permitted address values are multiples of 4 in the range 0 to 1020.

label

is the label of the literal data item to be loaded.

8.11.2 Operation

This instruction:

- Loads a single extension register from memory, using a base address from an ARM core register, with an optional offset.

8.11.3 Restrictions

There are no restrictions.

8.11.4 Condition flags

These instructions do not change the flags.

8.12 VLMA, VLMS

Multiplies two floating-point values, and accumulates or subtracts the results.

Applies to...	M3	M4	M4F
			✓

8.12.1 Syntax

$VLMA\{cond\}.F32\ Sd, Sn, Sm$

$VLMS\{cond\}.F32\ Sd, Sn, Sm$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

Sd

is the destination floating-point value.

Sn, Sm

are the operand floating-point values.

8.12.2 Operation

The floating-point Multiply Accumulate instruction:

1. Multiplies two floating-point values.
2. Adds the results to the destination floating-point value.

The floating-point Multiply Subtract instruction:

1. Multiplies two floating-point values.
2. Subtracts the products from the destination floating-point value.
3. Places the results in the destination register.

8.12.3 Restrictions

There are no restrictions.

8.12.4 Condition flags

These instructions do not change the flags.

8.13 VMOV Immediate

Move floating-point Immediate.

Applies to...	M3	M4	M4F
			✓

8.13.1 Syntax

$VMOV\{cond\}.F32\ Sd, \#imm$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

Sd

is the branch destination.

imm

is a floating-point constant.

8.13.2 Operation

This instruction copies a constant value to a floating-point register.

8.13.3 Restrictions

There are no restrictions.

8.13.4 Condition flags

These instructions do not change the flags.

8.14 VMOV Register

Copies the contents of one register to another.

Applies to...	M3	M4	M4F
			✓

8.14.1 Syntax

$VMOV\{cond\}.F64\ Dd, Dm$

$VMOV\{cond\}.F32\ Sd, Sm$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

Dd

is the destination register, for a doubleword operation.

Dm

is the source register, for a doubleword operation.

Sd

is the destination register, for a singleword operation.

Sm

is the source register, for a singleword operation.

8.14.2 Operation

This instruction copies the contents of one floating-point register to another.

8.14.3 Restrictions

There are no restrictions

8.14.4 Condition flags

These instructions do not change the flags.

8.15 VMOV Scalar to ARM Core register

Transfers one word of a doubleword floating-point register to an ARM core register.

Applies to...	M3	M4	M4F
			✓

8.15.1 Syntax

$VMOV\{cond\} Rt, Dn[x]$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

Rt

is the destination ARM core register.

Dn

is the 64-bit doubleword register.

x

Specifies which half of the doubleword register to use:

- If *x* is 0, use lower half of doubleword register
- If *x* is 1, use upper half of doubleword register.

8.15.2 Operation

This instruction transfers:

- one word from the upper or lower half of a doubleword floating-point register to an ARM core register.

8.15.3 Restrictions

Rt cannot be PC or SP.

8.15.4 Condition flags

These instructions do not change the flags.

8.16 VMOV ARM Core register to single precision

Transfers a single-precision register to and from an ARM core register.

Applies to...	M3	M4	M4F
			✓

8.16.1 Syntax

$VMOV\{cond\} Sn, Rt$

$VMOV\{cond\} Rt, Sn$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

Sn

is the single-precision floating-point register.

Rt

is the ARM core register.

8.16.2 Operation

This instruction transfers:

- The contents of a single-precision register to an ARM core register.
- The contents of an ARM core register to a single-precision register.

8.16.3 Restrictions

Rt cannot be PC or SP.

8.16.4 Condition flags

These instructions do not change the flags.

8.17 VMOV Two ARM Core registers to two single precision

Transfers two consecutively numbered single-precision registers to and from two ARM core registers.

Applies to...	M3	M4	M4F
			✓

8.17.1 Syntax

$$VMOV\{cond\} Sm, Sm1, Rt, Rt2$$

$$VMOV\{cond\} Rt, Rt2, Sm, Sm$$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

Sm

is the first single-precision register.

Sm1

is the second single-precision register. This is the next single-precision register after *Sm*.

Rt

is the ARM core register that *Sm* is transferred to or from.

Rt2

is the The ARM core register that *Sm1* is transferred to or from.

8.17.2 Operation

This instruction transfers:

- The contents of two consecutively numbered single-precision registers to two ARM core registers.
- The contents of two ARM core registers to a pair of single-precision registers.

