

# ISA Binary Encoding (5A)

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# Based on

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ARM System-on-Chip Architecture, 2<sup>nd</sup> ed, Steve Furber

<b>Rn</b>	1 <sup>st</sup> Operand Reg / Base Reg
<b>Rm</b>	2 <sup>nd</sup> Operand Reg / Operand Reg / Offset Reg / Source Reg
<b>Rd</b>	Left most Reg : Source / Destination Reg
<b>S</b>	Set Condition Codes / Signed / Restore PSR and force user bit
<b>P</b>	Pre/Post Index
<b>U</b>	Up/Down
<b>B</b>	Unsigned Byte/Word
<b>H</b>	Half-word Address
<b>L</b>	Link / Load/Store
<b>W</b>	Write-back (auto-index)
<b>Opcode</b>	4-bit op codes
<b>Sh</b>	Shift type
<b>R</b>	CPSR/SPSR

<b>Rn</b>	1 <sup>st</sup> Operand Reg / Base Reg
<b>Rm</b>	2 <sup>nd</sup> Operand Reg / Operand Reg / Offset Reg / Source Reg
<b>Rd</b>	Source / Destination Reg
<b>S</b>	Set Condition Codes / Signed / Restore PSR and force user bit
<b>B</b>	Unsigned Byte/Word
<b>H</b>	Half-word Address
<b>L</b>	Link / Load/Store
<b>T</b>	Selects the user view in the non-usermodes

<b>&lt;cond&gt;</b>	Conditions for conditional execution
<b>&lt;shift&gt;</b>	Shift type and the shift amount (except RRX)
<b>CPSR</b>	Current Program Status Register
<b>SPSR</b>	Saved Program Status Register
<b>RdHi</b>	The most significant 32-bits
<b>RdLo</b>	The least significant 32-bits

<b>&lt;CP#&gt;</b>	Coprocessor number
<b>&lt;Cop1&gt;</b>	Coprocessor operation 1
<b>&lt;Cop2&gt;</b>	Coprocessor operation 2
<b>CRd</b>	Coprocessor Rd
<b>CRn</b>	Coprocessor Rn
<b>CRm</b>	Coprocessor Rm

# All listings (1)

	31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
	cond			0	0	#	opcode			S	Rn			Rd			Operand 2											(1)							
	cond			0	0	0	0	0	0	A	S	Rd			Rn			Rs			1	0	0	1	Rm			(2)							
	cond			0	0	0	0	1	U	A	S	RdHi			RdLo			Rs			1	0	0	1	Rm			(3)							
	cond			0	0	0	1	0	B	0	0	Rn			Rd			0	0	0	0	1	0	0	1	Rm			(4)						
	cond			0	0	0	1	0	0	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	0	0	0	1	Rn			(5)			
	cond			0	0	0	P	U	0	W	L	Rn			Rd			0	0	0	0	1	S	H	1	Rm			(6)						
	cond			0	0	0	P	U	1	W	L	Rn			Rd			offsetH			1	S	H	1	offsetL			(7)							
	cond			0	1	#	P	U	B	W	L	Rn			Rd			offset											(8)						
	cond			0	1	1																									1				(9)
	cond			1	0	0	P	U	S	W	L	Rn			Register list														(10)						
	cond			1	0	1	L	Offset																				(11)							
	cond			1	1	0	P	U	N	W	L	Rn			CRd			CP#			Offset						(12)								
	cond			1	1	1	0	CP Opc			CRn			CRd			CP#			CP			0	CRm			(13)								
	cond			1	1	1	0	CP Opc			L	CRn			Rd			CP#			CP			1	CRm			(14)							
	cond			1	1	1	1	Ignored by processor																				(15)							



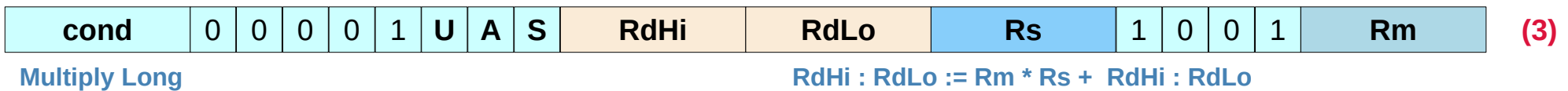
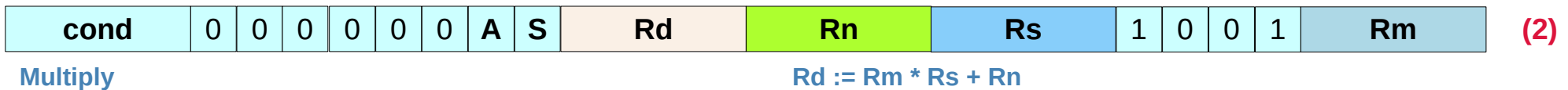
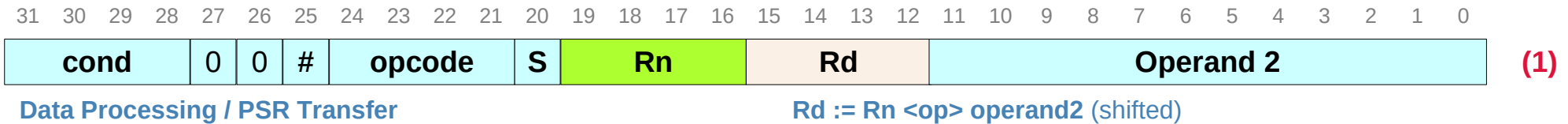
# All listings (2)

(1)	Data Processing / PSR Transfer	$Rd := Rn \text{ <op> operand2}$ (shifted)
(2)	Multiply	$Rd := Rm * Rs + Rn$
(3)	Multiply Long	$RdHi : RdLo := Rm * Rs + RdHi : RdLo$
(4)	Single Data Swap	$Rd := [Rn]; [Rn] := Rm$
(5)	Branch and Exchange	$PC := Rn; (Rn[0]=1 \text{ Thumb, else ARM})$
(6)	Halfword Data Transfer: register offset	$Rd :=: [Rn, Rm]; \quad Rd :=: [Rn], Rm$
(7)	Halfword Data Transfer: immediate offset	$Rd :=: [Rn, Offset]; \quad Rd :=: [Rn], Offset$
(8)	Single Data Transfer	$Rd :=: [Rn, Offset]; \quad Rd :=: [Rn], Offset$
(9)	Undefined	
(10)	Block Data Transfer	$[Rn, i] :=: \{\text{Register List}\}$
(11)	Branch	$R14 := PC+8; PC := Offset$
(12)	Coprocessor Data Transfer	$CRd :=: [Rn, Offset]; \quad CRd :=: [Rn], Offset$
(13)	Coprocessor Data Operation	$CRd :=: CRn \text{ <CP Opc, CP> } CRm$
(14)	Coprocessor Register Transfer	$Rd :=: CRn \text{ <CP Opc, CP> } CRm$
(15)	Software Interrupt	

# All listings (3)

(1)	Data Processing / PSR Transfer	I, Opcode, S, Rn, Rd, Operand2
(2)	Multiply	A, S, Rd, Rn, Rs, Rm
(3)	Multiply Long	U, A, S, RdHi, RdLo, Rs, Rm
(4)	Single Data Swap	B, Rn, Rd, Rm
(5)	Branch and Exchange	Rm
(6)	Halfword Data Transfer: register offset	P,U, W, L, Rn, Rd, S, H, Rm
(7)	Halfword Data Transfer: immediate offset	P,U, W, L, Rn, Rd, Offset, S, H, Offset
(8)	Single Data Transfer	P, U, B, W, L, Rn, Rd, Offset
(9)	Undefined	
(10)	Block Data Transfer	P, U, S, W, L, Rn, Register List
(11)	Branch	L, Offset
(12)	Coprocessor Data Transfer	P, U, N, W, L, Rn , CRd, CP#, Offset
(13)	Coprocessor Data Operation	CP Opc, CRn, CRd, CP#, CP, CRm
(14)	Coprocessor Register Transfer	CP Opc, L, CRn, Rd, CP# CP, CRm
(15)	Software Interrupt	Software Interrupt

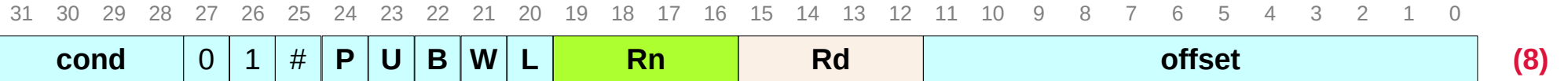
# 1. Data Processing Instructions



# Immediate Operand  
 S Set Condition Codes  
 A Accumulate  
 U Unsigned  
 B Unsigned Byte/Word

Rn Operand (1<sup>st</sup> / Adder) / Base Reg  
 Rm Operand (Multiplicand) / Source Reg  
 Rs Operand (Multiplier) Reg  
 Rd Destination Reg  
 RdHi Destination Reg  
 RdLo Destination Reg

