Cortex-M3 Devices
Generic User Guide

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Release Information

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Product Status

The information in this document is final, that is for a developed product.

Web Address

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Glossary
Preface

This preface introduces the *Cortex-M3 Devices Generic User Guide*. It contains the following sections:

- *About this book* on page vi
- *Feedback* on page ix.
About this book

This book is a generic user guide for devices that implement the ARM Cortex-M3 processor. Implementers of Cortex-M3 designs make a number of implementation choices, that can affect the functionality of the device. This means that, in this book:
• some information is described as implementation-defined
• some features are described as optional.

In this book, unless the context indicates otherwise:

**Processor** Refers to the Cortex-M3 processor, as supplied by ARM.

**Device** Refers to an implemented device, supplied by an ARM partner, that incorporates a Cortex-M3 processor. In particular, your device refers to the particular implementation of the Cortex-M3 that you are using. Some features of your device depend on the implementation choices made by the ARM partner that made the device.

Product revision status

The *rn*pn* indicator indicates the revision status of the product described in this book, where:

- *rn* Identifies the major revision of the product.
- *pn* Identifies the minor revision or modification status of the product.

Intended audience

This book is written for application and system-level software developers, familiar with programming, who want to program a device that includes the Cortex-M3 processor.

Using this book

This book is organized into the following chapters:

**Chapter 1 Introduction**
Read this for an introduction to the Cortex-M3 processor and its features.

**Chapter 2 The Cortex-M3 Processor**
Read this for information about how to program the processor, the processor memory model, exception and fault handling, and power management.

**Chapter 3 The Cortex-M3 Instruction Set**
Read this for information about the processor instruction set.

**Chapter 4 Cortex-M3 Peripherals**
Read this for information about Cortex-M3 peripherals.

**Appendix A Cortex-M3 Options**
Read this for information about the processor implementation and configuration options.

**Glossary** Read this for definitions of terms used in this book.
Typographical conventions

The typographical conventions are:

*italic*  
Highlights important notes, introduces special terminology, denotes internal cross-references, and citations.

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

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

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

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

*< and >*  
Enclose replaceable terms for assembler syntax where they appear in code or code fragments. For example:

```text
CMP Rn, <Rm | #imm>
```
Additional reading

This section lists publications by ARM and by third parties.


See onARM, http://onarm.com, for embedded software development resources including the Cortex Microcontroller Software Interface Standard (CMSIS).

ARM publications

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

• Cortex-M3 Technical Reference Manual (ARM DDI 0439)
• ARMv7-M Architecture Reference Manual (ARM DDI 0403).

Other publications

This guide only provides generic information for devices that implement the ARM Cortex-M3 processor. For information about your device see the documentation published by the device manufacturer.
Feedback

ARM welcomes feedback on this product and its documentation.

Feedback on content

If you have comments on content then send an e-mail to errata@arm.com. Give:
• the title
• the number, ARM DUI 0552A
• the page numbers to which your comments apply
• a concise explanation of your comments.

ARM also welcomes general suggestions for additions and improvements.
Chapter 1

Introduction

This chapter introduces the Cortex-M3 processor and its features. It contains the following section:

- *About the Cortex-M3 processor and core peripherals* on page 1-2.
1.1 About the Cortex-M3 processor and core peripherals

The Cortex-M3 processor is a high performance 32-bit processor designed for the microcontroller market. It offers significant benefits to developers, including:

- outstanding processing performance combined with fast interrupt handling
- enhanced system debug with extensive breakpoint and trace capabilities
- efficient processor core, system and memories
- ultra-low power consumption with integrated sleep mode and an optional deep sleep mode
- platform security robustness, with an optional integrated Memory Protection Unit (MPU).

![Cortex-M3 implementation](image)

Figure 1-1 Cortex-M3 implementation

The Cortex-M3 processor is built on a high-performance processor core, with a 3-stage pipeline Harvard architecture, making it ideal for demanding embedded applications. The processor delivers exceptional power efficiency through an efficient instruction set and extensively optimized design, providing high-end processing hardware including optional IEEE754-compliant single-precision floating-point computation, a range of single-cycle and SIMD multiplication and multiply-with-accumulate capabilities, saturating arithmetic and dedicated hardware division.

To facilitate the design of cost-sensitive devices, the Cortex-M3 processor implements tightly-coupled system components that reduce processor area while significantly improving interrupt handling and system debug capabilities. The Cortex-M3 processor implements a version of the Thumb\(^2\) instruction set based on Thumb-2 technology, ensuring high code density and reduced program memory requirements. The Cortex-M3 instruction set provides the exceptional performance expected of a modern 32-bit architecture, with the high code density of 8-bit and 16-bit microcontrollers.

The Cortex-M3 processor closely integrates a configurable NVIC, to deliver industry-leading interrupt performance. The NVIC includes a Non- Maskable Interrupt (NMI) that can provide up to 256 interrupt priority levels. The tight integration of the processor core and NVIC provides fast execution of Interrupt Service Routines (ISRs), dramatically reducing the interrupt latency.
This is achieved through the hardware stacking of registers, and the ability to suspend load-multiple and store-multiple operations. Interrupt handlers do not require wrapping in assembler code, removing any code overhead from the ISRs. A tail-chain optimization also significantly reduces the overhead when switching from one ISR to another.

To optimize low-power designs, the NVIC integrates with the sleep modes, which can include an optional deep sleep function. This enables the entire device to be rapidly powered down while still retaining program state.

### 1.1.1 System-level interface

The Cortex-M3 processor provides multiple interfaces using AMBA® technology to provide high speed, low latency memory accesses. It supports unaligned data accesses and implements atomic bit manipulation that enables faster peripheral controls, system spinlocks and thread-safe Boolean data handling.

The Cortex-M3 processor has an optional Memory Protection Unit (MPU) that permits control of individual regions in memory, enabling applications to utilize multiple privilege levels, separating and protecting code, data and stack on a task-by-task basis. Such requirements are becoming critical in many embedded applications such as automotive.

### 1.1.2 Optional integrated configurable debug

The Cortex-M3 processor can implement a complete hardware debug solution. This provides high system visibility of the processor and memory through either a traditional JTAG port or a 2-pin Serial Wire Debug (SWD) port that is ideal for microcontrollers and other small package devices.

For system trace the processor integrates an Instrumentation Trace Macrocell (ITM) alongside data watchpoints and a profiling unit. To enable simple and cost-effective profiling of the system events these generate, a Serial Wire Viewer (SWV) can export a stream of software-generated messages, data trace, and profiling information through a single pin.

The optional Embedded Trace Macrocell™ (ETM) delivers unrivalled instruction trace capture in an area far smaller than traditional trace units, enabling many low cost MCUs to implement full instruction trace for the first time.

The optional Flash Patch and Breakpoint Unit (FPB) provides up to eight hardware breakpoint comparators that debuggers can use. The comparators in the FPB also provide remap functions of up to eight words in the program code in the CODE memory region. This enables applications stored on a non-erasable, ROM-based microcontroller to be patched if a small programmable memory, for example flash, is available in the device. During initialization, the application in ROM detects, from the programmable memory, whether a patch is required. If a patch is required, the application programs the FPB to remap a number of addresses. When those addresses are accessed, the accesses are redirected to a remap table specified in the FPB configuration, which means the program in the non-modifiable ROM can be patched.

### 1.1.3 Cortex-M3 processor features and benefits summary

- tight integration of system peripherals reduces area and development costs
- Thumb instruction set combines high code density with 32-bit performance
- code-patch ability for ROM system updates
- power control optimization of system components
- integrated sleep modes for low power consumption
- fast code execution permits slower processor clock or increases sleep mode time
- hardware division and fast digital-signal-processing orientated multiply accumulate
• deterministic, high-performance interrupt handling for time-critical applications
• optional MPU for safety-critical applications
• extensive implementation-defined debug and trace capabilities:
  — Serial Wire Debug and Serial Wire Trace reduce the number of pins required for
    debugging, tracing, and code profiling.

1.1.4 Cortex-M3 core peripherals

These are:

Nested Vectored Interrupt Controller

The NVIC is an embedded interrupt controller that supports low latency interrupt
processing.

System Control Block

The System Control Block (SCB) is the programmers model interface to the
processor. It provides system implementation information and system control,
including configuration, control, and reporting of system exceptions.

System timer

The system timer, SysTick, is a 24-bit count-down timer. Use this as a Real Time
Operating System (RTOS) tick timer or as a simple counter.

Memory Protection Unit

The MPU improves system reliability by defining the memory attributes for
different memory regions. It provides up to eight different regions, and an
optional predefined background region.
Chapter 2
The Cortex-M3 Processor

This Chapter describes the Cortex-M3 processor. It contains the following sections:

• *Programmers model* on page 2-2
• *Memory model* on page 2-12
• *Exception model* on page 2-21
• *Fault handling* on page 2-28
• *Power management* on page 2-31.
2.1 Programmers model

This section describes the Cortex-M3 programmers model. In addition to the individual core register descriptions, it contains information about the processor modes and privilege levels for software execution and stacks.

2.1.1 Processor mode and privilege levels for software execution

The processor modes are:

**Thread mode**  Used to execute application software. The processor enters Thread mode when it comes out of reset.

**Handler mode**  Used to handle exceptions. The processor returns to Thread mode when it has finished all exception processing.

The privilege levels for software execution are:

**Unprivileged**  The software:

- has limited access to the MSR and MRS instructions, and cannot use the CPS instruction
- cannot access the system timer, NVIC, or system control block
- might have restricted access to memory or peripherals.

*Unprivileged software* executes at the unprivileged level.

**Privileged**  The software can use all the instructions and has access to all resources.

*Privileged software* executes at the privileged level.

In Thread mode, the CONTROL register controls whether software execution is privileged or unprivileged, see *CONTROL register on page 2-9*. In Handler mode, software execution is always privileged.

Only privileged software can write to the CONTROL register to change the privilege level for software execution in Thread mode. Unprivileged software can use the SVC instruction to make a *supervisor call* to transfer control to privileged software.

2.1.2 Stacks

The processor uses a full descending stack. This means the stack pointer holds the address of the last stacked item in memory. When the processor pushes a new item onto the stack, it decrements the stack pointer and then writes the item to the new memory location. The processor implements two stacks, the **main stack** and the **process stack**, with a pointer for each held in independent registers, see *Stack Pointer on page 2-4*.

In Thread mode, the CONTROL register controls whether the processor uses the main stack or the process stack, see *CONTROL register on page 2-9*. In Handler mode, the processor always uses the main stack. The options for processor operations are:

<table>
<thead>
<tr>
<th>Processor mode</th>
<th>Used to execute</th>
<th>Privilege level for software execution</th>
<th>Stack used</th>
</tr>
</thead>
<tbody>
<tr>
<td>Thread</td>
<td>Applications</td>
<td>Privileged or unprivileged&lt;sup&gt;a&lt;/sup&gt;</td>
<td>Main stack or process stack&lt;sup&gt;a&lt;/sup&gt;</td>
</tr>
<tr>
<td>Handler</td>
<td>Exception handlers</td>
<td>Always privileged</td>
<td>Main stack</td>
</tr>
</tbody>
</table>

* a. See *CONTROL register on page 2-9*. 
2.1.3 Core registers

The processor core registers are:

- **Low registers**
  - R0
  - R1
  - R2
  - R3
  - R4
  - R5
  - R6
  - R7
  - R8
  - R9
  - R10
  - R11
  - R12

- **High registers**
  - SP (R13)
  - LR (R14)
  - PC (R15)

- **Stack Pointer**
  - SP (R13)

- **Link Register**
  - LR (R14)

- **Program Counter**
  - PC (R15)

- **Program status register**
  - PSR

- **Exception mask registers**
  - PRIMASK
  - FAULTMASK
  - BASEPRI
  - CONTROL

### Table 2-2 Core register set summary

<table>
<thead>
<tr>
<th>Name</th>
<th>Typea</th>
<th>Required privilegeb</th>
<th>Reset value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>R0-R12</td>
<td>RW</td>
<td>Either</td>
<td>Unknown</td>
<td>General-purpose registers on page 2-4</td>
</tr>
<tr>
<td>MSP</td>
<td>RW</td>
<td>Privileged</td>
<td>See description</td>
<td>Stack Pointer on page 2-4</td>
</tr>
<tr>
<td>PSP</td>
<td>RW</td>
<td>Either</td>
<td>Unknown</td>
<td>Stack Pointer on page 2-4</td>
</tr>
<tr>
<td>LR</td>
<td>RW</td>
<td>Either</td>
<td>0xFFFFFFFF</td>
<td>Link Register on page 2-4</td>
</tr>
<tr>
<td>PC</td>
<td>RW</td>
<td>Either</td>
<td>See description</td>
<td>Program Counter on page 2-4</td>
</tr>
<tr>
<td>PSR</td>
<td>RW</td>
<td>Privileged</td>
<td>0x01000000</td>
<td>Program Status Register on page 2-4</td>
</tr>
<tr>
<td>ASPR</td>
<td>RW</td>
<td>Either</td>
<td>Unknown</td>
<td>Application Program Status Register on page 2-5</td>
</tr>
<tr>
<td>IPR</td>
<td>RO</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>Interrupt Program Status Register on page 2-6</td>
</tr>
<tr>
<td>EPSR</td>
<td>RO</td>
<td>Privileged</td>
<td>0x01000000</td>
<td>Execution Program Status Register on page 2-6</td>
</tr>
<tr>
<td>PRIMASK</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>Priority Mask Register on page 2-8</td>
</tr>
<tr>
<td>FAULTMASK</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>Fault Mask Register on page 2-8</td>
</tr>
<tr>
<td>BASEPRI</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>Base Priority Mask Register on page 2-9</td>
</tr>
<tr>
<td>CONTROL</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>CONTROL register on page 2-9</td>
</tr>
</tbody>
</table>

a. Describes access type during program execution in thread mode and Handler mode. Debug access can differ.

b. An entry of Either means privileged and unprivileged software can access the register.
General-purpose registers

R0-R12 are 32-bit general-purpose registers for data operations.