8.17.3 Restrictions

The restrictions are:

- The floating-point registers must be contiguous, one after the other.
- The ARM core registers do not have to be contiguous.
- *Rt* cannot be PC or SP.

8.17.4 Condition flags

These instructions do not change the flags.

8.18 VMOV ARM Core register to scalar

Transfers one word to a floating-point register from an ARM core register.

Applies to...	M3	M4	M4F
			✓

8.18.1 Syntax

$VMOV\{cond\}\{.32\} Dd[x], Rt$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

32

is an optional data size specifier.

Dd[x]

is the destination, where [x] defines which half of the doubleword is transferred, as follows:

- If *x* is 0, the lower half is extracted
- If *x* is 1, the upper half is extracted.

Rt

is the source ARM core register.

8.18.2 Operation

This instruction transfers one word to the upper or lower half of a doubleword floating-point register from an ARM core register.

8.18.3 Restrictions

Rt cannot be PC or SP.

8.18.4 Condition flags

These instructions do not change the flags.

8.19 VMRS

Move to ARM Core register from floating-point System Register.

Applies to...	M3	M4	M4F
			✓

8.19.1 Syntax

$VMRS\{cond\} Rt, FPSCR$

$VMRS\{cond\} APSR_nzcvc, FPSCR$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

Rt

is the destination ARM core register. This register can be R0-R14.

APSR_nzcvc

Transfer floating-point flags to the APSR flags.

8.19.2 Operation

This instruction performs one of the following actions:

- Copies the value of the `FPSCR` to a general-purpose register.
- Copies the value of the `FPSCR` flag bits to the APSR N, Z, C, and V flags.

8.19.3 Restrictions

Rt cannot be PC or SP.

8.19.4 Condition flags

These instructions optionally change the flags: N, Z, C, V

8.20 VMSR

Move to floating-point System Register from ARM Core register.

Applies to...	M3	M4	M4F
			✓

8.20.1 Syntax

$VMSR\{cond\} FPSCR, Rt$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

Rt

is the general-purpose register to be transferred to the FPSCR.

8.20.2 Operation

This instruction moves the value of a general-purpose register to the FPSCR. See the Floating Point Status Control Register for more information.

8.20.3 Restrictions

The restrictions are:

- *Rt* cannot be PC or SP.

8.20.4 Condition flags

This instruction updates the FPSCR.

8.21 VMUL

Floating-point Multiply.

Applies to...	M3	M4	M4F
			✓

8.21.1 Syntax

$$\text{VMUL}\{cond\}.\text{F32 } \{Sd, \} Sn, Sm$$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

Sd

is the destination floating-point value.

Sn, Sm

are the operand floating-point values.

8.21.2 Operation

This instruction:

1. Multiplies two floating-point values.
2. Places the results in the destination register.

8.21.3 Restrictions

There are no restrictions.

8.21.4 Condition flags

These instructions do not change the flags.

8.22 VNEG

Floating-point Negate.

Applies to...	M3	M4	M4F
			✓

8.22.1 Syntax

$VNEG\{cond\}.F32\ Sd, Sm$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

Sd

is the destination floating-point value.

Sm

is the operand floating-point value.

8.22.2 Operation

This instruction:

1. Negates a floating-point value.
2. Places the results in a second floating-point register.

The floating-point instruction inverts the sign bit.

8.22.3 Restrictions

There are no restrictions.

8.22.4 Condition flags

These instructions do not change the flags.

8.23 VNMLA, VNMLS, VNMUL

Floating-point multiply with negation followed by add or subtract.

Applies to...	M3	M4	M4F
			✓

8.23.1 Syntax

$$\text{VNMLA}\{cond\}.F32\ Sd, Sn, Sm$$

$$\text{VNMLS}\{cond\}.F32\ Sd, Sn, Sm$$

$$\text{VNMUL}\{cond\}.F32\ \{Sd, \} Sn, Sm$$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

Sd

is the destination floating-point register.

Sn, Sm

are the operand floating-point registers.

8.23.2 Operation

The `VNMLA` instruction:

1. Multiplies two floating-point register values.
2. Adds the negation of the floating-point value in the destination register to the negation of the product.
3. Writes the result back to the destination register.

The `VNMLS` instruction:

1. Multiplies two floating-point register values.
2. Adds the negation of the floating-point value in the destination register to the product.
3. writes the result back to the destination register.

The `VNMUL` instruction:

1. Multiplies together two floating-point register values.
2. Writes the negation of the result to the destination register.

8.23.3 Restrictions

There are no restrictions.

8.23.4 Condition flags

These instructions do not change the flags.

8.24 VPOP

Floating-point extension register Pop.