# 2. Data Transfer Instructions



Single Data Transfer

Rd := [Rn, Offset]; Rd := [Rn], Offset



Single Data Swap

Rd := [Rn]; [Rn]:= Rm



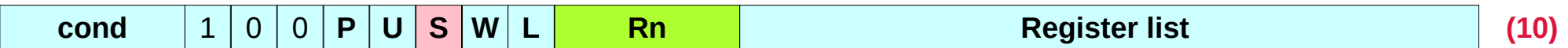
Halfword Data Transfer: register offset

Rd := [Rn, Rm]; Rd := [Rn], Rm



Halfword Data Transfer: immediate offset

Rd := [Rn, Offset]; Rd := [Rn], Offset



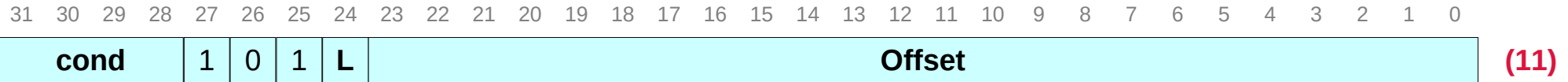
Block Data Transfer

[Rn, i] := {Register List}

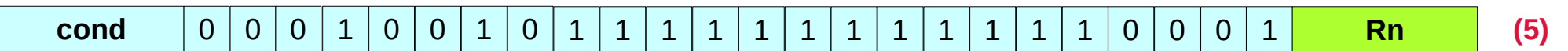
- P Pre/Post Index
- U Up/Down
- B Unsigned Byte/Word
- W Write-back (auto-index)
- L Load/Store
- S PSR & force user mode

- Rn Base Reg
- Rm Offset Reg
- Rd Source/Destination Reg
- S Signed
- H Half-word Address

# 3. Branch and Branch Exchange



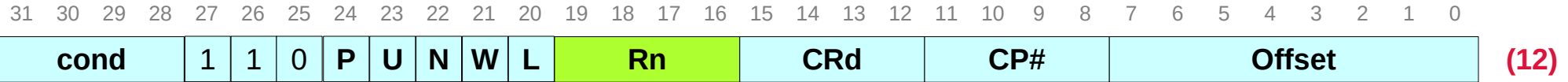
Branch R14 := PC+8; PC := Offset



Branch and Exchange PC := Rn; (Rn[0]=1 Thumb, else ARM)

L    Link Rn    Operand Reg

# 4. Coprocessor Instructions



Coprocessor Data Transfer

CRd := [Rn,Offset]; CRd := [Rn], Offset

(12)



Coprocessor Data Operation

CRd := CRn <CP Opc, CP> CRm

(13)



Coprocessor Register Transfer

Rd := CRn <CP Opc, CP> CRm

(14)

- P** Pre/Post Index
- U** Up/Down
- N** Transfer Length
- W** Write-back (auto-index)
- L** Load/Store

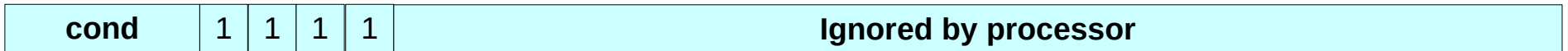
- <CP#>** Coprocessor number
- <Cop1>** Coprocessor operation 1
- <Cop2>** Coprocessor operation 2
- CRd** Coprocessor Rd
- CRn** Coprocessor Rn
- CRm** Coprocessor Rm
- Rn** Base Reg
- Rd** Destination Reg

# 5. Miscellaneous Instructions



(9)

Undefined



(15)

Software Interrupt

# Condition Codes

31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0

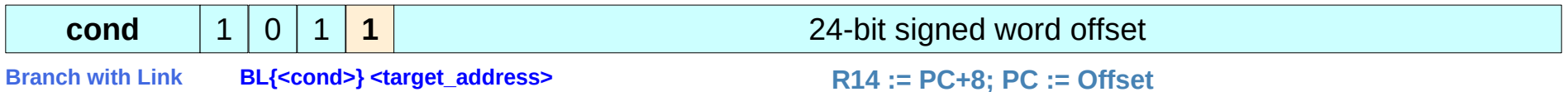
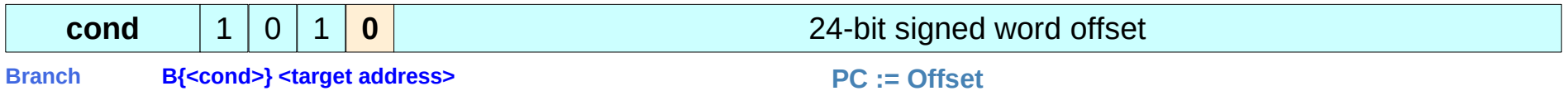


0	0	0	0	<b>EQ</b>	Equal / Equals zero	<b>Z ← 1</b>
0	0	0	1	<b>NE</b>	Not Equal	<b>Z ← 0</b>
0	0	1	0	<b>CS/HS</b>	Carry Set / unsigned High or Same	<b>C ← 1</b>
0	0	1	1	<b>CC/LO</b>	Carry Clear / unsigned Lower	<b>C ← 0</b>
0	1	0	0	<b>MI</b>	MInus / negative	<b>N ← 1</b>
0	1	0	1	<b>PL</b>	PLus / positive or zero	<b>N ← 0</b>
0	1	1	0	<b>VS</b>	oVerflow Set	<b>V ← 1</b>
0	1	1	1	<b>VC</b>	oVerflow Clear	<b>V ← 0</b>
1	0	0	0	<b>HI</b>	unsigned HIgher	<b>C ← 1, Z ← 0</b>
1	0	0	1	<b>LS</b>	unsigned Lower or Same	<b>C ← 0, Z ← 1</b>
1	0	1	0	<b>GE</b>	signed Greater than or Equal	<b>N == V</b>
1	0	1	1	<b>LT</b>	signed Less Than	<b>N != V</b>
1	1	0	0	<b>GT</b>	signed Greater Than	<b>Z ← 0, N==V</b>
1	1	0	1	<b>LE</b>	signed Less than or Equal	<b>Z ← 1, N!=V</b>
1	1	1	0	<b>AL</b>	ALways	<b>any</b>
1	1	1	1	<b>NV</b>	NeVer (do not use?)	<b>none</b>



# Branch and Branch with Link (B, BL)

31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



# Branch, Branch with Link and eXchange (BX, BLX)

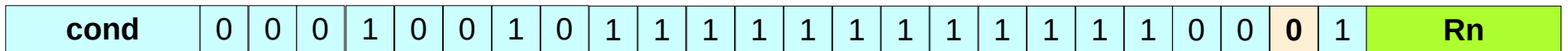
31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



(5)

Branch and Exchange

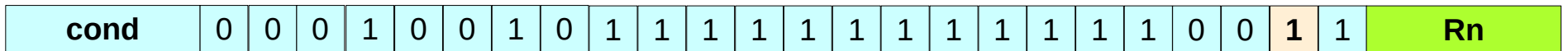
PC := Rn; (Rn[0]=1 Thumb, else ARM)



Branch and Exchange

BX{<cond>} Rn

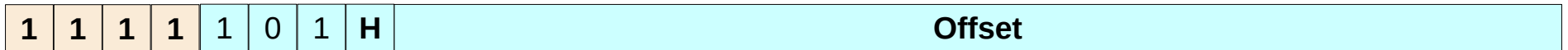
PC := Rn; (Rn[0]=1 Thumb, else ARM)



Branch with Link and Exchange

BLX{<cond>} Rn

R14 := PC+8; PC := Rn; (Rn[0]=1 Thumb, else ARM)