Stack Pointer

The Stack Pointer (SP) is register R13. In Thread mode, bit[1] of the CONTROL register indicates the stack pointer to use:

- 0 = Main Stack Pointer (MSP). This is the reset value.
- 1 = Process Stack Pointer (PSP).

On reset, the processor loads the MSP with the value from address 0x00000000.

Link Register

The Link Register (LR) is register R14. It stores the return information for subroutines, function calls, and exceptions. On reset, the processor sets the LR value to 0xFFFFFFFF.

Program Counter

The Program Counter (PC) is register R15. It contains the current program address. On reset, the processor loads the PC with the value of the reset vector, which is at address 0x00000004. Bit[0] of the value is loaded into the EPSR T-bit at reset and must be 1.

Program Status Register

The Program Status Register (PSR) combines:

- Application Program Status Register (APSR)
- Interrupt Program Status Register (IPSR)
- Execution Program Status Register (EPSR).

These registers are mutually exclusive bitfields in the 32-bit PSR. The bit assignments are:

| 31 | 30 | 29 | 28 | 27 | 26 | 25 | 24 | 23 | 16 | 15 | 10 | 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | 0 |
|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| APSR | N | Z | C | V | Q |
| IPRS | Reserved |
| EPRS | Reserved | ICI/IT | T | Reserved | ICI/IT | Reserved |

Access these registers individually or as a combination of any two or all three registers, using the register name as an argument to the MSR or MRS instructions. For example:

- read all of the registers using PSR with the MRS instruction
- write to the APSR N, Z, C, V, and Q bits using APSR_nzcvq with the MSR instruction.
The PSR combinations and attributes are:

### Table 2-3 PSR register combinations

<table>
<thead>
<tr>
<th>Register</th>
<th>Type</th>
<th>Combination</th>
</tr>
</thead>
<tbody>
<tr>
<td>PSR</td>
<td>RW^{a, b}</td>
<td>APSR, EPSR, and IPSR</td>
</tr>
<tr>
<td>IEPSR</td>
<td>RO</td>
<td>EPSR and IPSR</td>
</tr>
<tr>
<td>IAPSR</td>
<td>RW^{a}</td>
<td>APSR and IPSR</td>
</tr>
<tr>
<td>EAPSR</td>
<td>RW^{b}</td>
<td>APSR and EPSR</td>
</tr>
</tbody>
</table>

- The processor ignores writes to the IPSR bits.
- Reads of the EPSR bits return zero, and the processor ignores writes to these bits.

See the instruction descriptions *MRS on page 3-74* and *MSR on page 3-75* for more information about how to access the program status registers.

#### Application Program Status Register

The APSR contains the current state of the condition flags from previous instruction executions. See the register summary in *Table 2-2 on page 2-3* for its attributes. The bit assignments are:

### Table 2-4 APSR bit assignments

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31]</td>
<td>N</td>
<td>Negative flag</td>
</tr>
<tr>
<td>[30]</td>
<td>Z</td>
<td>Zero flag</td>
</tr>
<tr>
<td>[29]</td>
<td>C</td>
<td>Carry or borrow</td>
</tr>
<tr>
<td>[28]</td>
<td>V</td>
<td>Overflow flag</td>
</tr>
<tr>
<td>[27]</td>
<td>Q</td>
<td>Saturation flag</td>
</tr>
<tr>
<td>[26:0]</td>
<td>-</td>
<td>Reserved</td>
</tr>
</tbody>
</table>
**Interrupt Program Status Register**

The IPSR contains the exception type number of the current *Interrupt Service Routine* (ISR). See the register summary in Table 2-2 on page 2-3 for its attributes. The bit assignments are:

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:9]</td>
<td>-</td>
<td>Reserved.</td>
</tr>
<tr>
<td>[8:0]</td>
<td>ISR_NUMBER</td>
<td>This is the number of the current exception:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = Thread mode</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = Reserved</td>
</tr>
<tr>
<td></td>
<td></td>
<td>2 = NMI</td>
</tr>
<tr>
<td></td>
<td></td>
<td>3 = HardFault</td>
</tr>
<tr>
<td></td>
<td></td>
<td>4 = MemManage</td>
</tr>
<tr>
<td></td>
<td></td>
<td>5 = BusFault</td>
</tr>
<tr>
<td></td>
<td></td>
<td>6 = UsageFault</td>
</tr>
<tr>
<td></td>
<td></td>
<td>7-10 = Reserved</td>
</tr>
<tr>
<td></td>
<td></td>
<td>11 = SVCall</td>
</tr>
<tr>
<td></td>
<td></td>
<td>12 = Reserved for Debug</td>
</tr>
<tr>
<td></td>
<td></td>
<td>13 = Reserved</td>
</tr>
<tr>
<td></td>
<td></td>
<td>14 = PendSV</td>
</tr>
<tr>
<td></td>
<td></td>
<td>15 = SysTick</td>
</tr>
<tr>
<td></td>
<td></td>
<td>16 =IRQ0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>n+15 = IRQ(n-1)a.</td>
</tr>
</tbody>
</table>

See *Exception types* on page 2-21 for more information.

*a. The number of interrupts, n, is implementation-defined, in the range 1-240.*

**Execution Program Status Register**

The EPSR contains the Thumb state bit, and the execution state bits for either the:

- *If-Then* (IT) instruction
- *Interruptible-Continuable Instruction* (ICI) field for an interrupted load multiple or store multiple instruction.

See the register summary in Table 2-2 on page 2-3 for the EPSR attributes. The bit assignments are:

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:27]</td>
<td>-</td>
<td>Reserved.</td>
</tr>
<tr>
<td>[26:25],[15:10]</td>
<td>ICI/IT</td>
<td>Indicates the interrupted position of a continuable instruction, see <em>Interruptible-continuable instructions</em> on page 2-7, or the execution state of an IT instruction, see <em>IT</em> on page 3-64.</td>
</tr>
</tbody>
</table>
Attempts to read the EPSR directly through application software using the MSR instruction always return zero. Attempts to write the EPSR using the MSR instruction in application software are ignored.

**Interruptible-continuable instructions**

When an interrupt occurs during the execution of an LDM, STM, PUSH, or POP instruction, the processor:
- stops the load multiple or store multiple instruction operation temporarily
- stores the next register operand in the multiple operation to EPSR bits[15:12].

After servicing the interrupt, the processor:
- returns to the register pointed to by bits[15:12]
- resumes execution of the multiple load or store instruction.

When the EPSR holds ICI execution state, bits[26:25,11:10] are zero.

**If-Then block**

The If-Then block contains up to four instructions following an IT instruction. Each instruction in the block is conditional. The conditions for the instructions are either all the same, or some can be the inverse of others. See IT on page 3-64 for more information.

**Thumb state**

The Cortex-M3 processor only supports execution of instructions in Thumb state. The following can clear the T bit to 0:
- instructions BLX, BX and POP{PC}
- restoration from the stacked xPSR value on an exception return
- bit[0] of the vector value on an exception entry or reset.

Attempting to execute instructions when the T bit is 0 results in a fault or lockup. See Lockup on page 2-30 for more information.

**Exception mask registers**

The exception mask registers disable the handling of exceptions by the processor. Disable exceptions where they might impact on timing critical tasks.

To access the exception mask registers use the MSR and MRS instructions, or the CPS instruction to change the value of PRIMASK or FAULTMASK. See MRS on page 3-74, MSR on page 3-75, and CPS on page 3-70 for more information.
Priority Mask Register

The PRIMASK register prevents activation of all exceptions with configurable priority. See the register summary in Table 2-2 on page 2-3 for its attributes. The bit assignments are:

![PRIMASK Register Diagram]

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:1]</td>
<td>-</td>
<td>Reserved</td>
</tr>
<tr>
<td>[0]</td>
<td>PRIMASK</td>
<td>0 = no effect</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = prevents the activation of all exceptions with configurable priority.</td>
</tr>
</tbody>
</table>

Fault Mask Register

The FAULTMASK register prevents activation of all exceptions except for Non-Maskable Interrupt (NMI). See the register summary in Table 2-2 on page 2-3 for its attributes. The bit assignments are:

![FAULTMASK Register Diagram]

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:1]</td>
<td>-</td>
<td>Reserved</td>
</tr>
<tr>
<td>[0]</td>
<td>FAULTMASK</td>
<td>0 = no effect</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = prevents the activation of all exceptions except for NMI.</td>
</tr>
</tbody>
</table>

The processor clears the FAULTMASK bit to 0 on exit from any exception handler except the NMI handler.
**Base Priority Mask Register**

The BASEPRI register defines the minimum priority for exception processing. When BASEPRI is set to a nonzero value, it prevents the activation of all exceptions with the same or lower priority level as the BASEPRI value. See the register summary in Table 2-2 on page 2-3 for its attributes. The bit assignments are:

```
   31  |  |  |  |  |  |  |  |  | 8  | 7  | 0
   | Reserved |  |  |  |  |  |  |  |  | BASEPRI
```

Table 2-9 BASEPRI register bit assignments

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:8]</td>
<td>-</td>
<td>Reserved</td>
</tr>
</tbody>
</table>
| [7:0] | BASEPRI<sup>a</sup> | Priority mask bits:  
0x00 = no effect  
Nonzero = defines the base priority for exception processing.  
The processor does not process any exception with a priority value greater than or equal to BASEPRI. |

<sup>a</sup> This field is similar to the priority fields in the interrupt priority registers. Register priority value fields are 8 bits wide, and non-implemented low-order bits read as zero and ignore writes. See *Interrupt Priority Registers* on page 4-7 for more information. Higher priority field values correspond to lower exception priorities.

**CONTROL register**

The CONTROL register controls the stack used and the privilege level for software execution when the processor is in Thread mode. See the register summary in Table 2-2 on page 2-3 for its attributes. The bit assignments are:

```
   31  |  |  |  |  |  |  |  |  | 3  | 2  | 1  | 0
   | Reserved |  |  |  |  |  |  |  |  |  |  |  |  |  | SPSEL |
   |  |  |  |  |  |  |  |  |  |  |  |  |  |  |  | nPRIV |
```

Table 2-10 CONTROL register bit assignments

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:2]</td>
<td>-</td>
<td>Reserved.</td>
</tr>
</tbody>
</table>
| [1] | SPSEL | Defines the currently active stack pointer: In Handler mode this bit reads as zero and ignores writes. The Cortex-M3 updates this bit automatically on exception return.  
0 = MSP is the current stack pointer  
1 = PSP is the current stack pointer. |
| [0] | nPRIV | Defines the Thread mode privilege level:  
0 = Privileged  
1 = Unprivileged. |

Handler mode always uses the MSP, so the processor ignores explicit writes to the active stack pointer bit of the CONTROL register when in Handler mode. The exception entry and return mechanisms automatically update the CONTROL register based on the EXC_RETURN value, see Table 2-17 on page 2-27.
In an OS environment, ARM recommends that threads running in Thread mode use the process stack and the kernel and exception handlers use the main stack.

By default, Thread mode uses the MSP. To switch the stack pointer used in Thread mode to the PSP, either:

• use the MSR instruction to set the Active stack pointer bit to 1, see MSR on page 3-75.

• perform an exception return to Thread mode with the appropriate EXC_RETURN value, see Table 2-17 on page 2-27.

Note
When changing the stack pointer, software must use an ISB instruction immediately after the MSR instruction. This ensures that instructions after the ISB instruction execute using the new stack pointer. See ISB on page 3-73

2.1.4 Exceptions and interrupts

The Cortex-M3 processor supports interrupts and system exceptions. The processor and the NVIC prioritize and handle all exceptions. An exception changes the normal flow of software control. The processor uses Handler mode to handle all exceptions except for reset. See Exception entry on page 2-26 and Exception return on page 2-27 for more information.

The NVIC registers control interrupt handling. See Nested Vectored Interrupt Controller on page 4-3 for more information.

2.1.5 Data types

The processor:

• supports the following data types:
  — 32-bit words
  — 16-bit halfwords
  — 8-bit bytes.

• manages all data memory accesses as little-endian or big-endian. Instruction memory and PPB accesses are always performed as little-endian. See Memory regions, types and attributes on page 2-12 for more information.

2.1.6 The Cortex Microcontroller Software Interface Standard

For a Cortex-M3 microcontroller system, the Cortex Microcontroller Software Interface Standard (CMSIS) defines:

• a common way to:
  — access peripheral registers
  — define exception vectors

• the names of:
  — the registers of the core peripherals
  — the core exception vectors

• a device-independent interface for RTOS kernels, including a debug channel.

The CMSIS includes address definitions and data structures for the core peripherals in the Cortex-M3 processor.
CMSIS simplifies software development by enabling the reuse of template code and the combination of CMSIS-compliant software components from various middleware vendors. Software vendors can expand the CMSIS to include their peripheral definitions and access functions for those peripherals.

This document includes the register names defined by the CMSIS, and gives short descriptions of the CMSIS functions that address the processor core and the core peripherals.

Note

This document uses the register short names defined by the CMSIS. In a few cases these differ from the architectural short names that might be used in other documents.

The following sections give more information about the CMSIS:

• Power management programming hints on page 2-33
• CMSIS functions on page 3-6
• Accessing the Cortex-M3 NVIC registers using CMSIS on page 4-4
• NVIC programming hints on page 4-9.
2.2 Memory model

This section describes the processor memory map, the behavior of memory accesses, and the optional bit-banding features. The processor has a fixed default memory map that provides up to 4GB of addressable memory. The memory map:

The regions for SRAM and peripherals include optional bit-band regions. Bit-banding provides atomic operations to bit data, see Optional bit-banding on page 2-16.

The processor reserves regions of the PPB address range for core peripheral registers, see About the Cortex-M3 peripherals on page 4-2.