Applies to...	M3	M4	M4F
			✓

8.24.1 Syntax

$VPOP\{cond\}\{.size\} list$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

size

is an optional data size specifier. If present, it must be equal to the size in bits, 32 or 64, of the registers in *list*.

list

is a list of extension registers to be loaded, as a list of consecutively numbered doubleword or singleword registers, separated by commas and surrounded by brackets.

8.24.2 Operation

This instruction loads multiple consecutive extension registers from the stack.

8.24.3 Restrictions

The list must contain at least one register, and not more than sixteen registers.

8.24.4 Condition flags

These instructions do not change the flags.

8.25 VPUSH

Floating-point extension register Push.

Applies to...	M3	M4	M4F
			✓

8.25.1 Syntax

`VPUSH{cond}{.size} list`

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

size

is an optional data size specifier. If present, it must be equal to the size in bits, 32 or 64, of the registers in *list*.

list

is a list of the extension registers to be stored, as a list of consecutively numbered doubleword or singleword registers, separated by commas and surrounded by brackets.

8.25.2 Operation

This instruction:

- Stores multiple consecutive extension registers to the stack.

8.25.3 Restrictions

The restrictions are:

- *list* must contain at least one register, and not more than sixteen.

8.25.4 Condition flags

These instructions do not change the flags.

8.26 VSQRT

Floating-point Square Root.

Applies to...	M3	M4	M4F
			✓

8.26.1 Syntax

$VSQRT\{cond\}.F32\ Sd, Sm$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

Sd

is the destination floating-point value.

Sm

is the operand floating-point value.

8.26.2 Operation

This instruction:

- Calculates the square root of the value in a floating-point register.
- Writes the result to another floating-point register.

8.26.3 Restrictions

There are no restrictions.

8.26.4 Condition flags

These instructions do not change the flags.

8.27 VSTM

Floating-point Store Multiple.

Applies to...	M3	M4	M4F
			✓

8.27.1 Syntax

$VSTM\{mode\}\{cond\}\{.size\} Rn\{!\}, list$

where:

mode

is the addressing mode:

- *IA Increment After*. The consecutive addresses start at the address specified in *Rn*. This is the default and can be omitted.
- *DB Decrement Before*. The consecutive addresses end just before the address specified in *Rn*.

cond

is an optional condition code, see “Conditional Execution” on page 32.

size

is an optional data size specifier. If present, it must be equal to the size in bits, 32 or 64, of the registers in *list*.

Rn

is the base register. The SP can be used.

!

is the function that causes the instruction to write a modified value back to *Rn*. Required if *mode* == DB.

list

is a list of the extension registers to be stored, as a list of consecutively numbered doubleword or singleword registers, separated by commas and surrounded by brackets.

8.27.2 Operation

This instruction:

- Stores multiple extension registers to consecutive memory locations using a base address from an ARM core register.

8.27.3 Restrictions

The restrictions are:

- *list* must contain at least one register. If it contains doubleword registers it must not contain more than 16 registers.

- Use of the PC as Rn is deprecated.

8.27.4 Condition flags

These instructions do not change the flags.

8.28 VSTR

Floating-point Store.

Applies to...	M3	M4	M4F
			✓

8.28.1 Syntax

$$VSTR\{cond\}\{.32\} Sd, [Rn\{, \#imm\}]$$

$$VSTR\{cond\}\{.64\} Dd, [Rn\{, \#imm\}]$$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

32, 64

are the optional data size specifiers.

Sd

is the source register for a singleword store.

Dd

is the source register for a doubleword store.

Rn

is the base register. The SP can be used.

imm

is the + or - immediate offset used to form the address. Values are multiples of 4 in the range 0-1020. *imm* can be omitted, meaning an offset of +0.

8.28.2 Operation

This instruction:

- Stores a single extension register to memory, using an address from an ARM core register, with an optional offset, defined in *imm*.

8.28.3 Restrictions

The restrictions are:

- The use of PC for *Rn* is deprecated.

8.28.4 Condition flags

These instructions do not change the flags.

8.29 VSUB

Floating-point Subtract.

Applies to...	M3	M4	M4F
			✓

8.29.1 Syntax

$$VSUB\{cond\}.F32 \{Sd,\} Sn, Sm$$

where:

cond

is an optional condition code, see “Conditional Execution” on page 32.

Sd

is the destination floating-point value.

Sn, Sm

are the operand floating-point value.

8.29.2 Operation

This instruction:

1. Subtracts one floating-point value from another floating-point value.
2. Places the results in the destination floating-point register.

8.29.3 Restrictions

There are no restrictions.