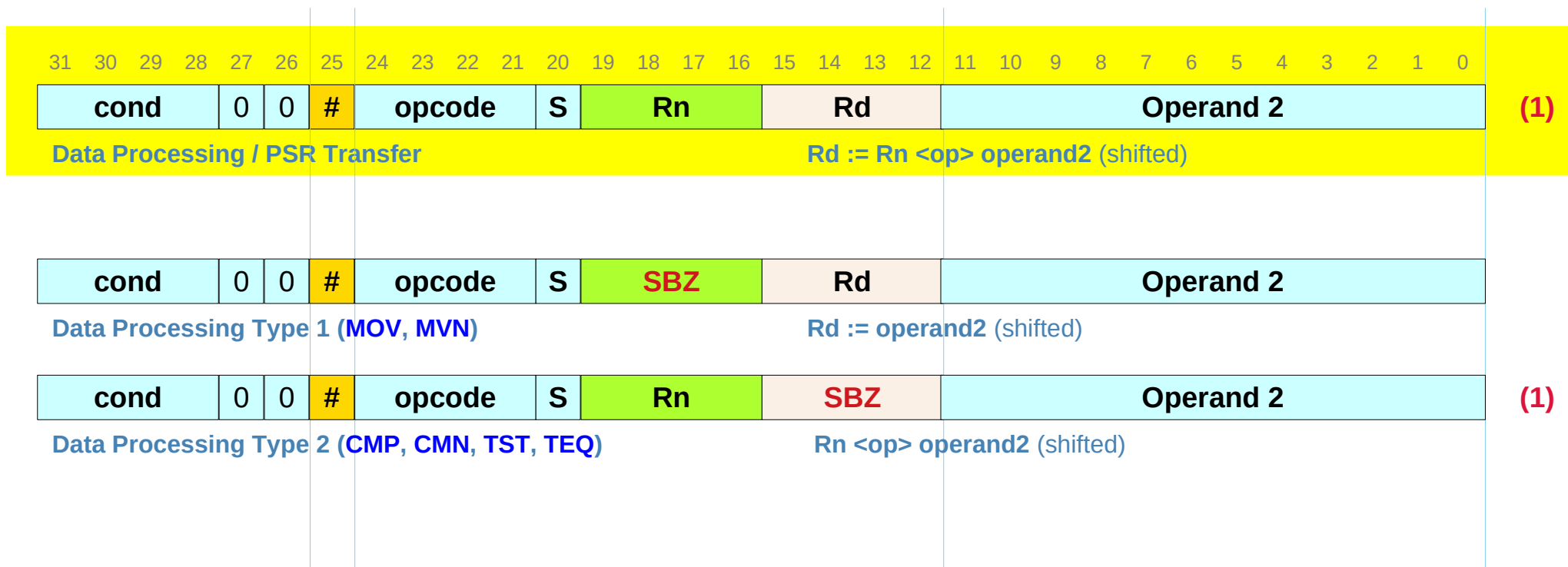


Branch with Link and Exchange

BLX{<cond>} <address> PC := Offset

H Half Word Address

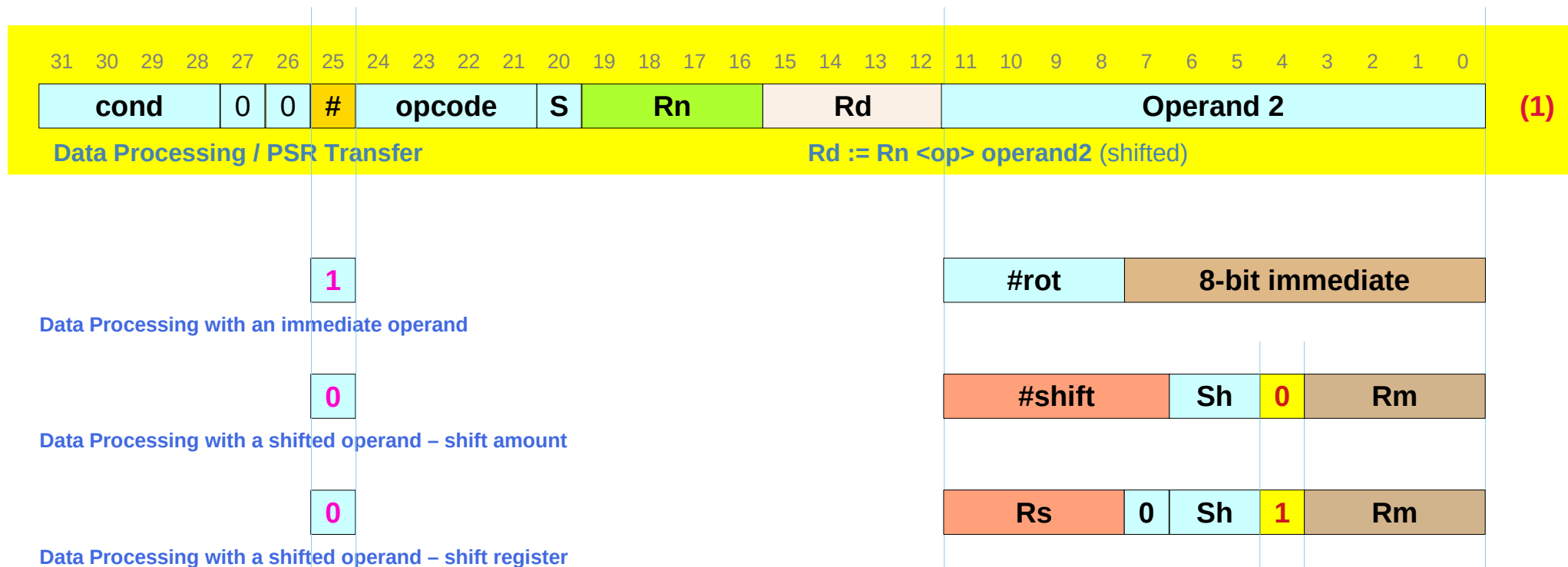
# Data Processing Instructions



# Immediate Operand  
 S Set Condition Codes  
 rot# Shift applied to the 8-bit immediate  
 #shift Shift amount (5-bit immediate)  
 Sh Shift Type

Rn 1<sup>st</sup> Operand Reg  
 Rm 2<sup>nd</sup> Operand Reg  
 Rs Shift (amount) Reg  
 Rd Destination Reg  
 SBZ Should Be Zero

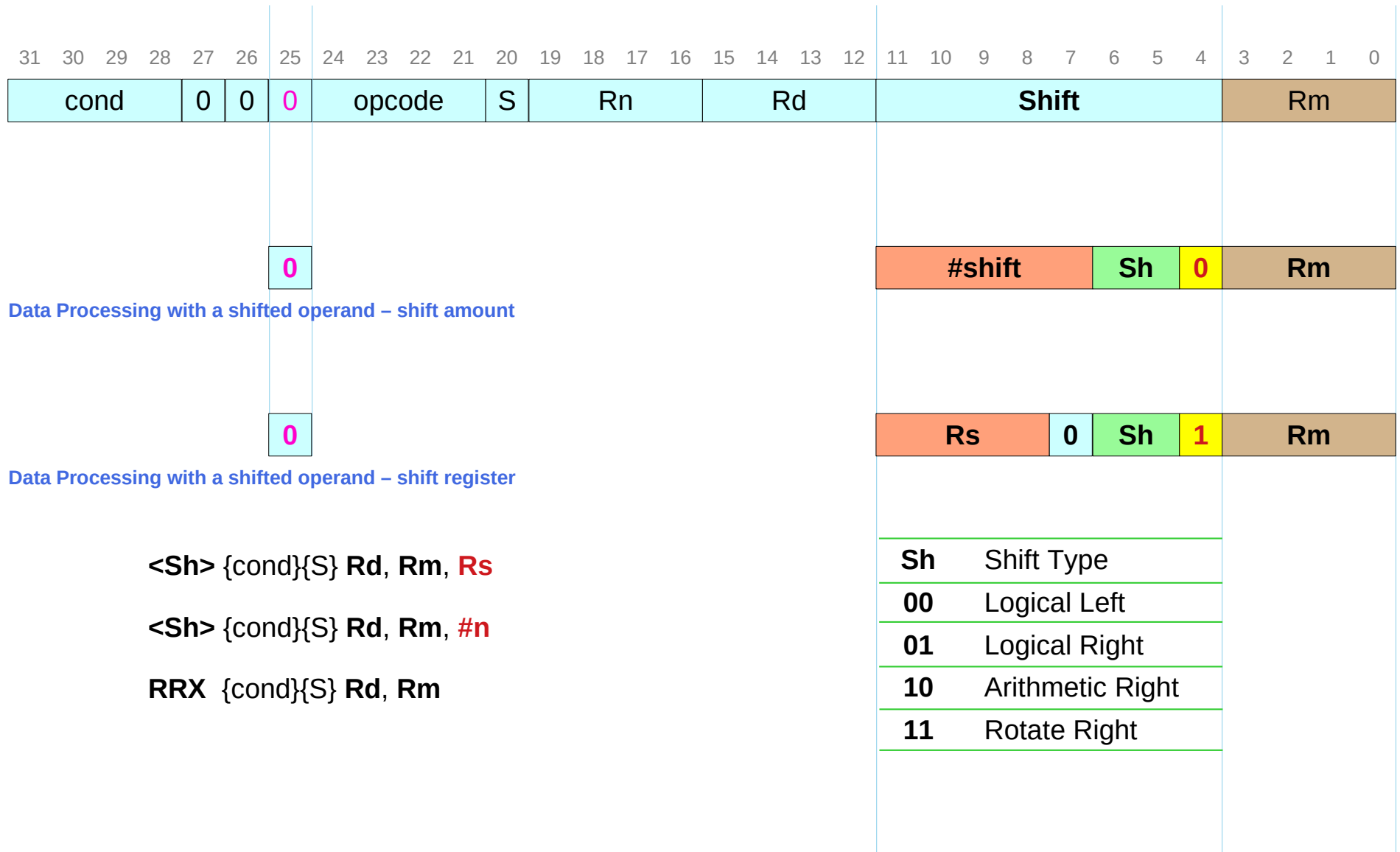
# Data Processing Instructions



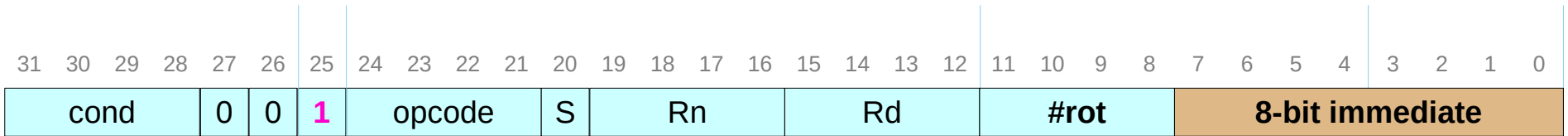
# Immediate Operand  
**S** Set Condition Codes  
 rot# Shift applied to the 8-bit immediate  
 #shift Shift amount (5-bit immediate)  
 Sh Shift Type

**Rn** 1<sup>st</sup> Operand Reg  
**Rm** 2<sup>nd</sup> Operand Reg  
**Rs** Shift (amount) Reg  
**Rd** Destination Reg

# Data Processing Instructions – a shifted operand

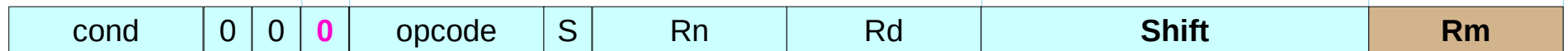


# Data Processing Instructions – operand2 examples



Data Processing with an immediate operand

0xA\_05 // rotate 0x05 right by 20 (=2 \* 0xA)  
 0xB\_14 // rotate 0x14 right by 22 (=2 \* 0xB)  
 0xC\_50 // rotate 0x50 right by 24 (=2 \* 0xC)



Data Processing with a shifted operand – shift amount

0

ADD r3, r2, r1, LSL #3 ; r3 := r2 + r1\*2<sup>3</sup>  
 MOV r0, r0, LSR #2 ; r0 := r0 / 2<sup>2</sup>