2.2.1 Memory regions, types and attributes

The memory map and the programming of the optional MPU splits the memory map into regions. Each region has a defined memory type, and some regions have additional memory attributes. The memory type and attributes determine the behavior of accesses to the region.

The memory types are:

**Normal** The processor can re-order transactions for efficiency, or perform speculative reads.
Device

The processor preserves transaction order relative to other transactions to Device or Strongly-ordered memory.

Strongly-ordered

The processor preserves transaction order relative to all other transactions.

The different ordering requirements for Device and Strongly-ordered memory mean that the memory system can buffer a write to Device memory, but must not buffer a write to Strongly-ordered memory.

The additional memory attributes include:

Shareable

For a shareable memory region that is implemented, the memory system provides data synchronization between bus masters in a system with multiple bus masters, for example, a processor with a DMA controller. Strongly-ordered memory is always shareable.

If multiple bus masters can access a non-shareable memory region, software must ensure data coherency between the bus masters.

Note

This attribute is relevant only if the device is likely to be used in systems where memory is shared between multiple processors.

Execute Never (XN)

Means the processor prevents instruction accesses. A fault exception is generated only on execution of an instruction executed from an XN region.

### 2.2.2 Memory system ordering of memory accesses

For most memory accesses caused by explicit memory access instructions, the memory system does not guarantee that the order in which the accesses complete matches the program order of the instructions, providing this does not affect the behavior of the instruction sequence. Normally, if correct program execution depends on two memory accesses completing in program order, software must insert a memory barrier instruction between the memory access instructions, see Software ordering of memory accesses on page 2-15.

However, the memory system does guarantee some ordering of accesses to Device and Strongly-ordered memory. For two memory access instructions A1 and A2, if A1 occurs before A2 in program order, the ordering of the memory accesses caused by two instructions is:

<table>
<thead>
<tr>
<th>Device access</th>
<th>Normal access</th>
<th>Device access</th>
<th>Normal access</th>
<th>Device access</th>
<th>Normal access</th>
</tr>
</thead>
<tbody>
<tr>
<td>Non-shareable</td>
<td>-</td>
<td>&lt;</td>
<td>-</td>
<td>&lt;</td>
<td>-</td>
</tr>
<tr>
<td>Shareable</td>
<td>-</td>
<td>&lt;</td>
<td>-</td>
<td>&lt;</td>
<td>-</td>
</tr>
</tbody>
</table>

Where:

- Means that the memory system does not guarantee the ordering of the accesses.

< Means that accesses are observed in program order, that is, A1 is always observed before A2.
2.2.3 Behavior of memory accesses

Table 2-11 lists the behavior of accesses to each region in the memory map.

Table 2-11 Memory access behavior

<table>
<thead>
<tr>
<th>Address range</th>
<th>Memory region</th>
<th>Memory type (^a)</th>
<th>XN (^a)</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00000000-0x1FFFFF</td>
<td>Code</td>
<td>Normal</td>
<td>-</td>
<td>Executable region for program code. You can also put data here.</td>
</tr>
<tr>
<td>0x20000000-0x3FFFFF</td>
<td>SRAM</td>
<td>Normal</td>
<td>-</td>
<td>Executable region for data. You can also put code here. This region includes bit band and bit band alias areas, see Table 2-13 on page 2-16.</td>
</tr>
<tr>
<td>0x40000000-0x5FFFFF</td>
<td>Peripheral</td>
<td>Device</td>
<td>XN</td>
<td>This region includes bit band and bit band alias areas, see Table 2-14 on page 2-16.</td>
</tr>
<tr>
<td>0x60000000-0x9FFFFF</td>
<td>External RAM</td>
<td>Normal</td>
<td>-</td>
<td>Executable region for data.</td>
</tr>
<tr>
<td>0xA0000000-0xDFFFFFF</td>
<td>External device</td>
<td>Device</td>
<td>XN</td>
<td>External Device memory.</td>
</tr>
<tr>
<td>0xE0000000-0xE00FFFFF</td>
<td>Private Peripheral Bus</td>
<td>Strongly-ordered</td>
<td>XN</td>
<td>This region includes the NVIC, System timer, and system control block.</td>
</tr>
<tr>
<td>0xE0100000-0xFFFFFFFF</td>
<td>Device</td>
<td>Device</td>
<td>XN</td>
<td>Implementation-specific.</td>
</tr>
</tbody>
</table>

\(^a\) See Memory regions, types and attributes on page 2-12 for more information.

The Code, SRAM, and external RAM regions can hold programs. However, ARM recommends that programs always use the Code region. This is because the processor has separate buses that enable instruction fetches and data accesses to occur simultaneously.

The optional MPU can override the default memory access behavior described in this section. For more information, see Optional Memory Protection Unit on page 4-37.

Additional memory access constraints for caches and shared memory

When a system includes caches or shared memory, some memory regions might have additional access constraints, and some regions are subdivided, as Table 2-12 shows:

Table 2-12 Memory region shareability and cache policies

<table>
<thead>
<tr>
<th>Address range</th>
<th>Memory region</th>
<th>Memory type (^a)</th>
<th>Shareability</th>
<th>Cache policy (^b)</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x00000000-0x1FFFFF</td>
<td>Code</td>
<td>Normal</td>
<td>-</td>
<td>WT</td>
</tr>
<tr>
<td>0x20000000-0x3FFFFF</td>
<td>SRAM</td>
<td>Normal</td>
<td>-</td>
<td>WBWA</td>
</tr>
<tr>
<td>0x40000000-0x5FFFFF</td>
<td>Peripheral</td>
<td>Device</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>0x60000000-0x7FFFFF</td>
<td>External RAM</td>
<td>Normal</td>
<td>-</td>
<td>WBWA</td>
</tr>
<tr>
<td>0x80000000-0x9FFFFF</td>
<td></td>
<td></td>
<td></td>
<td>WT</td>
</tr>
</tbody>
</table>
Instruction prefetch and branch prediction

The Cortex-M3 processor:
- prefetches instructions ahead of execution
- speculatively prefetches from branch target addresses.

2.2.4 Software ordering of memory accesses

The order of instructions in the program flow does not always guarantee the order of the corresponding memory transactions. This is because:
- the processor can reorder some memory accesses to improve efficiency, providing this does not affect the behavior of the instruction sequence.
- the processor has multiple bus interfaces
- memory or devices in the memory map have different wait states
- some memory accesses are buffered or speculative.

Memory system ordering of memory accesses on page 2-13 describes the cases where the memory system guarantees the order of memory accesses. Otherwise, if the order of memory accesses is critical, software must include memory barrier instructions to force that ordering. The processor provides the following memory barrier instructions:

DMB
The Data Memory Barrier (DMB) instruction ensures that outstanding memory transactions complete before subsequent memory transactions. See DMB on page 3-71.

DSB
The Data Synchronization Barrier (DSB) instruction ensures that outstanding memory transactions complete before subsequent instructions execute. See DSB on page 3-72.

ISB
The Instruction Synchronization Barrier (ISB) ensures that the effect of all completed memory transactions is recognizable by subsequent instructions. See ISB on page 3-73.

MPU programming

Use a DSB followed by an ISB instruction or exception return to ensure that the new MPU configuration is used by subsequent instructions.
### 2.2.5 Optional bit-banding

A bit-band region maps each word in a bit-band alias region to a single bit in the bit-band region. The bit-band regions occupy the lowest 1MB of the SRAM and peripheral memory regions.

The memory map has two 32MB alias regions that map to two 1MB bit-band regions:

- accesses to the 32MB SRAM alias region map to the 1MB SRAM bit-band region, as shown in Table 2-13
- accesses to the 32MB peripheral alias region map to the 1MB peripheral bit-band region, as shown in Table 2-14.

<table>
<thead>
<tr>
<th>Address range</th>
<th>Memory region</th>
<th>Instruction and data accesses</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x20000000-0x200FFFFF</td>
<td>SRAM bit-band region</td>
<td>Direct accesses to this memory range behave as SRAM memory accesses, but this region is also bit addressable through bit-band alias.</td>
</tr>
<tr>
<td>0x22000000-0x23FFFFFF</td>
<td>SRAM bit-band alias</td>
<td>Data accesses to this region are remapped to bit band region. A write operation is performed as read-modify-write. Instruction accesses are not remapped.</td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>Address range</th>
<th>Memory region</th>
<th>Instruction and data accesses</th>
</tr>
</thead>
<tbody>
<tr>
<td>0x40000000-0x400FFFFF</td>
<td>Peripheral bit-band alias</td>
<td>Direct accesses to this memory range behave as peripheral memory accesses, but this region is also bit addressable through bit-band alias.</td>
</tr>
<tr>
<td>0x42000000-0x43FFFFFF</td>
<td>Peripheral bit-band region</td>
<td>Data accesses to this region are remapped to bit band region. A write operation is performed as read-modify-write. Instruction accesses are not permitted.</td>
</tr>
</tbody>
</table>

**Note**

- A word access to the SRAM or peripheral bit-band alias regions maps to a single bit in the SRAM or peripheral bit-band region.
- Bit band accesses can use byte, halfword, or word transfers. The bit band transfer size matches the transfer size of the instruction making the bit band access.

The following formula shows how the alias region maps onto the bit-band region:

\[
\begin{align*}
\text{bit_word_offset} &= (\text{byte_offset} \times 32) + (\text{bit_number} \times 4) \\
\text{bit_word_addr} &= \text{bit_band_base} + \text{bit_word_offset}
\end{align*}
\]

where:

- \( \text{bit_word_offset} \) is the position of the target bit in the bit-band memory region.
- \( \text{bit_word_addr} \) is the address of the word in the alias memory region that maps to the targeted bit.
- \( \text{bit_band_base} \) is the starting address of the alias region.
- \( \text{byte_offset} \) is the number of the byte in the bit-band region that contains the targeted bit.
- Bit\_number is the bit position, 0-7, of the targeted bit.

Figure 2-1 shows examples of bit-band mapping between the SRAM bit-band alias region and the SRAM bit-band region:

- The alias word at 0x23FFFFE0 maps to bit[0] of the bit-band byte at 0x200FFFF: 0x23FFFFE0 = 0x22000000 + (0xFFFF*32) + (0*4).
- The alias word at 0x23FFFFFC maps to bit[7] of the bit-band byte at 0x200FFFF: 0x23FFFFFC = 0x22000000 + (0xFFFF*32) + (7*4).
- The alias word at 0x22000000 maps to bit[0] of the bit-band byte at 0x20000000: 0x22000000 = 0x22000000 + (0*32) + (0 *4).
- The alias word at 0x2200001C maps to bit[7] of the bit-band byte at 0x20000000: 0x2200001C = 0x22000000+ (0*32) + (7*4).

![Figure 2-1 Bit-band mapping](image)

**Directly accessing an alias region**

Writing to a word in the alias region updates a single bit in the bit-band region.

Bit[0] of the value written to a word in the alias region determines the value written to the targeted bit in the bit-band region. Writing a value with bit[0] set to 1 writes a 1 to the bit-band bit, and writing a value with bit[0] set to 0 writes a 0 to the bit-band bit.

Bits[31:1] of the alias word have no effect on the bit-band bit. Writing 0x01 has the same effect as writing 0xFF. Writing 0x00 has the same effect as writing 0x0E.

Reading a word in the alias region:
- 0x00000000 indicates that the targeted bit in the bit-band region is set to zero
- 0x00000001 indicates that the targeted bit in the bit-band region is set to 1

**Directly accessing a bit-band region**

*Behavior of memory accesses on page 2-14* describes the behavior of direct byte, halfword, or word accesses to the bit-band regions.
2.2.6 Memory endianness

The processor views memory as a linear collection of bytes numbered in ascending order from zero. For example, bytes 0-3 hold the first stored word, and bytes 4-7 hold the second stored word. The memory endianness used is implementation-defined, and the following subsections describe the possible implementations:

- Byte-invariant big-endian format
- Little-endian format.

Read the AICR.ENDIANNESS field to find the implemented endianness, see Application Interrupt and Reset Control Register on page 4-16.

Byte-invariant big-endian format

In byte-invariant big-endian format, the processor stores the most significant byte of a word at the lowest-numbered byte, and the least significant byte at the highest-numbered byte. For example:

<table>
<thead>
<tr>
<th>Address A</th>
<th>msbyte</th>
<th>Register</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>B0</td>
<td>[B3 B2 B1 B0]</td>
</tr>
<tr>
<td>A+1</td>
<td>B1</td>
<td></td>
</tr>
<tr>
<td>A+2</td>
<td>B2</td>
<td></td>
</tr>
<tr>
<td>A+3</td>
<td>B3</td>
<td></td>
</tr>
</tbody>
</table>

Little-endian format

In little-endian format, the processor stores the least significant byte of a word at the lowest-numbered byte, and the most significant byte at the highest-numbered byte. For example:

<table>
<thead>
<tr>
<th>Address A</th>
<th>lsbyte</th>
<th>Register</th>
</tr>
</thead>
<tbody>
<tr>
<td>A</td>
<td>B0</td>
<td>[B3 B2 B1 B0]</td>
</tr>
<tr>
<td>A+1</td>
<td>B1</td>
<td></td>
</tr>
<tr>
<td>A+2</td>
<td>B2</td>
<td></td>
</tr>
<tr>
<td>A+3</td>
<td>B3</td>
<td></td>
</tr>
</tbody>
</table>

2.2.7 Synchronization primitives

The Cortex-M3 instruction set includes pairs of synchronization primitives. These provide a non-blocking mechanism that a thread or process can use to obtain exclusive access to a memory location. Software can use them to perform a guaranteed read-modify-write memory update sequence, or for a semaphore mechanism.
A pair of synchronization primitives comprises:

**A Load-Exclusive instruction**

Used to read the value of a memory location, requesting exclusive access to that location.