8.29.4 Condition flags

These instructions do not change the flags.

8.29.5 Operation

WFI is a hint instruction that suspends execution until one of the following events occurs:

- a non-masked interrupt occurs and is taken
- an interrupt masked by PRIMASK becomes pending
- a Debug Entry request.

8.29.6 Condition flags

This instruction does not change the flags.

8.29.7 Examples

WFI ; Wait for interrupt

9 Branch and Control Instructions

Table 9-1 on page 199 shows the branch and control instructions:

Table 9-1. Branch and Control Instructions

Mnemonic	Brief Description	See Page
B	Branch	200
BL	Branch with link	200
BLX	Branch indirect with link	200
BX	Branch indirect	200
CBNZ	Compare and branch if non-zero	202
CBZ	Compare and branch if zero	202
IT	If-Then	203
TBB	Table branch byte	206
TBH	Table branch halfword	206

9.1 B, BL, BX, and BLX

Branch instructions.

Applies to...	M3	M4	M4F
	✓	✓	✓

9.1.1 Syntax

$B\{cond\} \textit{label}$

$BL\{cond\} \textit{label}$

$BX\{cond\} Rm$

$BLX\{cond\} Rm$

where:

B

Is branch (immediate).

BL

Is branch with link (immediate).

BX

Is branch indirect (register).

BLX

Is branch indirect with link (register).

cond

Is an optional condition code. See Table 1-2 on page 33.

label

Is a PC-relative expression. See “PC-Relative Expressions” on page 32.

Rm

Is a register that indicates an address to branch to. Bit[0] of the value in *Rm* must be 1, but the address to branch to is created by changing bit[0] to 0.

9.1.2 Operation

All these instructions cause a branch to *label*, or to the address indicated in *Rm*. In addition:

- The **BL** and **BLX** instructions write the address of the next instruction to the **Link Register (LR)**, register R14. See the *Stellaris® Data Sheet* for more on **LR**.
- The **BX** and **BLX** instructions cause a UsageFault exception if bit[0] of *Rm* is 0.

$B \textit{cond label}$ is the only conditional instruction that can be either inside or outside an **IT** block. All other branch instructions must be conditional inside an **IT** block, and must be unconditional outside the **IT** block. See 203.

Table 9-2 on page 201 shows the ranges for the various branch instructions.

Table 9-2. Branch Ranges

Instruction	Branch Range ^a
B label	-16 MB to +16 MB
Bcond label (outside IT block)	-1 MB to +1 MB
Bcond label (inside IT block)	-16 MB to +16 MB
BL{cond} label	-16 MB to +16 MB
BX{cond} Rm	Any value in register
BLX{cond} Rm	Any value in register

a. You might have to use the .w suffix to get the maximum branch range. See “Instruction Width Selection” on page 34.

9.1.3 Restrictions

The restrictions are:

- Do not use **PC** in the BLX instruction.
- For BX and BLX, bit[0] of *Rm* must be 1 for correct execution but a branch occurs to the target address created by changing bit[0] to 0.
- When any of these instructions is inside an IT block, it must be the last instruction of the IT block.

Note: B cond is the only conditional instruction that is not required to be inside an IT block. However, it has a longer branch range when it is inside an IT block.

9.1.4 Condition Flags

These instructions do not change the flags.

9.1.5 Examples

```

B      loopA ; Branch to loopA.
BLE   ng    ; Conditionally branch to label ng.
B.W   target ; Branch to target within 16MB range.
BEQ   target ; Conditionally branch to target.
BEQ.W target ; Conditionally branch to target within 1MB.
BL    func  ; Branch with link (Call) to function func, return address
        ; stored in LR.
BX    LR    ; Return from function call.
BXNE  R0    ; Conditionally branch to address stored in R0.
BLX   R0    ; Branch with link and exchange (Call) to a address stored
        ; in R0.

```

9.2 CBZ and CBNZ

Compare and Branch if Zero, Compare and Branch if Non-Zero.

Applies to...	M3	M4	M4F
	✓	✓	✓

9.2.1 Syntax

`CBZ Rn, label`

`CBNZ Rn, label`

where:

Rn

Is the register holding the operand.

label

Is the branch destination.

9.2.2 Operation

Use the CBZ or CBNZ instructions to avoid changing the condition code flags and to reduce the number of instructions.