0

Data Processing with a shifted operand – shift register

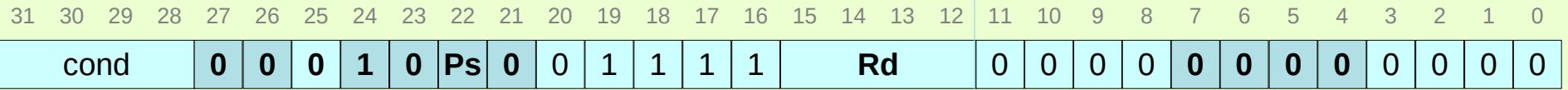
ADD r5, r5, r3, LSL r2 ; r5 := r5 + r3\*2<sup>r2</sup>

# Data Processing Opcode

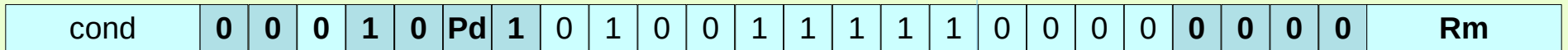
31	30	29	28	27	26	25	24	23	22	21	20
cond	0	0	I	opcode			S				
cond	0	0	#	0000			S				
cond	0	0	#	0001			S				
cond	0	0	#	0010			S				
cond	0	0	#	0011			S				
cond	0	0	#	0100			S				
cond	0	0	#	0101			S				
cond	0	0	#	0110			S				
cond	0	0	#	0111			S				
cond	0	0	#	1000			S				
cond	0	0	#	1001			S				
cond	0	0	#	1010			S				
cond	0	0	#	1011			S				
cond	0	0	#	1100			S				
cond	0	0	#	1101			S				
cond	0	0	#	1110			S				
cond	0	0	#	1111			S				

<b>AND</b>	Logical bit-wise AND	$Rd := Rn \text{ AND } Op2$
<b>EOR</b>	Logical bit-wise XOR	$Rd := Rn \text{ EOR } Op2$
<b>SUB</b>	Subtract	$Rd := Rn - Op2$
<b>RSB</b>	Reverse Subtract	$Rd := Op2 - Rn$
<b>ADD</b>	Add	$Rd := Rn + Op2$
<b>ADC</b>	Add with carry	$Rd := Rn + Op2 + C$
<b>SBC</b>	Subtract with carry	$Rd := Rn - Op2 + C - 1$
<b>RSC</b>	Reverse subtract with carry	$Rd := Op2 - Rn + C - 1$
<b>TST</b>	Test	Set CC on $Rn \text{ AND } Op2$
<b>TEQ</b>	Test equivalence	Set CC on $Rn \text{ EOR } Op2$
<b>CMP</b>	Compare	Set CC on $Rn - Op2$
<b>CMN</b>	Compare negated	Set CC on $Rn + Op2$
<b>ORR</b>	Logical bit-wise OR	$Rd := Rn \text{ OR } Op2$
<b>MOV</b>	Move	$Rd := Op2$
<b>BIC</b>	Bit clear	$Rd := Rn \text{ AND NOT } Op2$
<b>MVN</b>	Nive begated	$Rd := \text{NOT } Op2$

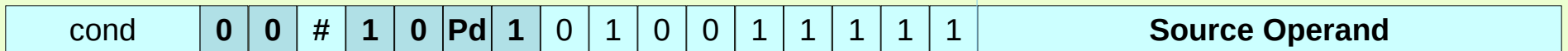
# PSR Transfer (MRS, MSR)



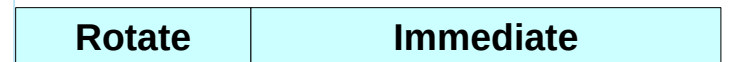
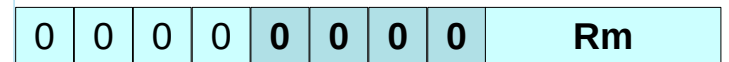
MRS (Transfer PSR contents to a register)



MSR (Transfer register contents to PSR)

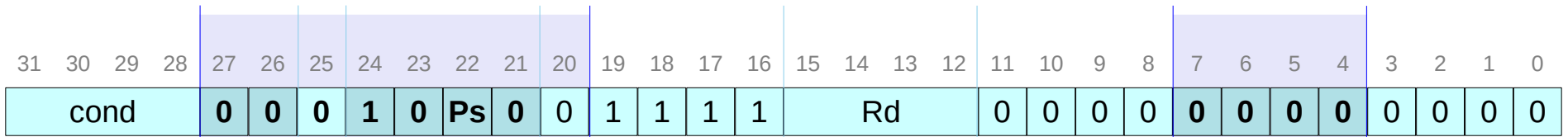


MSR (Transfer register contents or immediate value to PSR flag bits only)





# PSR Transfer (MRS, MSR) – decoding



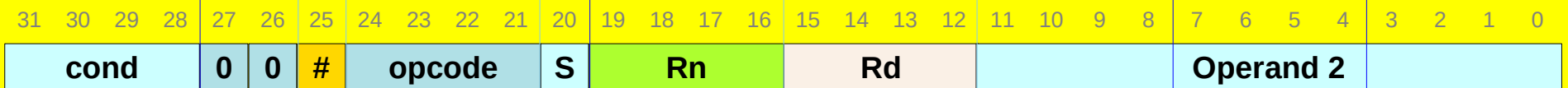
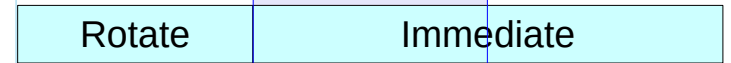
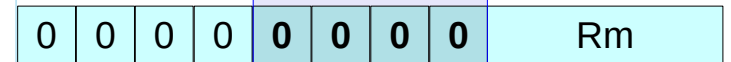
MRS (Transfer PSR contents to a register)



MSR (Transfer register contents to PSR)



MSR (Transfer register contents or immediate value to PSR flag bits only)



(1)

Data Processing / PSR Transfer

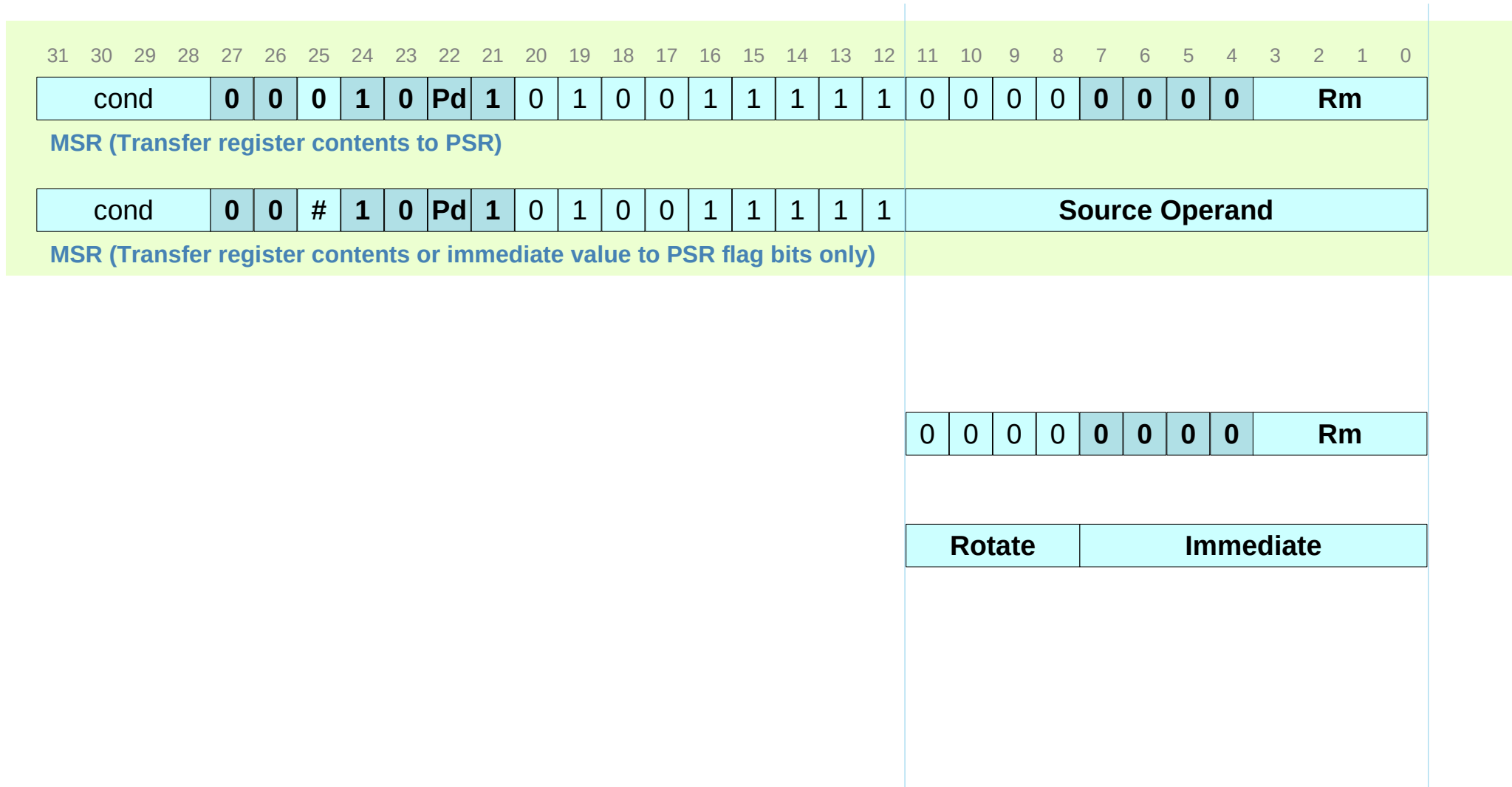
$Rd := Rn \langle op \rangle operand2$  (shifted)