**A Store-Exclusive instruction**

Used to attempt to write to the same memory location, returning a status bit to a register. If this bit is:

- **0**: it indicates that the thread or process gained exclusive access to the memory, and the write succeeds,
- **1**: it indicates that the thread or process did not gain exclusive access to the memory, and no write was performed.

The pairs of Load-Exclusive and Store-Exclusive instructions are:

- the word instructions LDREX and STREX
- the halfword instructions LDREXH and STREXH
- the byte instructions LDREXB and STREXB.

Software must use a Load-Exclusive instruction with the corresponding Store-Exclusive instruction.

To perform an exclusive read-modify-write of a memory location, software must:

1. Use a Load-Exclusive instruction to read the value of the location.
2. Modify the value, as required.
3. Use a Store-Exclusive instruction to attempt to write the new value back to the memory location.
4. Test the returned status bit. If this bit is:
   - **0**: The read-modify-write completed successfully.
   - **1**: No write was performed. This indicates that the value returned at step 1 might be out of date. The software must retry the entire read-modify-write sequence.

Software can use the synchronization primitives to implement a semaphores as follows:

1. Use a Load-Exclusive instruction to read from the semaphore address to check whether the semaphore is free.
2. If the semaphore is free, use a Store-Exclusive to write the claim value to the semaphore address.
3. If the returned status bit from step 2 indicates that the Store-Exclusive succeeded then the software has claimed the semaphore. However, if the Store-Exclusive failed, another process might have claimed the semaphore after the software performed step 1.

The Cortex-M3 includes an exclusive access monitor, that tags the fact that the processor has executed a Load-Exclusive instruction. If the processor is part of a multiprocessor system, the system also globally tags the memory locations addressed by exclusive accesses by each processor.

The processor removes its exclusive access tag if:

- It executes a CLREX instruction.
- It executes a Store-Exclusive instruction, regardless of whether the write succeeds.
• An exception occurs. This means the processor can resolve semaphore conflicts between different threads.

In a multiprocessor implementation:

• executing a CLREX instruction removes only the local exclusive access tag for the processor
• executing a Store-Exclusive instruction, or an exception, removes the local exclusive access tags, and global exclusive access tags for the processor.

For more information about the synchronization primitive instructions, see LDREX and STREX on page 3-31 and CLREX on page 3-33.

2.2.8 Programming hints for the synchronization primitives

ISO/IEC C cannot directly generate the exclusive access instructions. CMSIS provides functions for generation of these instructions:

<table>
<thead>
<tr>
<th>Instruction</th>
<th>CMSIS function</th>
</tr>
</thead>
<tbody>
<tr>
<td>LDREX</td>
<td>uint32_t __LDREXW (uint32_t *addr)</td>
</tr>
<tr>
<td>LDREXH</td>
<td>uint16_t __LDREXH (uint16_t *addr)</td>
</tr>
<tr>
<td>LDREXB</td>
<td>uint8_t __LDREXB (uint8_t *addr)</td>
</tr>
<tr>
<td>STREX</td>
<td>uint32_t __STREXW (uint32_t value, uint32_t *addr)</td>
</tr>
<tr>
<td>STREXH</td>
<td>uint32_t __STREXH (uint16_t value, uint16_t *addr)</td>
</tr>
<tr>
<td>STREXB</td>
<td>uint32_t __STREXB (uint8_t value, uint8_t *addr)</td>
</tr>
<tr>
<td>CLREX</td>
<td>void __CLREX (void)</td>
</tr>
</tbody>
</table>
2.3 Exception model

This section describes the exception model in:
- Exception states
- Exception types
- Exception handlers on page 2-23
- Vector table on page 2-23
- Exception priorities on page 2-24
- Interrupt priority grouping on page 2-25
- Exception entry and return on page 2-25.

2.3.1 Exception states

Each exception is in one of the following states:

**Inactive**
The exception is not active and not pending.

**Pending**
The exception is waiting to be serviced by the processor.
An interrupt request from a peripheral or from software can change the state of the corresponding interrupt to pending.

**Active**
An exception that is being serviced by the processor but has not completed.

--- Note ---
An exception handler can interrupt the execution of another exception handler. In this case both exceptions are in the active state.

---

**Active and pending**
The exception is being serviced by the processor and there is a pending exception from the same source.

2.3.2 Exception types

The exception types are:

**Reset**
Reset is invoked on power up or a warm reset. The exception model treats reset as a special form of exception. When reset is asserted, the operation of the processor stops, potentially at any point in an instruction. When reset is deasserted, execution restarts from the address provided by the reset entry in the vector table. Execution restarts as privileged execution in Thread mode.

**NMI**
A NonMaskable Interrupt (NMI) can be signalled by a peripheral or triggered by software. This is the highest priority exception other than reset. It is permanently enabled and has a fixed priority of -2. NMIs cannot be:
- masked or prevented from activation by any other exception
- preempted by any exception other than Reset.

**HardFault**
A HardFault is an exception that occurs because of an error during exception processing, or because an exception cannot be managed by any other exception mechanism. HardFaults have a fixed priority of -1, meaning they have higher priority than any exception with configurable priority.
MemManage
A MemManage fault is an exception that occurs because of a memory protection related fault. The MPU or the fixed memory protection constraints determines this fault, for both instruction and data memory transactions. This fault is always used to abort instruction accesses to Execute Never (XN) memory regions.

BusFault
A BusFault is an exception that occurs because of a memory related fault for an instruction or data memory transaction. This might be from an error detected on a bus in the memory system.

UsageFault
A UsageFault is an exception that occurs because of a fault related to instruction execution. This includes:

• an undefined instruction
• an illegal unaligned access
• invalid state on instruction execution
• an error on exception return.

The following can cause a UsageFault when the core is configured to report them:

• an unaligned address on word and halfword memory access
• division by zero.

SVCall
A supervisor call (SVC) is an exception that is triggered by the SVC instruction. In an OS environment, applications can use SVC instructions to access OS kernel functions and device drivers.

PendSV
PendSV is an interrupt-driven request for system-level service. In an OS environment, use PendSV for context switching when no other exception is active.

SysTick
A SysTick exception is an exception the system timer generates when it reaches zero. Software can also generate a SysTick exception. In an OS environment, the processor can use this exception as system tick.

Interrupt (IRQ)
A interrupt, or IRQ, is an exception signalled by a peripheral, or generated by a software request. All interrupts are asynchronous to instruction execution. In the system, peripherals use interrupts to communicate with the processor.

<table>
<thead>
<tr>
<th>Exception number</th>
<th>IRQ number</th>
<th>Exception type</th>
<th>Priority</th>
<th>Vector address or offset</th>
<th>Activation</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>-</td>
<td>Reset</td>
<td>-3, the highest</td>
<td>0x00000004</td>
<td>Asynchronous</td>
</tr>
<tr>
<td>2</td>
<td>-14</td>
<td>NMI</td>
<td>-2</td>
<td>0x00000008</td>
<td>Asynchronous</td>
</tr>
<tr>
<td>3</td>
<td>-13</td>
<td>HardFault</td>
<td>-1</td>
<td>0x0000000C</td>
<td>-</td>
</tr>
<tr>
<td>4</td>
<td>-12</td>
<td>MemManage</td>
<td>Configurablec</td>
<td>0x00000010</td>
<td>Synchronous</td>
</tr>
<tr>
<td>5</td>
<td>-11</td>
<td>BusFault</td>
<td>Configurablec</td>
<td>0x00000014</td>
<td>Synchronous when precise, asynchronous when imprecise</td>
</tr>
<tr>
<td>6</td>
<td>-10</td>
<td>UsageFault</td>
<td>Configurablec</td>
<td>0x00000018</td>
<td>Synchronous</td>
</tr>
<tr>
<td>7-10</td>
<td>-</td>
<td>Reserved</td>
<td>-</td>
<td>-</td>
<td>-</td>
</tr>
</tbody>
</table>
For an asynchronous exception, other than reset, the processor can execute another instruction between when the exception is triggered and when the processor enters the exception handler.

Privileged software can disable the exceptions that Table 2-16 on page 2-22 shows as having configurable priority, see:

- System Handler Control and State Register on page 4-23
- Interrupt Clear-enable Registers on page 4-5.

For more information about HardFaults, MemManage faults, BusFaults, and UsageFaults, see Fault handling on page 2-28.

### 2.3.3 Exception handlers

The processor handles exceptions using:

**Interrupt Service Routines (ISRs)**

The IRQ interrupts are the exceptions handled by ISRs.

**Fault handlers**

HardFault, MemManage fault, UsageFault, and BusFault are fault exceptions handled by the fault handlers.

**System handlers**

NMI, PendSV, SVC all SysTick, and the fault exceptions are all system exceptions that are handled by system handlers.

### 2.3.4 Vector table

The vector table contains the reset value of the stack pointer, and the start addresses, also called exception vectors, for all exception handlers. Figure 2-2 on page 2-24 shows the order of the exception vectors in the vector table. The least-significant bit of each vector must be 1, indicating that the exception handler is Thumb code, see Thumb state on page 2-7.
On system reset, the vector table is fixed at address 0x00000000. Privileged software can write to the VTOR to relocate the vector table start address to a different memory location, in the range 0x00000080 to 0x3FFFFF80, see Vector Table Offset Register on page 4-16.

### 2.3.5 Exception priorities

Table 2-16 on page 2-22 shows that all exceptions have an associated priority, with:

- a lower priority value indicating a higher priority
- configurable priorities for all exceptions except Reset, HardFault, and NMI.

If software does not configure any priorities, then all exceptions with a configurable priority have a priority of 0. For information about configuring exception priorities, see:

- System Handler Priority Registers on page 4-21
- Interrupt Priority Registers on page 4-7.

**Note**

Configurable priority values are in the range 0-255. This means that the Reset, HardFault, and NMI exceptions, with fixed negative priority values, always have higher priority than any other exception.
For example, assigning a higher priority value to IRQ[0] and a lower priority value to IRQ[1] means that IRQ[1] has higher priority than IRQ[0]. If both IRQ[1] and IRQ[0] are asserted, IRQ[1] is processed before IRQ[0].

If multiple pending exceptions have the same priority, the pending exception with the lowest exception number takes precedence. For example, if both IRQ[0] and IRQ[1] are asserted and have the same priority, then IRQ[0] is processed before IRQ[1].

When the processor is executing an exception handler, the exception handler is preempted if a higher priority exception occurs. If an exception occurs with the same priority as the exception being handled, the handler is not preempted, irrespective of the exception number. However, the status of the new interrupt changes to pending.

### 2.3.6 Interrupt priority grouping

To increase priority control in systems with interrupts, the NVIC supports priority grouping. This divides each interrupt priority register entry into two fields:

- an upper field that defines the **group priority**
- a lower field that defines a **subpriority** within the group.

Only the group priority determines preemption of interrupt exceptions. When the processor is executing an interrupt exception handler, another interrupt with the same group priority as the interrupt being handled does not preempt the handler.

If multiple pending interrupts have the same group priority, the subpriority field determines the order in which they are processed. If multiple pending interrupts have the same group priority and subpriority, the interrupt with the lowest IRQ number is processed first.

For information about splitting the interrupt priority fields into group priority and subpriority, see *Application Interrupt and Reset Control Register* on page 4-16.

### 2.3.7 Exception entry and return

Descriptions of exception handling use the following terms:

**Preemption**

When the processor is executing an exception handler, an exception can preempt the exception handler if its priority is higher than the priority of the exception being handled. See *Interrupt priority grouping* for more information about preemption by an interrupt.

When one exception preempts another, the exceptions are called nested exceptions. See *Exception entry on page 2-26* for more information.

**Return**

This occurs when the exception handler is completed, and:

- there is no pending exception with sufficient priority to be serviced
- the completed exception handler was not handling a late-arriving exception.

The processor pops the stack and restores the processor state to the state it had before the interrupt occurred. See *Exception return on page 2-27* for more information.

**Tail-chaining**

This mechanism speeds up exception servicing. On completion of an exception handler, if there is a pending exception that meets the requirements for exception entry, the stack pop is skipped and control transfers to the new exception handler.
Late-arriving

This mechanism speeds up preemption. If a higher priority exception occurs during state saving for a previous exception, the processor switches to handle the higher priority exception and initiates the vector fetch for that exception. State saving is not affected by late arrival because the state saved is the same for both exceptions. Therefore the state saving continues uninterrupted. The processor can accept a late arriving exception until the first instruction of the exception handler of the original exception enters the execute stage of the processor. On return from the exception handler of the late-arriving exception, the normal tail-chaining rules apply.

Exception entry

Exception entry occurs when there is a pending exception with sufficient priority and either:

- the processor is in Thread mode
- the new exception is of higher priority than the exception being handled, in which case the new exception preempts the exception being handled.

When one exception preempts another, the exceptions are nested.

Sufficient priority means the exception has greater priority than any limits set by the mask registers, see Exception mask registers on page 2-7. An exception with less priority than this is pending but is not handled by the processor.

When the processor takes an exception, unless the exception is a tail-chained or a late-arriving exception, the processor pushes information onto the current stack. This operation is referred to as stacking and the structure of eight data words is referred as the stack frame. The stack frame contains the following information:

```
| SP + 0x1C | xPSR |
| SP + 0x18 | PC  |
| SP + 0x14 | LR  |
| SP + 0x10 | R12 |
| SP + 0x0C | R3  |
| SP + 0x08 | R2  |
| SP + 0x04 | R1  |
| SP + 0x00 | R0  |
```

Immediately after stacking, the stack pointer indicates the lowest address in the stack frame. The alignment of the stack frame is controlled via the STKALIGN bit of the Configuration Control Register (CCR).

The stack frame includes the return address. This is the address of the next instruction in the interrupted program. This value is restored to the PC at exception return so that the interrupted program resumes.

The processor performs a vector fetch that reads the exception handler start address from the vector table. When stacking is complete, the processor starts executing the exception handler. At the same time, the processor writes an EXC_RETURN value to the LR. This indicates which stack pointer corresponds to the stack frame and what operation mode the processor was in before the entry occurred.