`CBZ Rn, label` does not change condition flags but is otherwise equivalent to:

```
CMP    Rn, #0
BEQ    label
```

`CBNZ Rn, label` does not change condition flags but is otherwise equivalent to:

```
CMP    Rn, #0
BNE    label
```

9.2.3 Restrictions

The restrictions are:

- *Rn* must be in the range of R0 to R7.
- The branch destination must be within 4 to 130 bytes after the instruction.
- These instructions must not be used inside an IT block.

9.2.4 Condition Flags

These instructions do not change the flags.

9.2.5 Examples

```
CBZ    R5, target ; Forward branch if R5 is zero.
```

```
CBNZ   R0, target ; Forward branch if R0 is not zero.
```

9.3 IT

If-Then.

Applies to...	M3	M4	M4F
	✓	✓	✓

9.3.1 Syntax

$IT\{x\{y\{z\}\}\} \textit{cond}$

where:

x

Specifies the condition switch for the second instruction in the *IT* block.

y

Specifies the condition switch for the third instruction in the *IT* block.

z

Specifies the condition switch for the fourth instruction in the *IT* block.

cond

Specifies the condition for the first instruction in the *IT* block.

The condition switch for the second, third and fourth instruction in the *IT* block can be either:

T

Then. Applies the condition *cond* to the instruction.

E

Else. Applies the inverse condition of *cond* to the instruction.

Note: It is possible to use *AL* (the *always* condition) for *cond* in an *IT* instruction. If this is done, all of the instructions in the *IT* block must be unconditional, and each of *x*, *y*, and *z* must be *T* or omitted but not *E*.

9.3.2 Operation

The *IT* instruction makes up to four following instructions conditional. The conditions can be all the same, or some of them can be the logical inverse of the others. The conditional instructions following the *IT* instruction form the *IT block*.

The instructions in the *IT* block, including any branches, must specify the condition in the *{cond}* part of their syntax.

Note: Your assembler might be able to generate the required *IT* instructions for conditional instructions automatically, so that you do not need to write them yourself. See your assembler documentation for details.

A *BKPT* instruction in an *IT* block is always executed, even if its condition fails.

Exceptions can be taken between an *IT* instruction and the corresponding *IT* block, or within an *IT* block. Such an exception results in entry to the appropriate exception handler, with suitable return information in *LR* and stacked *PSR*. See the *PSR* register in the *Stellaris® Data Sheet* for more information.

Instructions designed for use for exception returns can be used as normal to return from the exception, and execution of the `IT` block resumes correctly. This is the only way that a PC-modifying instruction is permitted to branch to an instruction in an `IT` block.

9.3.3 Restrictions

The following instructions are not permitted in an `IT` block:

- `IT`
- `CBZ` and `CBNZ`
- `CPSID` and `CPSIE`

Other restrictions when using an `IT` block are:

- A branch or any instruction that modifies the **PC** must either be outside an `IT` block or must be the last instruction inside the `IT` block. These are:
 - `ADD PC, PC, Rm`
 - `MOV PC, Rm`
 - `B`, `BL`, `BX`, `BLX`
 - any `LDM`, `LDR`, or `POP` instruction that writes to the **PC**
 - `TBB` and `TBH`
- Do not branch to any instruction inside an `IT` block, except when returning from an exception handler.
- All conditional instructions except `Bcond` must be inside an `IT` block. `Bcond` can be either outside or inside an `IT` block but has a larger branch range if it is inside one.
- Each instruction inside the `IT` block must specify a condition code suffix that is either the same or the logical inverse.

Note: Your assembler might place extra restrictions on the use of `IT` blocks, such as prohibiting the use of assembler directives within them.

9.3.4 Condition Flags

This instruction does not change the flags.

9.3.5 Example

```
ITTE    NE                ; Next 3 instructions are conditional.
ANDNE   R0, R0, R1        ; ANDNE does not update condition flags.
ADDSNE  R2, R2, #1        ; ADDSNE updates condition flags.
MOVEQ   R2, R3            ; Conditional move.

CMP     R0, #9            ; Convert R0 hex value (0 to 15) into ASCII
                          ; ('0'-'9', 'A'-'F').
ITE     GT                ; Next 2 instructions are conditional.
ADDGT   R1, R0, #55       ; Convert 0xA -> 'A'.
ADDLE   R1, R0, #48       ; Convert 0x0 -> '0'.
```

```
IT      GT          ; IT block with only one conditional instruction.
ADDGT   R1, R1, #1  ; Increment R1 conditionally.

ITTEE   EQ          ; Next 4 instructions are conditional.
MOVEQ   R0, R1     ; Conditional move.
ADDEQ   R2, R2, #10 ; Conditional add.
ANDNE   R3, R3, #1 ; Conditional AND.
BNE.W   dloop      ; Branch instruction can only be used in the last
                  ; instruction of an IT block.

IT      NE          ; Next instruction is conditional.
ADD     R0, R0, R1  ; Syntax error: no condition code used in IT block.
```

9.4 TBB and TBH

Table Branch Byte and Table Branch Halfword.