# Status register to general register transfer instructions

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
cond				0	0	0	1	0	Ps	0	0	1	1	1	1	Rd				0	0	0	0	0	0	0	0	0	0	0	0	0

MRS (Transfer PSR contents to a register)

# General register to status register transfer instructions



# Multiply Instructions

31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



Multiply <mul> {<cond>}{S} Rd, Rm, Rs [, Rn]

Rd := Rm \* Rs + Rn



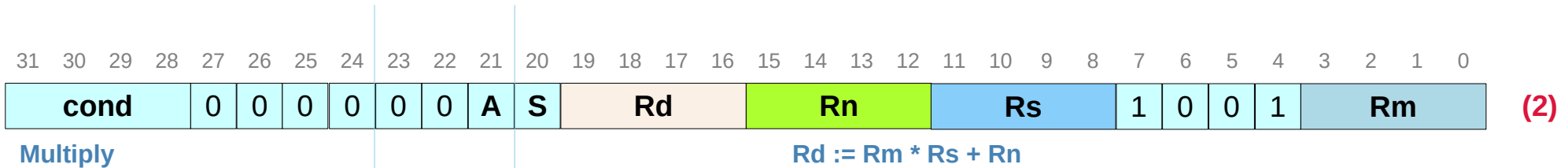
Multiply Long <mul> {<cond>}{S} RdHi, RdLo, Rm, Rs

RdHi : RdLo := Rm \* Rs + RdHi : RdLo

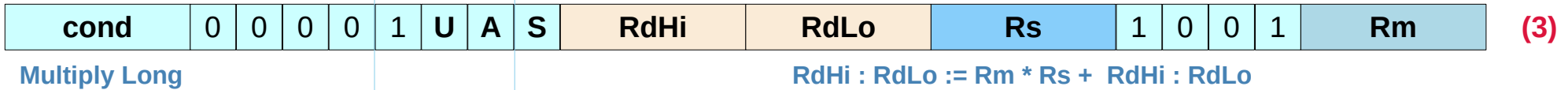
**S** Set Condition Codes  
**A** Accumulate  
**U** Unsigned

**Rn** Accumulator Operand  
**Rm** Operand (Multiplicand)  
**Rs** Operand (Multiplier)  
**Rd** Destination  
**RdHi** Destination (Hi Word)  
**RdLo** Destination (Lo Word)

# Multiply Instruction Opcode



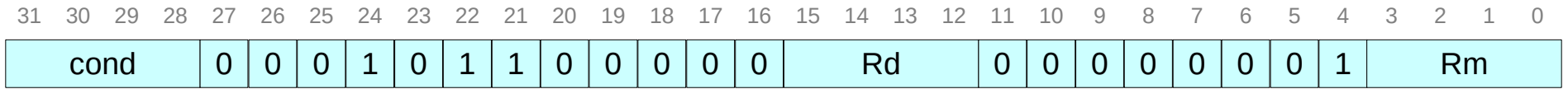
(2)



(3)

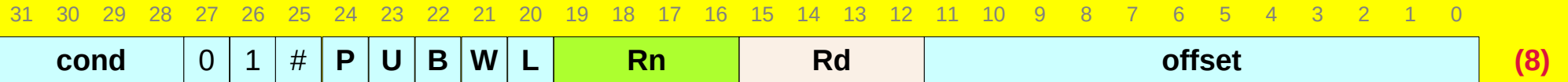
0	0	0	<b>MUL</b>	Multiply (32-bit result)	$Rd := (Rm * Rs)[31:0]$
0	0	<b>1</b>	<b>MLA</b>	Multiply-accumulate (32-bit result)	$Rd := (Rm * Rs + Rn)[31:0]$
0	1	0			
0	1	<b>1</b>			
1	<b>0</b>	0	<b>UMULL</b>	Unsigned multiply long	$RdHi.RdLo := Rm * Rs$
1	<b>0</b>	<b>1</b>	<b>UMLAL</b>	Unsigned multiply-accumulate long	$RdHi.RdLo += Rm * Rs$
1	1	0	<b>SMULL</b>	Signed multiply long	$RdHi.RdLo := Rm * Rs$
1	1	<b>1</b>	<b>SMLAL</b>	Signed multiply-accumulate long	$RdHi.RdLo += Rm * Rs$

# CLZ (Count leading zeros)



CLZ

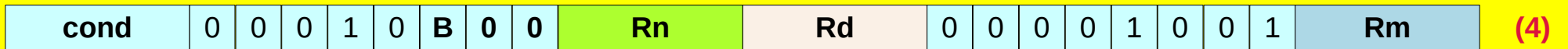
# Data Transfer Instructions



Single Data Transfer

$Rd := [Rn, Offset]; Rd := [Rn], Offset$

(8)



Single Data Swap

$Rd := [Rn]; [Rn] := Rm$

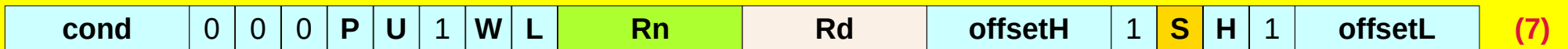
(4)



Halfword Data Transfer: register offset

$Rd := [Rn, Rm]; Rd := [Rn], Rm$

(6)



Halfword Data Transfer: immediate offset

$Rd := [Rn, Offset]; Rd := [Rn], Offset$

(7)



Block Data Transfer

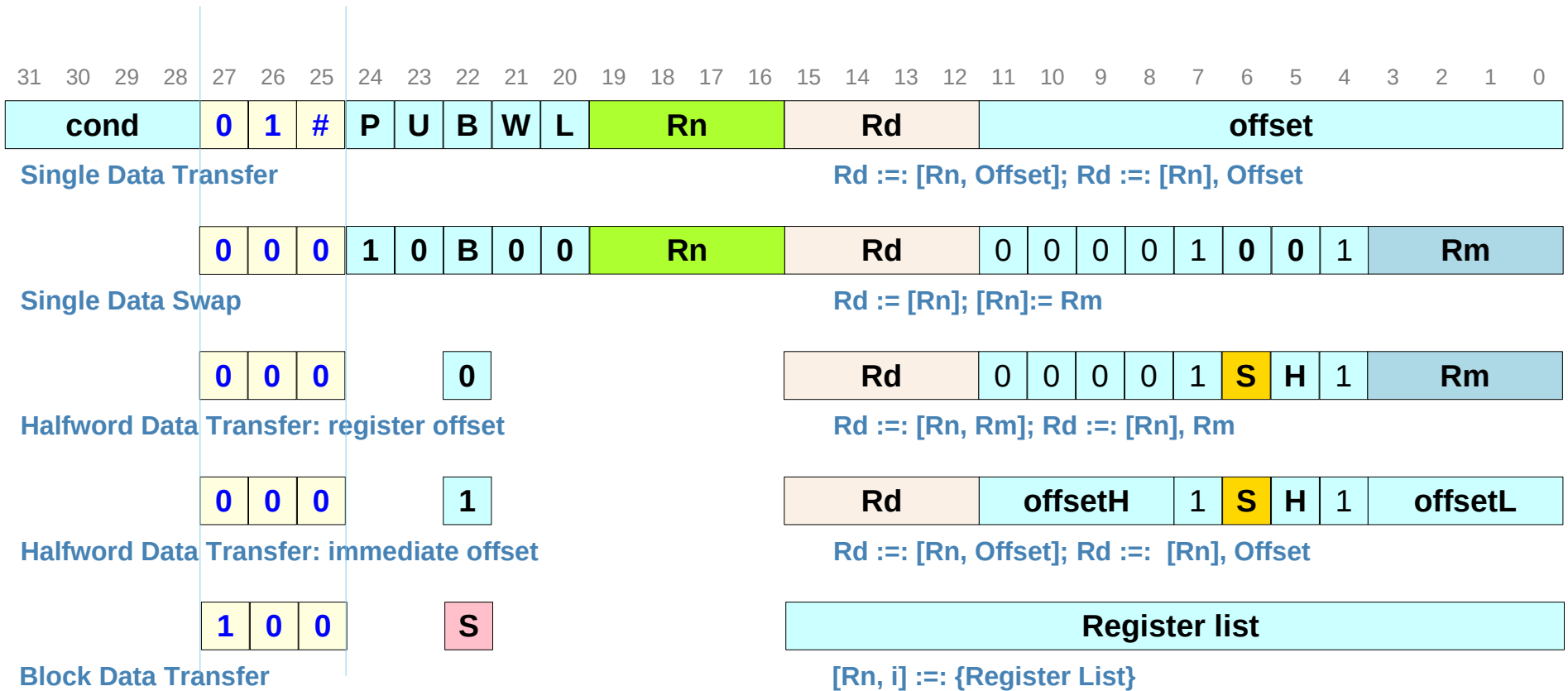
$[Rn, i] := \{Register List\}$

(10)

- P Pre/Post Index
- U Up/Down
- B Unsigned Byte/Word
- W Write-back (auto-index)
- L Load/Store
- S PSR & force user mode

- Rn Base Reg
- Rm Offset Reg
- Rd Source/Destination Reg
- S Signed
- H Half-word Address