If no higher priority exception occurs during exception entry, the processor starts executing the exception handler and automatically changes the status of the corresponding pending interrupt to active.
If another higher priority exception occurs during exception entry, the processor starts executing the exception handler for this exception and does not change the pending status of the earlier exception. This is the late arrival case.

**Exception return**

Exception return occurs when the processor is in Handler mode and executes one of the following instructions attempts to set the PC to an EXC_RETURN value:

- an LDM or POP instruction that loads the PC
- an LDR instruction with PC as the destination
- a BX instruction using any register.

The processor saves an EXC_RETURN value to the LR on exception entry. The exception mechanism relies on this value to detect when the processor has completed an exception handler. Bits[31:4] of an EXC_RETURN value are 0xFFFFFFFF. When the processor loads a value matching this pattern to the PC it detects that the operation is a not a normal branch operation and, instead, that the exception is complete. Therefore, it starts the exception return sequence. Bits[3:0] of the EXC_RETURN value indicate the required return stack and processor mode, as Table 2-17 shows.

![Table 2-17 Exception return behavior](image-url)

<table>
<thead>
<tr>
<th>EXC_RETURN</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xFFFFFFFFF1</td>
<td>Return to Handler mode. Exception return gets state from the main stack.</td>
</tr>
<tr>
<td></td>
<td>Execution uses MSP after return.</td>
</tr>
<tr>
<td>0xFFFFFFFFF9</td>
<td>Return to Thread mode. Exception Return get state from the main stack.</td>
</tr>
<tr>
<td></td>
<td>Execution uses MSP after return.</td>
</tr>
<tr>
<td>0xFFFFFFFD</td>
<td>Return to Thread mode. Exception return gets state from the process stack.</td>
</tr>
<tr>
<td></td>
<td>Execution uses PSP after return.</td>
</tr>
<tr>
<td>All other values</td>
<td>Reserved.</td>
</tr>
</tbody>
</table>
2.4 Fault handling

Faults are a subset of the exceptions, see Exception model on page 2-21. Faults are generated by:

• a bus error on:
  — an instruction fetch or vector table load
  — a data access.

• an internally-detected error such as an Undefined instruction.

• attempting to execute an instruction from a memory region marked as Non-Executable (XN).

• attempting to execute an instruction while the EPSR T-bit is clear. For example, as the result of an erroneous BX instruction, or a vector fetch from a vector table entry with bit[0] clear.

• If your device contains an MPU, a privilege violation or an attempt to access an unmanaged region causing an MPU fault.

2.4.1 Fault types

Table 2-18 shows the types of fault, the handler used for the fault, the corresponding fault status register, and the register bit that indicates that the fault has occurred. See Configurable Fault Status Register on page 4-24 for more information about the fault status registers.

<table>
<thead>
<tr>
<th>Fault</th>
<th>Handler</th>
<th>Bit name</th>
<th>Fault status register</th>
</tr>
</thead>
<tbody>
<tr>
<td>Bus error on a vector read</td>
<td>HardFault</td>
<td>VECTTBL</td>
<td>HardFault Status Register on page 4-30</td>
</tr>
<tr>
<td>Fault escalated to a hard fault</td>
<td>FORCED</td>
<td></td>
<td></td>
</tr>
<tr>
<td>MPU or default memory map mismatch:</td>
<td>MemManage</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>on instruction access</td>
<td>MemManage</td>
<td>IAxCCVIOLa</td>
<td>MemManage Fault Address Register on page 4-30</td>
</tr>
<tr>
<td>on data access</td>
<td></td>
<td>DACCVIOL</td>
<td></td>
</tr>
<tr>
<td>during exception stacking</td>
<td></td>
<td>MSTKERR</td>
<td></td>
</tr>
<tr>
<td>during exception unstacking</td>
<td></td>
<td>MUNSKERR</td>
<td></td>
</tr>
<tr>
<td>Bus error:</td>
<td>BusFault</td>
<td>-</td>
<td>-</td>
</tr>
<tr>
<td>during exception stacking</td>
<td>BusFault</td>
<td>STKERR</td>
<td>BusFault Status Register on page 4-26</td>
</tr>
<tr>
<td>during exception unstacking</td>
<td></td>
<td>UNSTKERR</td>
<td></td>
</tr>
<tr>
<td>during instruction prefetch</td>
<td></td>
<td>IBUSERR</td>
<td></td>
</tr>
<tr>
<td>Precise data bus error</td>
<td>UsageFault</td>
<td>PRECISERR</td>
<td></td>
</tr>
<tr>
<td>Imprecise data bus error</td>
<td>UsageFault</td>
<td>IMPRECISERR</td>
<td></td>
</tr>
<tr>
<td>Attempt to access a coprocessor</td>
<td>UsageFault</td>
<td>NOCP</td>
<td>UsageFault Status Register on page 4-28</td>
</tr>
<tr>
<td>Undefined instruction</td>
<td>UsageFault</td>
<td>UNDEFINSTR</td>
<td></td>
</tr>
<tr>
<td>Attempt to enter an invalid instruction set stateb</td>
<td>UsageFault</td>
<td>INVSTATE</td>
<td></td>
</tr>
</tbody>
</table>
2.4.2 Fault escalation and hard faults

All faults exceptions except for HardFault have configurable exception priority, see System Handler Priority Registers on page 4-21. Software can disable execution of the handlers for these faults, see System Handler Control and State Register on page 4-23.

Usually, the exception priority, together with the values of the exception mask registers, determines whether the processor enters the fault handler, and whether a fault handler can preempt another fault handler, as described in Exception model on page 2-21.

In some situations, a fault with configurable priority is treated as a HardFault. This is called priority escalation, and the fault is described as escalated to HardFault. Escalation to HardFault occurs when:

- A fault handler causes the same kind of fault as the one it is servicing. This escalation to HardFault occurs because a fault handler cannot preempt itself because it must have the same priority as the current priority level.
- A fault handler causes a fault with the same or lower priority as the fault it is servicing. This is because the handler for the new fault cannot preempt the currently executing fault handler.
- An exception handler causes a fault for which the priority is the same as or lower than the currently executing exception.
- A fault occurs and the handler for that fault is not enabled.

If a BusFault occurs during a stack push when entering a BusFault handler, the BusFault does not escalate to a HardFault. This means that if a corrupted stack causes a fault, the fault handler executes even though the stack push for the handler failed. The fault handler operates but the stack contents are corrupted.

Note

Only Reset and NMI can preempt the fixed priority HardFault. A HardFault can preempt any exception other than Reset, NMI, or another HardFault.
2.4.3 Fault status registers and fault address registers

The fault status registers indicate the cause of a fault. For BusFaults and MemManage faults, the fault address register indicates the address accessed by the operation that caused the fault, as shown in Table 2-19.

Table 2-19 Fault status and fault address registers

<table>
<thead>
<tr>
<th>Handler</th>
<th>Status register name</th>
<th>Address register name</th>
<th>Register description</th>
</tr>
</thead>
<tbody>
<tr>
<td>HardFault</td>
<td>HFSR</td>
<td>-</td>
<td>HardFault Status Register on page 4-30</td>
</tr>
<tr>
<td>MemManage</td>
<td>MMFSR</td>
<td>MMFAR</td>
<td>MemManage Fault Status Register on page 4-25</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>MemManage Fault Address Register on page 4-30</td>
</tr>
<tr>
<td>BusFault</td>
<td>BFSR</td>
<td>BFAR</td>
<td>BusFault Status Register on page 4-26</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>BusFault Address Register on page 4-31</td>
</tr>
<tr>
<td>UsageFault</td>
<td>UFSR</td>
<td>-</td>
<td>UsageFault Status Register on page 4-28</td>
</tr>
</tbody>
</table>

2.4.4 Lockup

The processor enters a lockup state if a fault occurs when executing the NMI or HardFault handlers. When the processor is in lockup state it does not execute any instructions. The processor remains in lockup state until either:

• it is reset
• an NMI occurs
• it is halted by a debugger.

Note

If lockup state occurs from the NMI handler a subsequent NMI does not cause the processor to leave lockup state.
2.5 Power management

The Cortex-M3 processor sleep modes reduce power consumption. The sleep modes your device implements are implementation-defined, but they might be one or all of the following:

- sleep mode stops the processor clock
- deep sleep mode stops the system clock and switches off the PLL and flash memory.

If your device implements two sleep modes providing different levels of power saving, the SLEEPDEEP bit of the SCR selects which sleep mode is used, see System Control Register on page 4-19. For more information about the behavior of the sleep modes see the documentation supplied by your device vendor.

This section describes the mechanisms for entering sleep mode, and the conditions for waking up from sleep mode.

2.5.1 Entering sleep mode

This section describes the mechanisms software can use to put the processor into sleep mode.

The system can generate spurious wakeup events, for example a debug operation wakes up the processor. Therefore software must be able to put the processor back into sleep mode after such an event. A program might have an idle loop to put the processor back to sleep mode.

Wait For Interrupt

The Wait For Interrupt instruction, WFI, causes immediate entry to sleep mode unless the wake-up condition is true, see Wakeup from WFI or sleep-on-exit on page 2-32. When the processor executes a WFI instruction it stops executing instructions and enters sleep mode. See WFI on page 3-80 for more information.

Wait For Event

The Wait For Event instruction, WFE, causes entry to sleep mode depending on the value of a one-bit event register. When the processor executes a WFE instruction, it checks the value of the event register:

0  The processor stops executing instructions and enters sleep mode.
1  The processor clears the register to 0 and continues executing instructions without entering sleep mode.

See WFE on page 3-79 for more information.

If the event register is 1, this indicates that the processor must not enter sleep mode on execution of a WFE instruction. Typically, this is because an external event signal is asserted, or a processor in the system has executed an SEV instruction, see SEV on page 3-77. Software cannot access this register directly.

Sleep-on-exit

If the SLEEPONEXIT bit of the SCR is set to 1, when the processor completes the execution of all exception handlers it returns to Thread mode and immediately enters sleep mode. Use this mechanism in applications that only require the processor to run when an exception occurs.
2.5.2 Wakeup from sleep mode

The conditions for the processor to wakeup depend on the mechanism that cause it to enter sleep mode.

**Wakeup from WFI or sleep-on-exit**

Normally, the processor wakes up only when it detects an exception with sufficient priority to cause exception entry. Some embedded systems might have to execute system restore tasks after the processor wakes up, and before it executes an interrupt handler. To achieve this set the PRIMASK bit to 1 and the FAULTMASK bit to 0. If an interrupt arrives that is enabled and has a higher priority than current exception priority, the processor wakes up but does not execute the interrupt handler until the processor sets PRIMASK to zero. For more information about PRIMASK and FAULTMASK see *Exception mask registers on page 2-7.*

**Wakeup from WFE**

The processor wakes up if:
- it detects an exception with sufficient priority to cause exception entry
- it detects an external event signal, see *The external event input*
- in a multiprocessor system, another processor in the system executes an SEV instruction.

In addition, if the SEVONPEND bit in the SCR is set to 1, any new pending interrupt triggers an event and wakes up the processor, even if the interrupt is disabled or has insufficient priority to cause exception entry. For more information about the SCR see *System Control Register on page 4-19.*

2.5.3 The optional Wakeup Interrupt Controller

Your device might include a Wakeup Interrupt Controller (WIC), an optional peripheral that can detect an interrupt and wake the processor from deep sleep mode. The WIC is enabled only when the DEEPSLEEP bit in the SCR is set to 1, see *System Control Register on page 4-19.*

The WIC is not programmable, and does not have any registers or user interface. It operates entirely from hardware signals.

When the WIC is enabled and the processor enters deep sleep mode, the power management unit in the system can power down most of the Cortex-M3 processor. This has the side effect of stopping the SysTick timer. When the WIC receives an interrupt, it takes a number of clock cycles to wakeup the processor and restore its state, before it can process the interrupt. This means interrupt latency is increased in deep sleep mode.

——— Note ————

If the processor detects a connection to a debugger it disables the WIC.

2.5.4 The external event input

Your device might include an external event input signal, so that device peripherals can signal the processor, to either:
- wake the processor from WFE
- set the internal WFE event register to one to indicate that the processor must not enter sleep mode on a later WFE instruction.
See *Wait For Event* on page 2-31 and the documentation supplied by your device vendor for more information about this signal.

### 2.5.5 Power management programming hints

ISO/IEC C cannot directly generate the `WFI` and `WFE` instructions. The CMSIS provides the following functions for these instructions:

```c
void __WFE(void) // Wait For Event
void __WFI(void) // Wait For Interrupt
```
Chapter 3
The Cortex-M3 Instruction Set

This chapter is the reference material for the Cortex-M3 instruction set description in a User Guide. The following sections give general information:

- Instruction set summary on page 3-2
- CMSIS functions on page 3-6
- About the instruction descriptions on page 3-8.

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

- Memory access instructions on page 3-17
- General data processing instructions on page 3-34
- Multiply and divide instructions on page 3-49
- Saturating instructions on page 3-54
- Bitfield instructions on page 3-56
- Branch and control instructions on page 3-60
- Miscellaneous instructions on page 3-68.
3.1 Instruction set summary

The processor implements a version of the Thumb instruction set. Table 3-1 lists the supported instructions.

--- Note ---

In Table 3-1:
- 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.