Applies to...	M3	M4	M4F
	✓	✓	✓

9.4.1 Syntax

TBB [*Rn*, *Rm*]

TBH [*Rn*, *Rm*, LSL #1]

where:

Rn

Is the register containing the address of the table of branch lengths.

If *Rn* is the **Program Counter (PC)** register, R15, then the address of the table is the address of the byte immediately following the TBB or TBH instruction.

Rm

Is the index register. This contains an index into the table. For halfword tables, LSL #1 doubles the value in *Rm* to form the right offset into the table.

9.4.2 Operation

These instructions cause a PC-relative forward branch using a table of single byte offsets for TBB, or halfword offsets for TBH. *Rn* provides a pointer to the table, and *Rm* supplies an index into the table. For TBB the branch offset is twice the unsigned value of the byte returned from the table. For TBH, the branch offset is twice the unsigned value of the halfword returned from the table. The branch occurs to the address at that offset from the address of the byte immediately after the TBB or TBH instruction.

9.4.3 Restrictions

The restrictions are:

- *Rn* must not be **SP**.
- *Rm* must not be **SP** and must not be **PC**.
- When any of these instructions is used inside an IT block, it must be the last instruction of the IT block.

9.4.4 Condition Flags

These instructions do not change the flags.

9.4.5 Examples

```
ADR.W R0, BranchTable_Byte
TBB [R0, R1] ; R1 is the index, R0 is the base address of the
; branch table.
```

```
Case1
; an instruction sequence follows
Case2
; an instruction sequence follows
Case3
; an instruction sequence follows
BranchTable_Byte
```

```
DCB    0                ; Case1 offset calculation.
DCB    ((Case2-Case1)/2) ; Case2 offset calculation.
DCB    ((Case3-Case1)/2) ; Case3 offset calculation.
```

```
TBH    [PC, R1, LSL #1] ; R1 is the index, PC is used as base of the
; branch table.
```

```
BranchTable_H
```

```
DCI    ((CaseA - BranchTable_H)/2) ; CaseA offset calculation.
DCI    ((CaseB - BranchTable_H)/2) ; CaseB offset calculation.
DCI    ((CaseC - BranchTable_H)/2) ; CaseC offset calculation.
```

```
CaseA
; an instruction sequence follows
CaseB
; an instruction sequence follows
CaseC
; an instruction sequence follows
```

10 Miscellaneous Instructions

Table 10-1 on page 208 shows the remaining Cortex-M3/M4F instructions:

Table 10-1. Miscellaneous Instructions

Mnemonic	Brief Description	See Page
BKPT	Breakpoint	209
CPSID	Change processor state, disable interrupts	210
CPSIE	Change processor state, enable interrupts	210
DMB	Data memory barrier	211
DSB	Data synchronization barrier	212
ISB	Instruction synchronization barrier	213
MRS	Move from special register to register	214
MSR	Move from register to special register	215
NOP	No operation	216
SEV	Send event	217
SVC	Supervisor call	218
WFE	Wait for event	219
WFI	Wait for interrupt	220

10.1 BKPT

Breakpoint.

Applies to...	M3	M4	M4F
	✓	✓	✓

10.1.1 Syntax

`BKPT #imm`

where:

imm

Is an expression evaluating to an integer in the range 0-255 (8-bit value).

10.1.2 Operation

The `BKPT` instruction causes the processor to enter Debug state. Debug tools can use this to investigate system state when the instruction at a particular address is reached.

imm is ignored by the processor. If required, a debugger can use it to store additional information about the breakpoint.

The `BKPT` instruction can be placed inside an `IT` block, but it executes unconditionally, unaffected by the condition specified by the `IT` instruction.

10.1.3 Condition Flags

This instruction does not change the flags.

10.1.4 Examples

```
BKPT 0xAB ; Breakpoint with immediate value set to 0xAB (debugger can
           ; extract the immediate value by locating it using the PC).
```

10.2 CPS

Change Processor State.

Applies to...	M3	M4	M4F
	✓	✓	✓

10.2.1 Syntax

```
CPSeffect iflags
```

where:

effect

Is one of:

IE

Clears the special-purpose register.

ID

Sets the special-purpose register.

iflags

Is a sequence of one or more flags:

i

Set or clear the **Priority Mask Register (PRIMASK)**.

f

Set or clear the **Fault Mask Register (FAULTMASK)**.