# Data Transfer Instructions

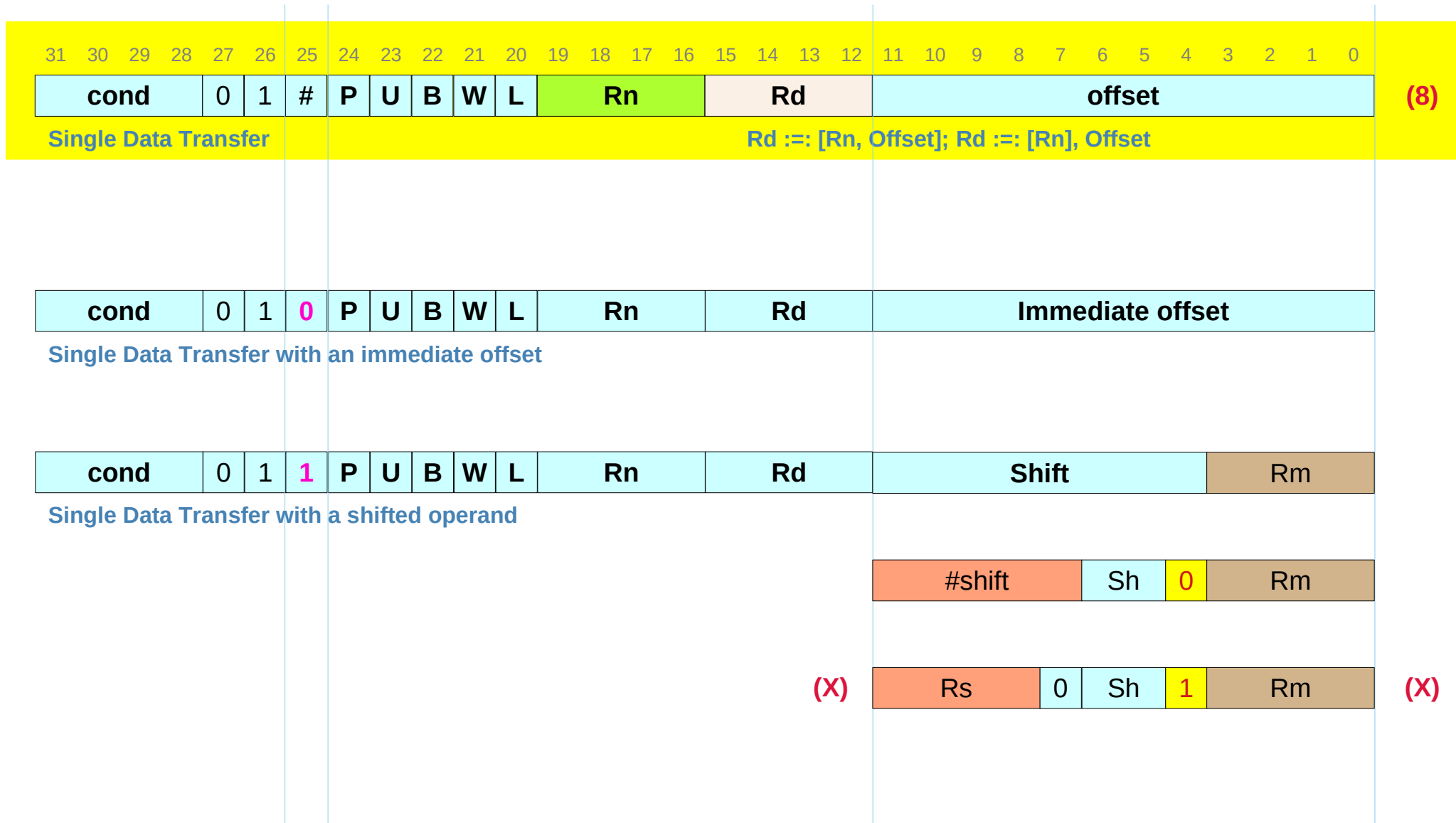


**P** Pre/Post Index  
**U** Up/Down  
**B** Unsigned Byte/Word  
**W** Write-back (auto-index)  
**L** Load/Store  
**S** PSR & force user mode

**Rn** Base Reg  
**Rm** Offset Reg  
**Rd** Source/Destination Reg  
**S** Signed  
**H** Half-word Address



# Single word data transfer instructions



# Half-word data transfer instructions

31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



Halfword Data Transfer: register offset

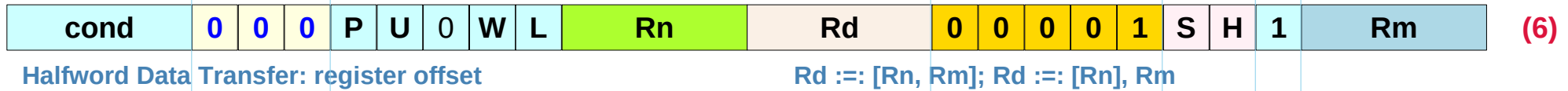
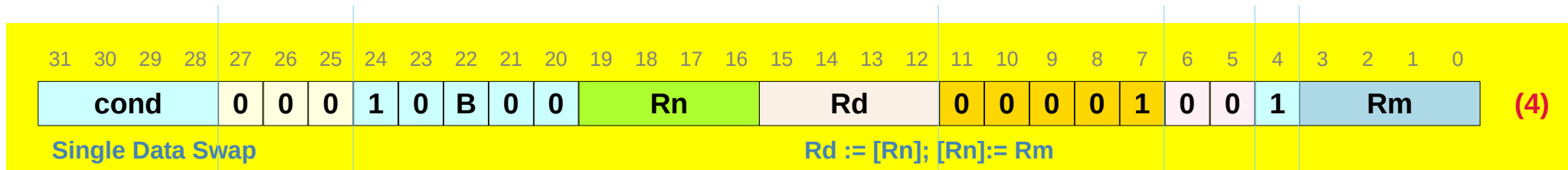
Rd := [Rn, Rm]; Rd := [Rn], Rm



Halfword Data Transfer: immediate offset

Rd := [Rn, Offset]; Rd := [Rn], Offset

# Swap memory and register instruction (SWP)



SH	
00	SWP instruction
01	Unsigned Halfwords
10	Signed Byte
11	Signed Halfwords

# Block data transfer instruction

31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



Block Data Transfer

[Rn, i] := {Register List}

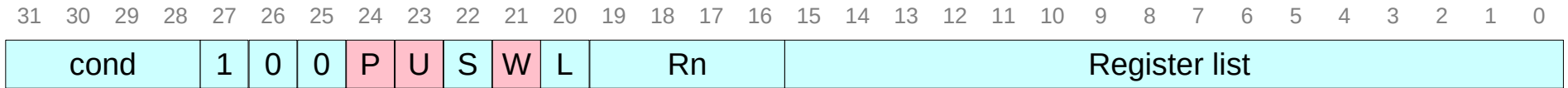
**P=1** : before      **U=1** : Increment      **W=1** : auto index      **L=1** : LDM  
**P=0** : after        **U=0** : Decrement      **W=0** : no auto index      **L=0** : STM

**P** : Pre/Post      **U** : Up/Down      **W** : Write-back (auto index)      **S** : PSR & force user mode

<b>IB</b>	<b>PU=11</b>	<b>DA</b>	<b>PU=00</b>
<b>IA</b>	<b>PU=01</b>	<b>IA</b>	<b>PU=01</b>
<b>DB</b>	<b>PU=10</b>	<b>DB</b>	<b>PU=10</b>
<b>DA</b>	<b>PU=00</b>	<b>IB</b>	<b>PU=11</b>

<b>Name</b>	<b>Stack</b>	<b>Block</b>	<b>L</b>	<b>P</b>	<b>U</b>
Pre-Increment Load	<b>LDMED</b>	<b>LDMIB</b>	1	1	1
Post-Increment Load	<b>LDMFD</b>	<b>LDMIA</b>	1	0	1
Pre-Decrement Load	<b>LDMEA</b>	<b>LDMDB</b>	1	1	0
Post-Decrement Load	<b>LDMFA</b>	<b>LDMDA</b>	1	0	0
Pre-Increment Store	<b>STMFA</b>	<b>STMIB</b>	0	1	1
Post-Increment Store	<b>STMEA</b>	<b>STMIA</b>	0	0	1
Pre-Decrement Store	<b>STMFD</b>	<b>STMDB</b>	0	1	0
Post-Decrement Store	<b>STMED</b>	<b>STMDA</b>	0	0	0

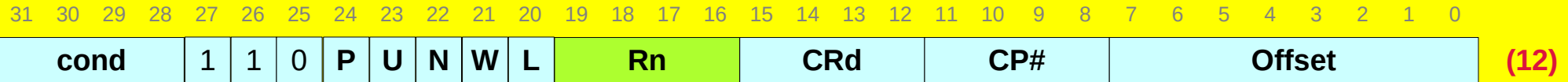
# Block data transfer instruction examples



<b>IB</b>	<b>PU=11</b>
<b>IA</b>	<b>PU=01</b>
<b>DB</b>	<b>PU=10</b>
<b>DA</b>	<b>PU=00</b>

<b>STMIB</b> R8! {R0, R1, R4}	<b>LMDA</b> R8! {R0, R1, R4}
<b>STMFA</b> R8! {R0, R1, R4}	<b>LDMFA</b> R8! {R0, R1, R4}
<b>STMIA</b> R8! {R0, R1, R4}	<b>LDMDB</b> R8! {R0, R1, R4}
<b>STMFA</b> R8! {R0, R1, R4}	<b>LDMEA</b> R8! {R0, R1, R4}
<b>STMDB</b> R8! {R0, R1, R4}	<b>LDMIA</b> R8! {R0, R1, R4}
<b>STMFD</b> R8! {R0, R1, R4}	<b>LDMFD</b> R8! {R0, R1, R4}
<b>STMDA</b> R8! {R0, R1, R4}	<b>LDMI</b> R8! {R0, R1, R4}
<b>STMED</b> R8! {R0, R1, R4}	<b>LDMED</b> R8! {R0, R1, R4}