Table 3-1 Cortex-M3 instructions

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Operands</th>
<th>Brief description</th>
<th>Flags</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADC, ADCS</td>
<td>{Rd,} Rn, Op2</td>
<td>Add with Carry</td>
<td>N,Z,C,V</td>
<td>page 3-35</td>
</tr>
<tr>
<td>ADD, ADDS</td>
<td>{Rd,} Rn, Op2</td>
<td>Add</td>
<td>N,Z,C,V</td>
<td>page 3-35</td>
</tr>
<tr>
<td>ADD, ADDW</td>
<td>{Rd,} Rn, #imm12</td>
<td>Add</td>
<td>N,Z,C,V</td>
<td>page 3-35</td>
</tr>
<tr>
<td>ADR</td>
<td>Rd, label</td>
<td>Load PC-relative Address</td>
<td>-</td>
<td>page 3-18</td>
</tr>
<tr>
<td>AND, ANDS</td>
<td>{Rd,} Rn, Op2</td>
<td>Logical AND</td>
<td>N,Z,C</td>
<td>page 3-38</td>
</tr>
<tr>
<td>ASR, ASRS</td>
<td>Rd, Rm, &lt;Rs</td>
<td>#n&gt;</td>
<td>Arithmetic Shift Right</td>
<td>N,Z,C</td>
</tr>
<tr>
<td>B</td>
<td>label</td>
<td>Branch</td>
<td>-</td>
<td>page 3-61</td>
</tr>
<tr>
<td>BFC</td>
<td>Rd, #lsb, #width</td>
<td>Bit Field Clear</td>
<td>-</td>
<td>page 3-57</td>
</tr>
<tr>
<td>BFI</td>
<td>Rd, Rn, #lsb, #width</td>
<td>Bit Field Insert</td>
<td>-</td>
<td>page 3-57</td>
</tr>
<tr>
<td>BIC, BICS</td>
<td>{Rd,} Rn, Op2</td>
<td>Bit Clear</td>
<td>N,Z,C</td>
<td>page 3-38</td>
</tr>
<tr>
<td>BKPT</td>
<td>#imm</td>
<td>Breakpoint</td>
<td>-</td>
<td>page 3-69</td>
</tr>
<tr>
<td>BL</td>
<td>label</td>
<td>Branch with Link</td>
<td>-</td>
<td>page 3-61</td>
</tr>
<tr>
<td>BLX</td>
<td>Rm</td>
<td>Branch indirect with Link</td>
<td>-</td>
<td>page 3-61</td>
</tr>
<tr>
<td>BX</td>
<td>Rm</td>
<td>Branch indirect</td>
<td>-</td>
<td>page 3-61</td>
</tr>
<tr>
<td>CBNZ</td>
<td>Rn, label</td>
<td>Compare and Branch if Non Zero</td>
<td>-</td>
<td>page 3-63</td>
</tr>
<tr>
<td>CBZ</td>
<td>Rn, label</td>
<td>Compare and Branch if Zero</td>
<td>-</td>
<td>page 3-63</td>
</tr>
<tr>
<td>CLREX</td>
<td>-</td>
<td>Clear Exclusive</td>
<td>-</td>
<td>page 3-33</td>
</tr>
<tr>
<td>CLZ</td>
<td>Rd, Rm</td>
<td>Count Leading Zeros</td>
<td>-</td>
<td>page 3-42</td>
</tr>
<tr>
<td>CMN</td>
<td>Rn, Op2</td>
<td>Compare Negative</td>
<td>N,Z,C,V</td>
<td>page 3-43</td>
</tr>
<tr>
<td>CMP</td>
<td>Rn, Op2</td>
<td>Compare</td>
<td>N,Z,C,V</td>
<td>page 3-43</td>
</tr>
<tr>
<td>CPSID</td>
<td>i</td>
<td>Change Processor State, Disable Interrupts</td>
<td>-</td>
<td>page 3-70</td>
</tr>
</tbody>
</table>
## Table 3-1 Cortex-M3 instructions (continued)

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Operands</th>
<th>Brief description</th>
<th>Flags</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>CPSIE</td>
<td>i</td>
<td>Change Processor State, Enable Interrupts</td>
<td>-</td>
<td>page 3-70</td>
</tr>
<tr>
<td>DMB</td>
<td>-</td>
<td>Data Memory Barrier</td>
<td>-</td>
<td>page 3-71</td>
</tr>
<tr>
<td>DSB</td>
<td>-</td>
<td>Data Synchronization Barrier</td>
<td>-</td>
<td>page 3-72</td>
</tr>
<tr>
<td>EOR, EORS</td>
<td>{Rd,} Rn, Op2</td>
<td>Exclusive OR</td>
<td>N,Z,C</td>
<td>page 3-38</td>
</tr>
<tr>
<td>ISB</td>
<td>-</td>
<td>Instruction Synchronization Barrier</td>
<td>-</td>
<td>page 3-73</td>
</tr>
<tr>
<td>IT</td>
<td>-</td>
<td>If-Then condition block</td>
<td>-</td>
<td>page 3-64</td>
</tr>
<tr>
<td>LDM</td>
<td>Rn[!], reglist</td>
<td>Load Multiple registers, increment after</td>
<td>-</td>
<td>page 3-27</td>
</tr>
<tr>
<td>LDMDB, LDMEA</td>
<td>Rn[!], reglist</td>
<td>Load Multiple registers, decrement before</td>
<td>-</td>
<td>page 3-27</td>
</tr>
<tr>
<td>LDMFD, LDMA</td>
<td>Rn[!], reglist</td>
<td>Load Multiple registers, increment after</td>
<td>-</td>
<td>page 3-27</td>
</tr>
<tr>
<td>LDR</td>
<td>Rt, [Rn, #offset]</td>
<td>Load Register with word</td>
<td>-</td>
<td>page 3-17</td>
</tr>
<tr>
<td>LDRAE, LDRAE</td>
<td>Rt, [Rn, #offset]</td>
<td>Load Register with byte</td>
<td>-</td>
<td>page 3-17</td>
</tr>
<tr>
<td>LDRAE, LDRAE</td>
<td>Rt, [Rt2, #offset]</td>
<td>Load Register with two bytes</td>
<td>-</td>
<td>page 3-19</td>
</tr>
<tr>
<td>LDRAEX</td>
<td>Rt, [Rn, #offset]</td>
<td>Load Register Exclusive</td>
<td>-</td>
<td>page 3-31</td>
</tr>
<tr>
<td>LDRAEXB</td>
<td>Rt, [Rn]</td>
<td>Load Register Exclusive with Byte</td>
<td>-</td>
<td>page 3-31</td>
</tr>
<tr>
<td>LDRAEXH</td>
<td>Rt, [Rn]</td>
<td>Load Register Exclusive with Halfword</td>
<td>-</td>
<td>page 3-31</td>
</tr>
<tr>
<td>LDRH, LDRHT</td>
<td>Rt, [Rn, #offset]</td>
<td>Load Register with Halfword</td>
<td>-</td>
<td>page 3-17</td>
</tr>
<tr>
<td>LDRSB, LDRSBT</td>
<td>Rt, [Rn, #offset]</td>
<td>Load Register with Signed Byte</td>
<td>-</td>
<td>page 3-17</td>
</tr>
<tr>
<td>LDRSH, LDRSHT</td>
<td>Rt, [Rn, #offset]</td>
<td>Load Register with Signed Halfword</td>
<td>-</td>
<td>page 3-17</td>
</tr>
<tr>
<td>LDRT</td>
<td>Rt, [Rn, #offset]</td>
<td>Load Register with word</td>
<td>-</td>
<td>page 3-17</td>
</tr>
<tr>
<td>LSL, LSS</td>
<td>Rd, Rm, &lt;Rs</td>
<td>#n&gt;</td>
<td>Logical Shift Left</td>
<td>N,Z,C</td>
</tr>
<tr>
<td>LSR, LSSH</td>
<td>Rd, Rm, &lt;Rs</td>
<td>#n&gt;</td>
<td>Logical Shift Right</td>
<td>N,Z,C</td>
</tr>
<tr>
<td>MLA</td>
<td>Rd, Rn, Ra</td>
<td>Multiply with Accumulate, 32-bit result</td>
<td>-</td>
<td>page 3-50</td>
</tr>
<tr>
<td>MLS</td>
<td>Rd, Rn, Ra</td>
<td>Multiply and Subtract, 32-bit result</td>
<td>-</td>
<td>page 3-50</td>
</tr>
<tr>
<td>MOV, MOVS</td>
<td>Rd, Op2</td>
<td>Move</td>
<td>N,Z,C</td>
<td>page 3-44</td>
</tr>
<tr>
<td>MOV, MOV</td>
<td>Rd, #imm16</td>
<td>Move Top</td>
<td>-</td>
<td>page 3-46</td>
</tr>
<tr>
<td>MOVW, MOV</td>
<td>Rd, #imm16</td>
<td>Move 16-bit constant</td>
<td>N,Z,C</td>
<td>page 3-44</td>
</tr>
<tr>
<td>MRS</td>
<td>Rd, spec_reg</td>
<td>Move from Special Register to general register</td>
<td>-</td>
<td>page 3-74</td>
</tr>
<tr>
<td>MSR</td>
<td>spec_reg, Rm</td>
<td>Move from general register to Special Register</td>
<td>N,Z,C,V</td>
<td>page 3-75</td>
</tr>
<tr>
<td>MUL, MULS</td>
<td>{Rd,} Rn, Rm</td>
<td>Multiply, 32-bit result</td>
<td>N,Z</td>
<td>page 3-50</td>
</tr>
<tr>
<td>MVN, MVNS</td>
<td>Rd, Op2</td>
<td>Move NOT</td>
<td>N,Z,C</td>
<td>page 3-44</td>
</tr>
<tr>
<td>NOP</td>
<td>-</td>
<td>No Operation</td>
<td>-</td>
<td>page 3-76</td>
</tr>
<tr>
<td>ORN, ORNS</td>
<td>{Rd,} Rn, Op2</td>
<td>Logical OR NOT</td>
<td>N,Z,C</td>
<td>page 3-38</td>
</tr>
<tr>
<td>ORR, ORRS</td>
<td>{Rd,} Rn, Op2</td>
<td>Logical OR</td>
<td>N,Z,C</td>
<td>page 3-38</td>
</tr>
</tbody>
</table>
## Table 3-1 Cortex-M3 instructions (continued)

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Operands</th>
<th>Brief description</th>
<th>Flags</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>POP</td>
<td>reglist</td>
<td>Pop registers from stack</td>
<td>-</td>
<td>page 3-29</td>
</tr>
<tr>
<td>PUSH</td>
<td>reglist</td>
<td>Push registers onto stack</td>
<td>-</td>
<td>page 3-29</td>
</tr>
<tr>
<td>RBIT</td>
<td>Rd, Rn</td>
<td>Reverse Bits</td>
<td>-</td>
<td>page 3-47</td>
</tr>
<tr>
<td>REV</td>
<td>Rd, Rn</td>
<td>Reverse byte order in a word</td>
<td>-</td>
<td>page 3-47</td>
</tr>
<tr>
<td>REV16</td>
<td>Rd, Rn</td>
<td>Reverse byte order in each halfword</td>
<td>-</td>
<td>page 3-47</td>
</tr>
<tr>
<td>REVSH</td>
<td>Rd, Rn</td>
<td>Reverse byte order in bottom halfword and sign extend</td>
<td>-</td>
<td>page 3-47</td>
</tr>
<tr>
<td>ROR, RORS</td>
<td>Rd, Rm, &lt;Rs</td>
<td>#n&gt;</td>
<td>Rotate Right</td>
<td>N,Z,C</td>
</tr>
<tr>
<td>RRX, RRXS</td>
<td>Rd, Rm</td>
<td>Rotate Right with Extend</td>
<td>N,Z,C</td>
<td>page 3-40</td>
</tr>
<tr>
<td>RSB, RSBS</td>
<td>{Rd}, Rn, Op2</td>
<td>Reverse Subtract</td>
<td>N,Z,C,V</td>
<td>page 3-35</td>
</tr>
<tr>
<td>SBC, SBCS</td>
<td>{Rd}, Rn, Op2</td>
<td>Subtract with Carry</td>
<td>N,Z,C,V</td>
<td>page 3-35</td>
</tr>
<tr>
<td>SBFX</td>
<td>Rd, Rn, #lsb, #width</td>
<td>Signed Bit Field Extract</td>
<td>-</td>
<td>page 3-58</td>
</tr>
<tr>
<td>SDIV</td>
<td>{Rd}, Rn, Rm</td>
<td>Signed Divide</td>
<td>-</td>
<td>page 3-53</td>
</tr>
<tr>
<td>SEV</td>
<td>-</td>
<td>Send Event</td>
<td>-</td>
<td>page 3-77</td>
</tr>
<tr>
<td>SMLAL</td>
<td>RdLo, RdHi, Rn, Rm</td>
<td>Signed Multiply with Accumulate (32 x 32 + 64), 64-bit result</td>
<td>-</td>
<td>page 3-52</td>
</tr>
<tr>
<td>SMULL</td>
<td>RdLo, RdHi, Rn, Rm</td>
<td>Signed Multiply (32 x 32), 64-bit result</td>
<td>-</td>
<td>page 3-52</td>
</tr>
<tr>
<td>SSAT</td>
<td>Rd, #n, Rm, {shift #s}</td>
<td>Signed Saturate</td>
<td>Q</td>
<td>page 3-54</td>
</tr>
<tr>
<td>STM</td>
<td>Rn{!}, reglist</td>
<td>Store Multiple registers, increment after</td>
<td>-</td>
<td>page 3-27</td>
</tr>
<tr>
<td>STMDB, STMEA</td>
<td>Rn{!}, reglist</td>
<td>Store Multiple registers, decrement before</td>
<td>-</td>
<td>page 3-27</td>
</tr>
<tr>
<td>STMFD, STMIA</td>
<td>Rn{!}, reglist</td>
<td>Store Multiple registers, increment after</td>
<td>-</td>
<td>page 3-27</td>
</tr>
<tr>
<td>STR</td>
<td>Rt, [Rn, #offset]</td>
<td>Store Register word</td>
<td>-</td>
<td>page 3-17</td>
</tr>
<tr>
<td>STRB, STRBT</td>
<td>Rt, [Rn, #offset]</td>
<td>Store Register byte</td>
<td>-</td>
<td>page 3-17</td>
</tr>
<tr>
<td>STRD</td>
<td>Rt, Rt2, [Rn, #offset]</td>
<td>Store Register two words</td>
<td>-</td>
<td>page 3-19</td>
</tr>
<tr>
<td>STREX</td>
<td>Rd, Rt, [Rn, #offset]</td>
<td>Store Register Exclusive</td>
<td>-</td>
<td>page 3-31</td>
</tr>
<tr>
<td>STREXB</td>
<td>Rd, Rt, [Rn]</td>
<td>Store Register Exclusive Byte</td>
<td>-</td>
<td>page 3-31</td>
</tr>
<tr>
<td>STREXH</td>
<td>Rd, Rt, [Rn]</td>
<td>Store Register Exclusive Halfword</td>
<td>-</td>
<td>page 3-31</td>
</tr>
<tr>
<td>STRH, STRHT</td>
<td>Rt, [Rn, #offset]</td>
<td>Store Register Halfword</td>
<td>-</td>
<td>page 3-17</td>
</tr>
<tr>
<td>STRT</td>
<td>Rt, [Rn, #offset]</td>
<td>Store Register word</td>
<td>-</td>
<td>page 3-17</td>
</tr>
<tr>
<td>SUB, SUBW</td>
<td>{Rd}, Rn, #imm12</td>
<td>Subtract</td>
<td>N,Z,C,V</td>
<td>page 3-35</td>
</tr>
<tr>
<td>SVC</td>
<td>#imm</td>
<td>Supervisor Call</td>
<td>-</td>
<td>page 3-78</td>
</tr>
<tr>
<td>SXTB</td>
<td>{Rd}, Rm, {,ROR #n}</td>
<td>Sign extend a byte</td>
<td>-</td>
<td>page 3-59</td>
</tr>
</tbody>
</table>
### Table 3-1 Cortex-M3 instructions (continued)