10.2.2 Operation

CPS changes the **PRIMASK** and **FAULTMASK** special register values. See the *Stellaris® Data Sheet* for more information about these registers.

10.2.3 Restrictions

The restrictions are:

- Use CPS only from privileged software; it has no effect if used in unprivileged software.
- CPS cannot be conditional and so must not be used inside an IT block.

10.2.4 Condition Flags

This instruction does not change the flags.

10.2.5 Examples

```
CPSID i ; Disable interrupts and configurable fault handlers (set PRIMASK).
CPSID f ; Disable interrupts and all fault handlers (set FAULTMASK).
CPSIE i ; Enable interrupts and configurable fault handlers (clear PRIMASK).
CPSIE f ; Enable interrupts and fault handlers (clear FAULTMASK).
```

10.3 DMB

Data Memory Barrier.

Applies to...	M3	M4	M4F
	✓	✓	✓

10.3.1 Syntax

`DMB{cond}`

where:

cond

Is an optional condition code. See Table 1-2 on page 33.

10.3.2 Operation

`DMB` acts as a data memory barrier. It ensures that all explicit memory accesses that appear before the `DMB` instruction (in program order) are completed before any explicit memory accesses that appear after the `DMB` instruction (in program order). `DMB` does not affect the ordering or execution of instructions that do not access memory.

10.3.3 Condition Flags

This instruction does not change the flags.

10.3.4 Examples

```
DMB ; Data Memory Barrier
```

10.4 DSB

Data Synchronization Barrier.

Applies to...	M3	M4	M4F
	✓	✓	✓

10.4.1 Syntax

`DSB{cond}`

where:

cond

Is an optional condition code. See Table 1-2 on page 33.

10.4.2 Operation

`DSB` acts as a special data synchronization memory barrier. Instructions that come after `DSB` (in program order) do not execute until the `DSB` instruction completes. The `DSB` instruction completes when all explicit memory accesses before it complete.

10.4.3 Condition Flags

This instruction does not change the flags.

10.4.4 Examples

`DSB ; Data Synchronization Barrier`

10.5 ISB

Instruction Synchronization Barrier.

Applies to...	M3	M4	M4F
	✓	✓	✓

10.5.1 Syntax

`ISB{cond}`

where:

cond

Is an optional condition code. See Table 1-2 on page 33.

10.5.2 Operation

`ISB` acts as an instruction synchronization barrier. It flushes the pipeline of the processor, so that all instructions following the `ISB` are fetched from cache or memory again, after the `ISB` instruction has been completed.

10.5.3 Condition Flags

This instruction does not change the flags.

10.5.4 Examples

`ISB ; Instruction Synchronization Barrier`

10.6 MRS

Move the contents of a special register to a general-purpose register.

Applies to...	M3	M4	M4F
	✓	✓	✓

10.6.1 Syntax

```
MRS{cond} Rd, spec_reg
```

where:

cond

Is an optional condition code. See Table 1-2 on page 33.

Rd

Is the destination register.

spec_reg

Can be any of the following special registers: **APSR**, **IPSR**, **EPSR**, **IEPSR**, **IAPSR**, **EAPSR**, **PSR**, **MSP**, **PSP**, **PRIMASK**, **BASEPRI**, **BASEPRI_MAX**, **FAULTMASK**, or **CONTROL**.

10.6.2 Operation

Use **MRS** in combination with **MSR** as part of a read-modify-write sequence for updating a **PSR**, for example to clear the Q flag.

In process swap code, the programmers model state of the process being swapped out must be saved, including relevant **PSR** contents. Similarly, the state of the process being swapped in must also be restored. These operations use **MRS** in the state-saving instruction sequence and **MSR** in the state-restoring instruction sequence.

Note: **BASEPRI_MAX** is an alias of **BASEPRI** when used with the **MRS** instruction.

See also “MSR” on page 215.

10.6.3 Restrictions

Rd must not be **SP** and must not be **PC**.

10.6.4 Condition Flags

This instruction does not change the flags.

10.6.5 Examples

```
MRS R0, PRIMASK ; Read PRIMASK value and write it to R0.
```

10.7 MSR

Move the contents of a general-purpose register to a special register.

Applies to...	M3	M4	M4F
	✓	✓	✓

10.7.1 Syntax

`MSR{cond} spec_reg, Rn`

where:

cond

Is an optional condition code. See Table 1-2 on page 33.