# Coprocessor Instructions



Coprocessor Data Transfer

CRd := [Rn,Offset]; CRd := [Rn], Offset



Coprocessor Data Operation

CRd := CRn <CP Opc, CP> CRm



Coprocessor Register Transfer

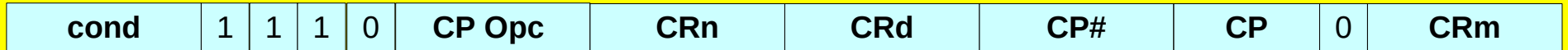
Rd := CRn <CP Opc, CP> CRm

**P** Pre/Post Index  
**U** Up/Down  
**N** Transfer Length  
**W** Write-back (auto-index)  
**L** Load/Store

**<CP#>** Coprocessor number  
**<Cop1>** Coprocessor operation 1  
**<Cop2>** Coprocessor operation 2  
**CRd** Coprocessor Rd  
**CRn** Coprocessor Rn  
**CRm** Coprocessor Rm  
**Rn** Base Reg  
**Rd** Destination Reg

# Coprocessor data operations

31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



(13)

Coprocessor Data Operation

CRd ::= CRn <CP Opc, CP> CRm

# Coprocessor data transfers

31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



(12)

Coprocessor Data Transfer

CRd ::= [Rn,Offset]; CRd ::= [Rn], Offset



# Coprocessor register transfer

31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



Coprocessor Register Transfer

$Rd := CRn \langle CP\ Opc, CP \rangle CRm$

# Breakpoint instruction (BKPT)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0
1	1	1	0	0	0	0	1	0	0	1	0	x	x	x	x	x	x	x	x	x	x	x	x	0	1	1	1	x	x	x	x

# SWI (Software Interrupt)

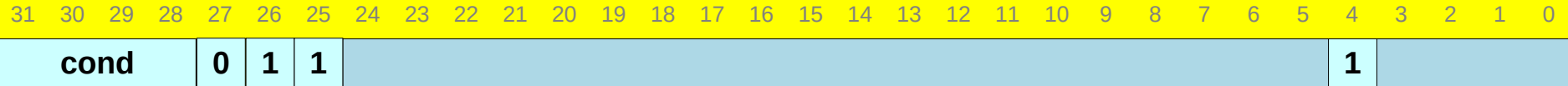
31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



(15)

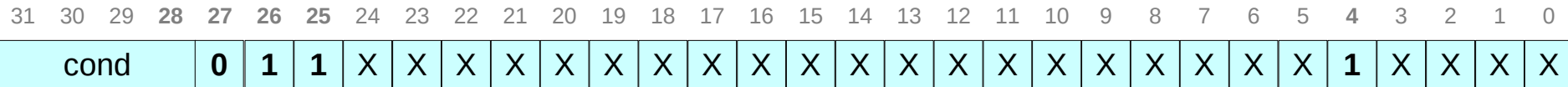
Software Interrupt    SWI {<cond>} <24-bit immediate>

# Undefined instructions

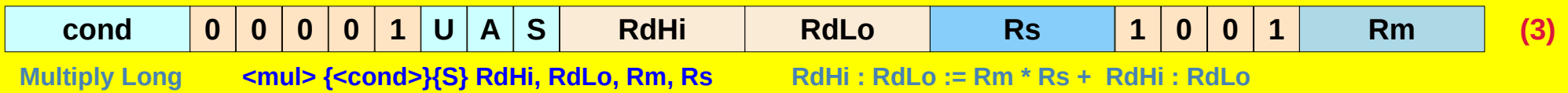
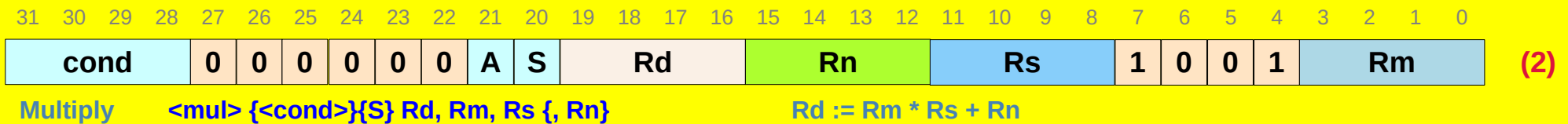
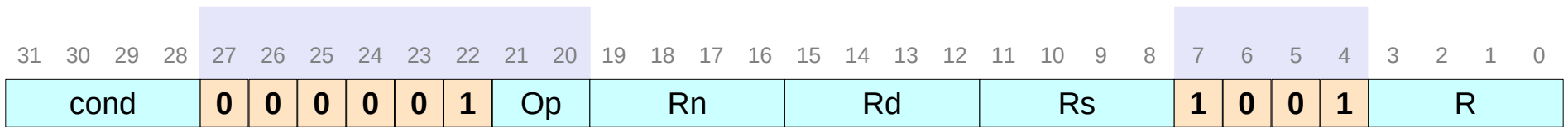


(9)

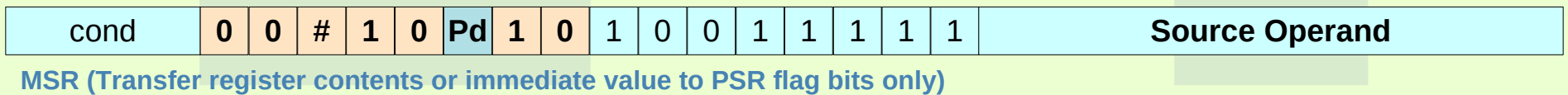
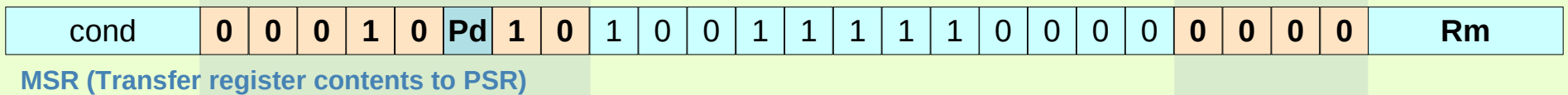
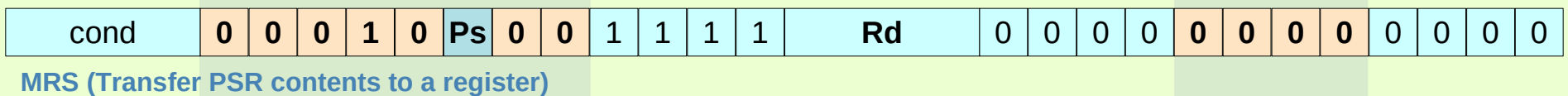
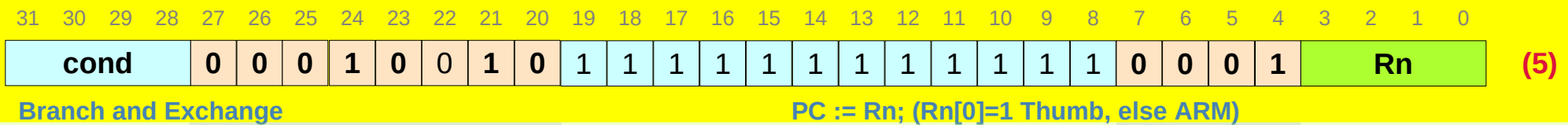
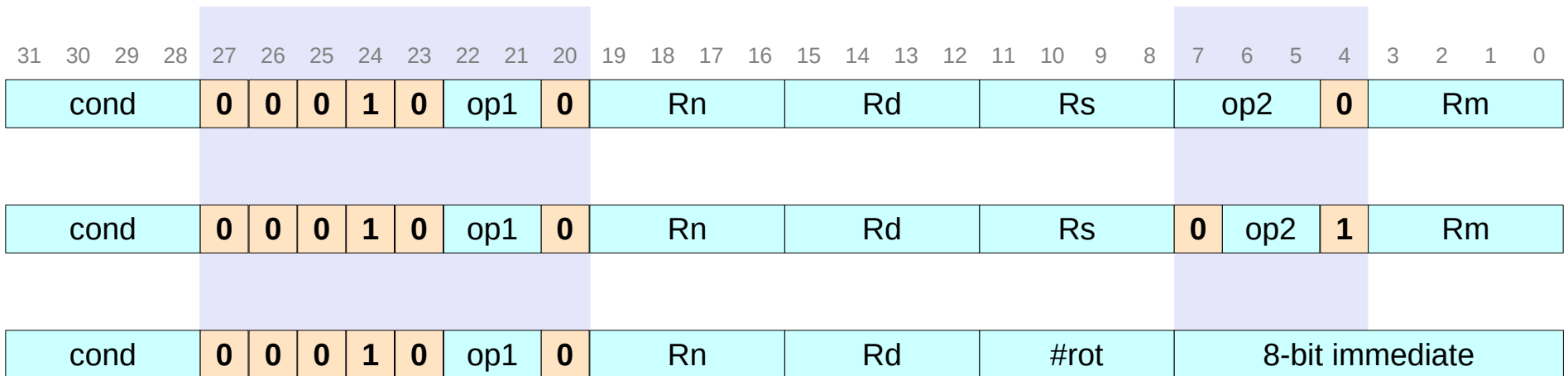
Undefined