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Operands</th>
<th>Brief description</th>
<th>Flags</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>SXTH</td>
<td>{Rd,} Rm {,ROR #n}</td>
<td>Sign extend a halfword</td>
<td>-</td>
<td>page 3-59</td>
</tr>
<tr>
<td>TBB</td>
<td>[Rn, Rm]</td>
<td>Table Branch Byte</td>
<td>-</td>
<td>page 3-66</td>
</tr>
<tr>
<td>TBH</td>
<td>[Rn, Rm, LSL #1]</td>
<td>Table Branch Halfword</td>
<td>-</td>
<td>page 3-66</td>
</tr>
<tr>
<td>TEQ</td>
<td>Rn, Op2</td>
<td>Test Equivalence</td>
<td>N,Z,C</td>
<td>page 3-48</td>
</tr>
<tr>
<td>TST</td>
<td>Rn, Op2</td>
<td>Test</td>
<td>N,Z,C</td>
<td>page 3-48</td>
</tr>
<tr>
<td>UBFX</td>
<td>Rd, Rn, #lsb, #width</td>
<td>Unsigned Bit Field Extract</td>
<td>-</td>
<td>page 3-58</td>
</tr>
<tr>
<td>UDIV</td>
<td>{Rd,} Rn, Rm</td>
<td>Unsigned Divide</td>
<td>-</td>
<td>page 3-53</td>
</tr>
<tr>
<td>UMLAL</td>
<td>RdLo, RdHi, Rn, Rm</td>
<td>Unsigned Multiply with Accumulate (32 x 32 + 64), 64-bit result</td>
<td>-</td>
<td>page 3-52</td>
</tr>
<tr>
<td>UMULL</td>
<td>RdLo, RdHi, Rn, Rm</td>
<td>Unsigned Multiply (32 x 32), 64-bit result</td>
<td>-</td>
<td>page 3-52</td>
</tr>
<tr>
<td>USAT</td>
<td>Rd, #n, Rm {,shift #s}</td>
<td>Unsigned Saturate</td>
<td>Q</td>
<td>page 3-54</td>
</tr>
<tr>
<td>UXTB</td>
<td>{Rd,} Rm {,ROR #n}</td>
<td>Zero extend a Byte</td>
<td>-</td>
<td>page 3-59</td>
</tr>
<tr>
<td>UXTH</td>
<td>{Rd,} Rm {,ROR #n}</td>
<td>Zero extend a Halfword</td>
<td>-</td>
<td>page 3-59</td>
</tr>
<tr>
<td>WFE</td>
<td>-</td>
<td>Wait For Event</td>
<td>-</td>
<td>page 3-79</td>
</tr>
<tr>
<td>WFI</td>
<td>-</td>
<td>Wait For Interrupt</td>
<td>-</td>
<td>page 3-80</td>
</tr>
</tbody>
</table>
3.2 CMSIS functions

ISO/IEC C code cannot directly access some Cortex-M3 instructions. This section describes intrinsic functions that can generate these instructions, provided by the CMSIS and that might be provided by a C compiler. If a C compiler does not support an appropriate intrinsic function, you might have to use inline assembler to access some instructions.

The CMSIS provides the following intrinsic functions to generate instructions that ISO/IEC C code cannot directly access:

<table>
<thead>
<tr>
<th>Instruction</th>
<th>CMSIS function</th>
</tr>
</thead>
<tbody>
<tr>
<td>CPSIE I</td>
<td>void __enable_irq(void)</td>
</tr>
<tr>
<td>CPSID I</td>
<td>void __disable_irq(void)</td>
</tr>
<tr>
<td>CPSIE F</td>
<td>void __enable_fault_irq(void)</td>
</tr>
<tr>
<td>CPSID F</td>
<td>void __disable_fault_irq(void)</td>
</tr>
<tr>
<td>ISB</td>
<td>void __ISB(void)</td>
</tr>
<tr>
<td>DSB</td>
<td>void __DSB(void)</td>
</tr>
<tr>
<td>DMB</td>
<td>void __DMB(void)</td>
</tr>
<tr>
<td>REV</td>
<td>uint32_t __REV(uint32_t int value)</td>
</tr>
<tr>
<td>REV16</td>
<td>uint32_t __REV16(uint32_t int value)</td>
</tr>
<tr>
<td>REVSH</td>
<td>uint32_t __REVSH(uint32_t int value)</td>
</tr>
<tr>
<td>RBIT</td>
<td>uint32_t __RBIT(uint32_t int value)</td>
</tr>
<tr>
<td>SEV</td>
<td>void __SEV(void)</td>
</tr>
<tr>
<td>WFE</td>
<td>void __WFE(void)</td>
</tr>
<tr>
<td>WFI</td>
<td>void __WFI(void)</td>
</tr>
</tbody>
</table>

The CMSIS also provides a number of functions for accessing the special registers using MSR and MSR instructions:

<table>
<thead>
<tr>
<th>Special register</th>
<th>Access</th>
<th>CMSIS function</th>
</tr>
</thead>
<tbody>
<tr>
<td>PRIMASK</td>
<td>Read</td>
<td>uint32_t __get_PRIMASK (void)</td>
</tr>
<tr>
<td></td>
<td>Write</td>
<td>void __set_PRIMASK (uint32_t value)</td>
</tr>
<tr>
<td>FAULTMASK</td>
<td>Read</td>
<td>uint32_t __get_FAULTMASK (void)</td>
</tr>
<tr>
<td></td>
<td>Write</td>
<td>void __set_FAULTMASK (uint32_t value)</td>
</tr>
<tr>
<td>BASEPRI</td>
<td>Read</td>
<td>uint32_t __get_BASEPRI (void)</td>
</tr>
<tr>
<td></td>
<td>Write</td>
<td>void __set_BASEPRI (uint32_t value)</td>
</tr>
<tr>
<td>CONTROL</td>
<td>Read</td>
<td>uint32_t __get_CONTROL (void)</td>
</tr>
<tr>
<td></td>
<td>Write</td>
<td>void __set_CONTROL (uint32_t value)</td>
</tr>
</tbody>
</table>
### Table 3-3 CMSIS functions to access the special registers (continued)

<table>
<thead>
<tr>
<th>Special register</th>
<th>Access</th>
<th>CMSIS function</th>
</tr>
</thead>
<tbody>
<tr>
<td>MSP</td>
<td>Read</td>
<td><code>uint32_t __get_MSP (void)</code></td>
</tr>
<tr>
<td></td>
<td>Write</td>
<td><code>void __set_MSP (uint32_t TopOfMainStack)</code></td>
</tr>
<tr>
<td>PSP</td>
<td>Read</td>
<td><code>uint32_t __get_PSP (void)</code></td>
</tr>
<tr>
<td></td>
<td>Write</td>
<td><code>void __set_PSP (uint32_t TopOfProcStack)</code></td>
</tr>
</tbody>
</table>
3.3 About the instruction descriptions

The following sections give more information about using the instructions:

- Operands on page 3-9
- Restrictions when using PC or SP on page 3-9
- Flexible second operand on page 3-9
- Shift Operations on page 3-10
- Address alignment on page 3-13
- PC-relative expressions on page 3-13
- Conditional execution on page 3-14
- Instruction width selection on page 3-16.
3.3.1 Operands

An instruction operand can be an ARM 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.

3.3.2 Restrictions when using 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 instruction descriptions for more information.

--- Note ---
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 processor only supports Thumb instructions.

3.3.3 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*
- *Register with optional shift* on page 3-10.

**Constant**

You specify an *Operand2* constant in the form:

```
#constant
```

where *constant* can be:

- 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 shown 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, TEO 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.
Instruction substitution

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, #0xFFFFFFFE` as the equivalent instruction `CMN Rd, #0x2`.

Register with optional shift

You specify an Operand2 register in the form:

\[ Rm \{, \ shift \} \]

where:

- \( Rm \) Specifies 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 \( Rm \) remains unchanged. Specifying a register with shift also updates the carry flag when used with certain instructions. For details, see `Shift Operations` on page 3-9.

3.3.4 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 3-9. 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 `Flexible second operand` on page 3-9. 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.

**ASR**

Arithmetic shift right 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. It also copies the original bit[31] of the register into the left-hand \( n \) bits of the result. See Figure 3-1 on page 3-11.
You can use the `ASR #n` operation to divide the value in the register \( R_m \) 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 `MOVS`, `MVNS`, `ANDS`, `ORRS`, `ORNS`, `EORS`, `BICS`, `TEQ` or `TST`, the carry flag is updated to the last bit shifted out, bit\([n-1]\), of the register \( R_m \).

Note

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

---

**LSR**

Logical shift right by \( n \) bits moves the left-hand 32-\( n \) bits of the register \( R_m \), to the right by \( n \) places, into the right-hand 32-\( n \) bits of the result. It also sets the left-hand \( n \) bits of the result to 0. See Figure 3-2.

You can use the `LSR #n` operation to divide the value in the register \( R_m \) 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 `MOVS`, `MVNS`, `ANDS`, `ORRS`, `ORNS`, `EORS`, `BICS`, `TEQ` or `TST`, the carry flag is updated to the last bit shifted out, bit\([n-1]\), of the register \( R_m \).

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.

---

**LSL**

Logical shift left by \( n \) bits moves the right-hand 32-\( n \) bits of the register \( R_m \), 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 3-3 on page 3-12.
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 LSLS or when LSL \( \#n \), with non-zero \( n \), is used in Operand2 with the instructions MOVS, MVNS, ANDS, ORRS, ORNS, EORS, BICS, 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.

--- ROR ---
Rotate right 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 3-4.

When the instruction is RORS or when ROR \( \#n \) is used in Operand2 with the instructions MOVS, MVNS, ANDS, ORRS, ORNS, EORS, BICS, 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 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 \( n-32 \).

--- RRX ---
Rotate right with extend 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 3-5 on page 3-13.
When the instruction is RRXS or when RRX is used in Operand2 with the instructions MOVS, MVNS, ANDS, ORRS, ORNS, EORS, BICS, TEQ or TST, the carry flag is updated to bit[0] of the register Rm.

![Figure 3-5 RRX](image)

### 3.3.5 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 processor supports 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 UsageFault exception if they perform an unaligned access, and therefore their accesses must be address aligned. For more information about UsageFaults see [Fault handling](#) on page 2-28.

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 trap accidental generation of unaligned accesses, use the UNALIGN_TRP bit in the Configuration and Control Register, see [Configuration and Control Register](#) on page 4-19.

### 3.3.6 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 most 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].
3.3.7 Conditional execution

Most data processing instructions can optionally update the condition flags in the Application Program Status Register (APSR) according to the result of the operation, see Application Program Status Register on page 2-5. 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
- 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 3-4 on page 3-15 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 3-64 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.

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

This section describes:

- The condition flags
- Condition code suffixes on page 3-15.

The condition flags

The 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 the APSR see Program Status Register on page 2-4.

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 when the sign of the result, in bit[31], does not match the sign of the result had the operation been performed at infinite precision, for example:

- if adding two negative values results in a positive value
• if adding two positive values results in a negative value
• if subtracting a positive value from a negative value generates a positive value
• if subtracting a negative value from a positive value generates a negative value.

The Compare operations are identical to subtracting, for **CMP**, or adding, for **CMN**, except that the result is discarded. See the instruction descriptions for more information.

---

**Note**

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

---

### 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 the APSR meet the specified condition. Table 3-4 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 3-4 also shows the relationship between condition code suffixes and the N, Z, C, and V flags.

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

Example 3-1 on page 3-16 shows the use of a conditional instruction to find the absolute value of a number. $R0 = \text{abs}(R1)$. 
**Example 3-1 Absolute value**

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>MOVS R0, R1</td>
<td>R0 = R1, setting flags</td>
</tr>
<tr>
<td>IT MI</td>
<td>skipping next instruction if value 0 or positive</td>
</tr>
<tr>
<td>RSBMI R0, R0, #0</td>
<td>If negative, R0 = -R0</td>
</tr>
</tbody>
</table>

**Example 3-2** shows the use of conditional instructions to update the value of R4 if the signed values R0 is greater than R1 and R2 is greater than R3.