Rn

Is the source register.

spec_reg

Can be any of: **APSR**, **IPSR**, **EPSR**, **IEPSR**, **IAPSR**, **EAPSR**, **PSR**, **MSP**, **PSP**, **PRIMASK**, **BASEPRI**, **BASEPRI_MAX**, **FAULTMASK**, or **CONTROL**.

10.7.2 Operation

The register access operation in **MSR** depends on the privilege level. Unprivileged software can only access the **Application Program Status Register (APSR)** (see **APSR** in the *Stellaris® Data Sheet*). Privileged software can access all special registers.

In unprivileged software writes to unallocated or execution state bits in the **PSR** are ignored.

Note: When you write to **BASEPRI_MAX**, the instruction writes to **BASEPRI** only if either:

- *Rn* is non-zero and the current **BASEPRI** value is 0.
- *Rn* is non-zero and less than the current **BASEPRI** value.

See also “MRS” on page 214.

10.7.3 Restrictions

Rn must not be **SP** and must not be **PC**.

10.7.4 Condition Flags

This instruction updates the flags explicitly based on the value in *Rn*.

10.7.5 Examples

`MSR CONTROL, R1 ; Read R1 value and write it to the CONTROL register.`

10.8 NOP

No Operation.

Applies to...	M3	M4	M4F
	✓	✓	✓

10.8.1 Syntax

`NOP{cond}`

where:

cond

Is an optional condition code. See Table 1-2 on page 33.

10.8.2 Operation

`NOP` does nothing. `NOP` is not necessarily a time-consuming `NOP`. The processor might remove it from the pipeline before it reaches the execution stage.

Use `NOP` for padding, for example to place the following instruction on a 64-bit boundary.

10.8.3 Condition Flags

This instruction does not change the flags.

10.8.4 Examples

```
NOP ; No Operation
```

10.9 SEV

Send Event.

Applies to...	M3	M4	M4F
	✓	✓	✓

10.9.1 Syntax

`SEV{cond}`

where:

cond

Is an optional condition code. See Table 1-2 on page 33.

10.9.2 Operation

`SEV` is a hint instruction that causes an event to be signaled to all processors within a multiprocessor system. It also sets the one-bit event register to 1. See "Power Management" in the *Stellaris® Data Sheet*.

10.9.3 Condition Flags

This instruction does not change the flags.

10.9.4 Examples

`SEV ; Send Event`

10.10 SVC

Supervisor Call.

Applies to...	M3	M4	M4F
	✓	✓	✓

10.10.1 Syntax

`SVC{cond} #imm`

where:

cond

Is an optional condition code. See Table 1-2 on page 33.

imm

Is an expression evaluating to an integer in the range 0-255 (8-bit value).

10.10.2 Operation

The `SVC` instruction causes the `SVC` exception.

imm is ignored by the processor. If required, it can be retrieved by the exception handler to determine what service is being requested.

10.10.3 Condition Flags

This instruction does not change the flags.

10.10.4 Examples

```
SVC 0x32 ; Supervisor Call (SVC handler can extract the immediate value  
; by locating it via the stacked PC).
```

10.11 WFE

Wait For Event.

Applies to...	M3	M4	M4F
	✓	✓	✓

10.11.1 Syntax

`WFE{cond}`

where:

cond

Is an optional condition code. See Table 1-2 on page 33.

10.11.2 Operation

`WFE` is a hint instruction.

If the one-bit event register is 0, `WFE` suspends execution until one of the following events occurs:

- An exception, unless masked by the exception mask registers (**PRIMASK**, **FAULTMASK**, and **BASEPRI**) or the current priority level.
- An exception enters the Pending state, if `SEVONPEND` in the **System Control Register (SCR)** is set.
- A Debug Entry request, if Debug is enabled.
- An event signaled by a peripheral or another processor in a multiprocessor system using the `SEV` instruction.

If the event register is 1, `WFE` clears it to 0 and returns immediately.

For more information, see "Power Management" in the *Stellaris® Data Sheet*.

10.11.3 Condition Flags

This instruction does not change the flags.

10.11.4 Examples

`WFE ; Wait for Event`

10.12 WFI

Wait for Interrupt.

Applies to...	M3	M4	M4F
	✓	✓	✓

10.12.1 Syntax

`WFI{cond}`

where:

cond

Is an optional condition code. See Table 1-2 on page 33.

10.12.2 Operation

`WFI` is a hint instruction that suspends execution until one of the following events occurs:

- An exception.
- A Debug Entry request, regardless of whether Debug is enabled.

10.12.3 Condition Flags

This instruction does not change the flags.

10.12.4 Examples

`WFI ; Wait for Interrupt`

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