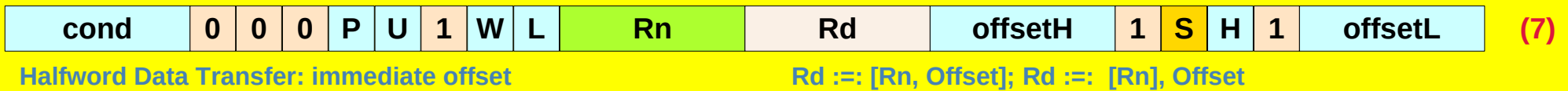
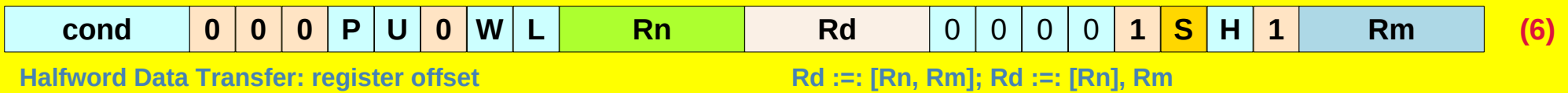
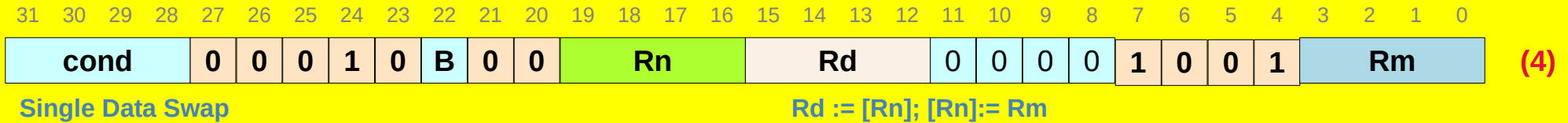
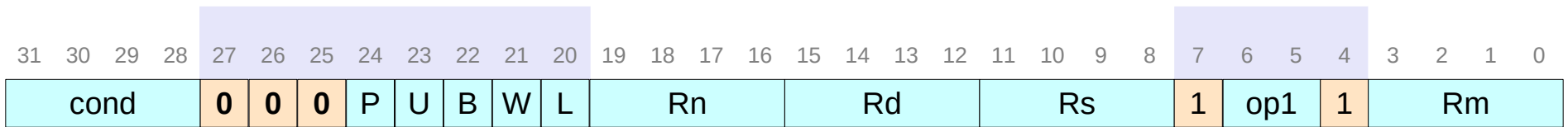
# Unused arithmetic instructions



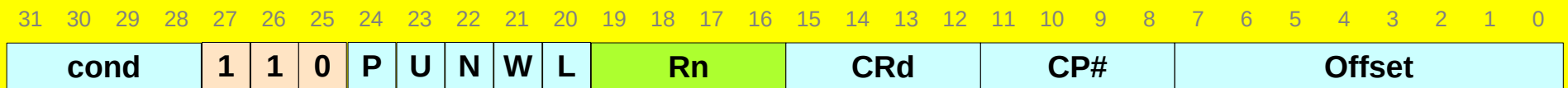
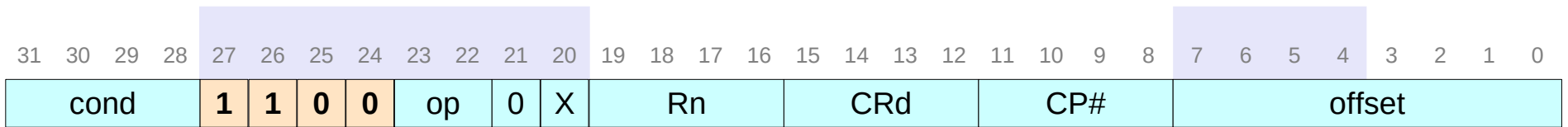
# Unused control instructions



# Unused load/store instructions



# Unused coprocessor instructions



(12)

Coprocessor Data Transfer

CRd := [Rn,Offset]; CRd := [Rn], Offset



# Undefined instruction space

31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



(9)

Undefined

31 30 29 28 27 26 25 24 23 22 21 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1 0



(8)

Single Data Transfer

$Rd := [Rn, Offset]$ ;  $Rd := [Rn], Offset$



# Decoding Instructions (1)

31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0			
cond				0	0	#	opcode				S	Rn				Rd				Operand 2														
cond				0	0	0	0	0	0	A	S	Rd				Rn				Rs				1	0	0	1	Rm						
cond				0	0	0	0	1	U	A	S	RdHi				RdLo				Rs				1	0	0	1	Rm						
cond				0	0	0	1	0	B	0	0	Rn				Rd				0	0	0	0	1	0	0	1	Rm						
cond				0	0	0	1	0	0	1	0	1	0	1	1	1	1	1	1	1	1	1	1	1	1	1	0	0	0	1	Rn			
cond				0	0	0	P	U	0	W	L	Rn				Rd				0	0	0	0	1	S	H	1	Rm						
cond				0	0	0	P	U	1	W	L	Rn				Rd				offsetH				1	S	H	1	offsetL						

(1) Data Processing / PSR Transfer

$Rd := Rn \ll \text{op} \gg \text{operand2}$  (shifted)

(2) Multiply

$Rd := Rm * Rs + Rn$

(3) Multiply Long

$RdHi : RdLo := Rm * Rs + RdHi : RdLo$

(4) Single Data Swap

$Rd := [Rn]; [Rn] := Rm$

(5) Branch and Exchange

$PC := Rn; (Rn[0]=1 \text{ Thumb, else ARM})$

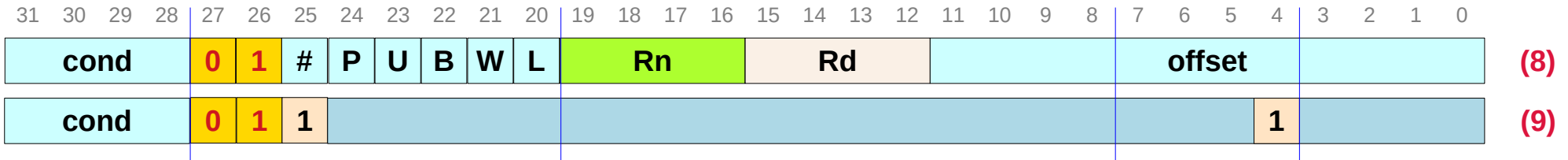
(6) Halfword Data Transfer: register offset

$Rd :=: [Rn, Rm]; \quad Rd :=: [Rn], Rm$

(7) Halfword Data Transfer: immediate offset

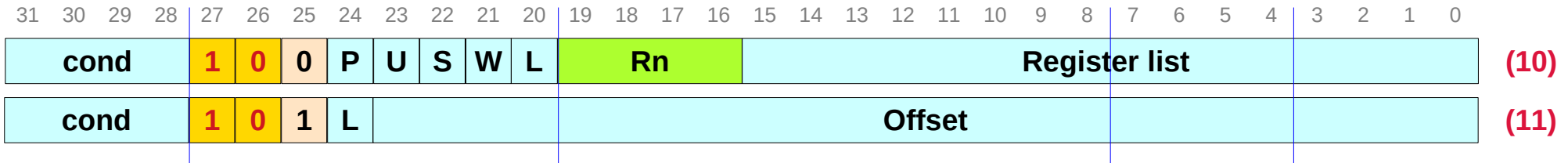
$Rd :=: [Rn, \text{Offset}]; \quad Rd :=: [Rn], \text{Offset}$

# Decoding Instructions (2)



- |     |                      |  |
|-----|----------------------|--|
| (8) | Single Data Transfer | Rd :=: [Rn, Offset]; Rd :=: [Rn], Offset |
| (9) | Undefined            |  |

# Decoding Instructions (3)



(10) Block Data Transfer

$[Rn, i] := \{\text{Register List}\}$

(11) Branch

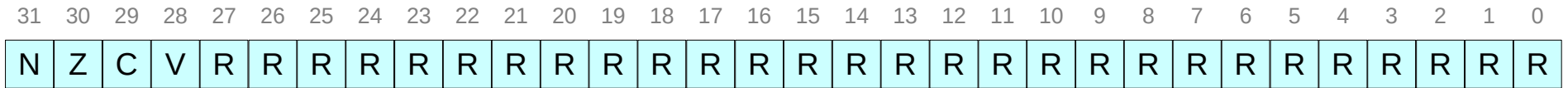
$R14 := PC+8; PC := \text{Offset}$

# Decoding Instructions (4)

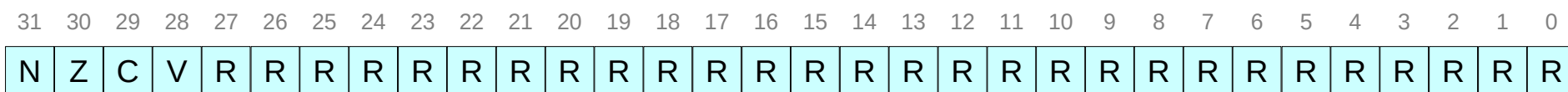
31	30	29	28	27	26	25	24	23	22	21	20	19	18	17	16	15	14	13	12	11	10	9	8	7	6	5	4	3	2	1	0	
cond				1	1	0	P	U	N	W	L	Rn					CRd				CP#				Offset				(12)			
cond				1	1	1	0	CP Opc				CRn					CRd				CP#				CP	0	CRm				(13)	
cond				1	1	1	0	CP Opc				L	CRn					Rd				CP#				CP	1	CRm				(14)
cond				1	1	1	1	Ignored by processor																(15)								

- |      |                               |   |
|------|-------------------------------|---|
| (12) | Coprocessor Data Transfer     | CRd ::= [Rn,Offset]; CRd ::= [Rn], Offset |
| (13) | Coprocessor Data Operation    | CRd ::= CRn <CP Opc, CP> CRm              |
| (14) | Coprocessor Register Transfer | Rd ::= CRn <CP Opc, CP> CRm               |
| (15) | Software Interrupt            |   |

# Multiple register transfer instruction



# ARM Exception Handling





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## References

- [1] <ftp://ftp.geoinfo.tuwien.ac.at/navratil/HaskellTutorial.pdf>
- [2] <https://www.umiacs.umd.edu/~hal/docs/daume02yaht.pdf>