**Example 3-2 Compare and update value**

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>CMP R0, R1</td>
<td>Compare R0 and R1, setting flags</td>
</tr>
<tr>
<td>ITT GT</td>
<td>Skip next two instructions unless GT condition holds</td>
</tr>
<tr>
<td>CMPGT R2, R3</td>
<td>If 'greater than', compare R2 and R3, setting flags</td>
</tr>
<tr>
<td>MOVGT R4, R5</td>
<td>If still 'greater than', do R4 = R5</td>
</tr>
</tbody>
</table>

**3.3.8 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 3-3** shows instructions with the instruction width suffix.

**Example 3-3 Instruction width selection**

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>BCS.W label</td>
<td>creates a 32-bit instruction even for a short branch</td>
</tr>
<tr>
<td>ADDS.W R0, R0, R1</td>
<td>creates a 32-bit instruction even though the same operation can be done by a 16-bit instruction</td>
</tr>
</tbody>
</table>
3.4 Memory access instructions

Table 3-5 shows the memory access instructions.

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Brief description</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>ADR</td>
<td>Generate PC-relative address</td>
<td><em>ADR on page 3-18</em></td>
</tr>
<tr>
<td>CLREX</td>
<td>Clear Exclusive</td>
<td><em>CLREX on page 3-33</em></td>
</tr>
<tr>
<td>LDM(mode)</td>
<td>Load Multiple registers</td>
<td><em>LDM and STM on page 3-27</em></td>
</tr>
<tr>
<td>LDR(type)</td>
<td>Load Register using immediate offset</td>
<td>*LDR and STR, immediate offset on page 3-19</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>LDR(type)</td>
<td>Load Register using register offset</td>
<td>*LDR and STR, register offset on page 3-22</td>
</tr>
<tr>
<td>LDR(type)T</td>
<td>Load Register with unprivileged access</td>
<td>*LDR and STR, unprivileged on page 3-24</td>
</tr>
<tr>
<td>LDR</td>
<td>Load Register using PC-relative address</td>
<td>*LDR, PC-relative on page 3-25</td>
</tr>
<tr>
<td>LDREX(type)</td>
<td>Load Register Exclusive</td>
<td>*LDREX and STREX on page 3-31</td>
</tr>
<tr>
<td>POP</td>
<td>Pop registers from stack</td>
<td><em>PUSH and POP on page 3-29</em></td>
</tr>
<tr>
<td>PUSH</td>
<td>Push registers onto stack</td>
<td><em>PUSH and POP on page 3-29</em></td>
</tr>
<tr>
<td>STM(mode)</td>
<td>Store Multiple registers</td>
<td><em>LDM and STM on page 3-27</em></td>
</tr>
<tr>
<td>STR(type)</td>
<td>Store Register using immediate offset</td>
<td>*LDR and STR, immediate offset on page 3-19</td>
</tr>
<tr>
<td>STR(type)</td>
<td>Store Register using register offset</td>
<td>*LDR and STR, register offset on page 3-22</td>
</tr>
<tr>
<td>STR(type)T</td>
<td>Store Register with unprivileged access</td>
<td>*LDR and STR, unprivileged on page 3-24</td>
</tr>
<tr>
<td>STREX(type)</td>
<td>Store Register Exclusive</td>
<td>*LDREX and STREX on page 3-31</td>
</tr>
</tbody>
</table>
3.4.1 ADR

Generate PC-relative address.

Syntax

ADR{cond} Rd, label

where:

cond Is an condition code, see Conditional execution on page 3-14.
Rd Specifies the destination register.
label is a PC-relative expression. See PC-relative expressions on page 3-13.

Operation

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

ADR provides the means by which position-independent code can be generated, 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 3-16.

Restrictions

Rd must not be SP and must not be PC.

Condition flags

This instruction does not change the flags.

Examples

ADR R1, TextMessage ; Write address value of a location labelled as TextMessage to R1
3.4.2 LDR and STR, immediate offset

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

Syntax

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

where:

\text{op} \quad \text{Is one of:} \\
LDR \quad \text{Load Register.} \\
STR \quad \text{Store Register.}

\text{type} \quad \text{Is one of:} \\
B \quad \text{unsigned byte, zero extend to 32 bits on loads.} \\
SB \quad \text{signed byte, sign extend to 32 bits (LDR only).} \\
H \quad \text{unsigned halfword, zero extend to 32 bits on loads.} \\
SH \quad \text{signed halfword, sign extend to 32 bits (LDR only).} \\
- \quad \text{omit, for word.}

\text{cond} \quad \text{Is an optional condition code, see Conditional execution on page 3-14.}

\text{Rt} \quad \text{Specifies the register to load or store.}

\text{Rn} \quad \text{Specifies the register on which the memory address is based.}

\text{offset} \quad \text{Specifies an offset from Rn. If offset is omitted, the address is the contents of Rn.}

\text{Rt2} \quad \text{Specifies the additional register to load or store for two-word operations.}
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:

\[ \text{[Rn, #offset]} \]

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:

\[ \text{[Rn, #offset]}! \]

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:

\[ \text{[Rn], #offset} \]

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 3-13.

Table 3-6 shows the ranges of offset for immediate, pre-indexed and post-indexed forms.

<table>
<thead>
<tr>
<th>Instruction type</th>
<th>Immediate offset</th>
<th>Pre-indexed</th>
<th>Post-indexed</th>
</tr>
</thead>
<tbody>
<tr>
<td>Word, halfword, signed halfword, byte, or signed byte</td>
<td>−255 to 4095</td>
<td>−255 to 255</td>
<td>−255 to 255</td>
</tr>
<tr>
<td>Two words</td>
<td>multiple of 4 in the range –1020 to 1020</td>
<td>multiple of 4 in the range –1020 to 1020</td>
<td>multiple of 4 in the range –1020 to 1020</td>
</tr>
</tbody>
</table>
Restrictions

For load instructions:
• \(R_t\) can be SP or PC for word loads only
• \(R_t\) must be different from \(R_t2\) for two-word loads
• \(R_n\) must be different from \(R_t\) and \(R_t2\) in the pre-indexed or post-indexed forms.

When \(R_t\) 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:
• \(R_t\) can be SP for word stores only
• \(R_t\) must not be PC
• \(R_n\) must not be PC
• \(R_n\) must be different from \(R_t\) and \(R_t2\) in the pre-indexed or post-indexed forms.

Condition flags

These instructions do not change the flags.

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-struc] ; const-struc 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 8 bytes above the
                        ; address in R3, and load R9 from a word 9
                        ; 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.
```
3.4.3 LDR and STR, register offset

Load and Store with register offset.

Syntax

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

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).
  - omitted, for word.

- **cond** is an optional condition code, see Conditional execution on page 3-14.

- **Rt** specifies the register to load or store.

- **Rn** specifies the register on which the memory address is based.

- **Rm** specifies the register containing a value to be used as the offset.

- **LSL #n** is an optional shift, with \( n \) in the range 0 to 3.

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 \( Rn \). The offset is specified by the register \( Rn \) 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 3-13.

Restrictions

In these instructions:
- \( Rn \) must not be PC
- \( Rn \) must not be SP and must not be PC
- \( Rt \) can be SP only for word loads and word stores
- \( Rt \) can be PC only for word loads.

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.
Condition flags

These instructions do not change the flags.

Examples

\[
\begin{align*}
\text{STR} & \quad R0, [R5, R1] \quad \text{; Store value of } R0 \text{ into an address equal to} \\
& \quad \text{sum of } R5 \text{ and } R1 \\
\text{LDRSB} & \quad R0, [R5, R1, LSL #1] \quad \text{; Read byte value from an address equal to} \\
& \quad \text{sum of } R5 \text{ and } \text{two times } R1, \text{ sign extended it to a word value and put it in } R0 \\
\text{STR} & \quad R0, [R1, R2, LSL #2] \quad \text{; Stores } R0 \text{ to an address equal to sum of } R1 \\
& \quad \text{and four times } R2.
\end{align*}
\]
### LDR and STR, unprivileged

Load and Store with unprivileged access.

#### 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 *Conditional execution* on page 3-14.
- **Rt** Specifies the register to load or store.
- **Rn** Specifies 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**.

#### 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 3-19. 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.

#### Restrictions

In these instructions:
- **Rn** must not be PC
- **Rt** must not be SP and must not be PC.

#### Condition flags

These instructions do not change the flags.

#### 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.
```
3.4.5 LDR, PC-relative

Load register from memory.

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 Conditional execution on page 3-14.

Rt Specifies the register to load or store.

Rt2 Specifies the second register to load or store.

label Is a PC-relative expression. See PC-relative expressions on page 3-13.

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 3-13.

label must be within a limited range of the current instruction. Table 3-7 shows the possible offsets between label and the PC.

<table>
<thead>
<tr>
<th>Instruction type</th>
<th>Offset range</th>
</tr>
</thead>
<tbody>
<tr>
<td>Word, halfword, signed halfword, byte, signed byte</td>
<td>−4095 to 4095</td>
</tr>
<tr>
<td>Two words</td>
<td>−1020 to 1020</td>
</tr>
</tbody>
</table>

--- Note ---

You might have to use the .W suffix to get the maximum offset range. See Instruction width selection on page 3-16.

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.

**Condition flags**

These instructions do not change the flags.

**Examples**

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

Load and Store Multiple registers.

**Syntax**

\[ \text{op}\{\text{addr\_mode}\}\{\text{cond}\} \ Rn!\}, \ \text{reglist} \]

where:

- **op**  Is one of:
  - \text{LDM}  Load Multiple registers.
  - \text{STM}  Store Multiple registers.

- **addr\_mode**  This is any one of the following:
  - \text{IA}  Increment address After each access. This is the default.
  - \text{DB}  Decrement address Before each access.

- **cond**  Is an optional condition code, see *Conditional execution* on page 3-14.

- **Rn**  Specifies the register on which the memory addresses are based.

- **!**  Is an optional writeback suffix. If it is present 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 *Examples* on page 3-28.

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

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

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

\text{STMFD} is a synonym for \text{STMDB}, and refers to its use for pushing data onto Full Descending stacks.

**Operation**

\text{LDM} instructions load the registers in \text{reglist} with word values from memory addresses based on \( Rn \).

\text{STM} instructions store the word values in the registers in \text{reglist} to memory addresses based on \( Rn \).

For \text{LDM}, \text{LDMIA}, \text{LDMFD}, \text{STM}, \text{STMIA}, and \text{STMEA} the memory addresses used for the accesses are at 4-byte intervals ranging from \( Rn \) to \( Rn + 4 \times (n-1) \), where \( n \) is the number of registers in \text{reglist}. The accesses happen 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. If the writeback suffix is specified, the value of \( Rn + 4 \times (n-1) \) is written back to \( Rn \).

For \text{LDMDB}, \text{LDMEA}, \text{STMDB}, and \text{STMFD} the memory addresses used for the accesses are at 4-byte intervals ranging from \( Rn \) to \( Rn - 4 \times (n-1) \), where \( n \) is the number of registers in \text{reglist}. The accesses happen 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. If the writeback suffix is specified, the value of \( Rn - 4 \times (n-1) \) is written back to \( Rn \).
The **PUSH** and **POP** instructions can be expressed in this form. See *PUSH and POP on page 3-29* for details.

**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.

**Condition flags**

These instructions do not change the flags.

**Examples**

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

**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.
```
3.4.7 PUSH and POP

Push registers onto, and pop registers off a full-descending stack.

Syntax

PUSH{cond} reglist
POP{cond} reglist

where:

cond Is an optional condition code, see Conditional execution on page 3-14.
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.

Operation

PUSH stores registers on the stack, with the lowest numbered register using the lowest memory address and the highest numbered register using the highest memory address.

POP loads registers from the stack, with the lowest numbered register using the lowest memory address and the highest numbered register using the highest memory address.

PUSH uses the value in the SP register minus four as the highest memory address, POP uses the value in the SP register as the lowest memory address, implementing a full-descending stack. On completion, PUSH updates the SP register to point to the location of the lowest stored value, POP updates the SP register to point to the location immediately above the highest location loaded.

If a POP instruction includes PC in its reglist, a branch to this location is performed when the POP instruction has completed. Bit[0] of the value read for the PC is used to update the APSR T-bit. This bit must be 1 to ensure correct operation.

See LDM and STM on page 3-27 for more information.

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 for PC must be 1 for correct execution
• if the instruction is conditional, it must be the last instruction in the IT block.

Condition flags

These instructions do not change the flags.
Examples

PUSH {R0,R4-R7} ; Push R0,R4,R5,R6,R7 onto the stack
PUSH {R2,LR}   ; Push R2 and the link-register onto the stack
POP  {R0,R6,PC} ; Pop r0,r6 and PC from the stack, then branch to the new PC.
3.4.8 LDREX and STREX

Load and Store Register Exclusive.

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 Conditional execution on page 3-14.
Rd Specifies the destination register for the returned status.
Rt Specifies the register to load or store.
Rn Specifies 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.

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 on page 2-18.

If an 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.

--- Note ---
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.
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.

Condition flags

These instructions do not change the flags.

Examples

```assembly
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.
```
3.4.9 CLREX

Clear Exclusive.

Syntax

CLREX{cond}

where:

cond Is an optional condition code, see Conditional execution on page 3-14.

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 on page 2-18 for more information.

Condition flags

These instructions do not change the flags.

Examples

CLREX
### 3.5 General data processing instructions

Table 3-8 shows the data processing instructions.

<table>
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<th>Brief description</th>
<th>See</th>
</tr>
</thead>
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<td>Add with Carry</td>
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</tr>
<tr>
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<td>Add</td>
<td>ADD, ADC, SUB, SBC, and RSB on page 3-35</td>
</tr>
<tr>
<td>ADDW</td>
<td>Add</td>
<td>ADD, ADC, SUB, SBC, and RSB on page 3-35</td>
</tr>
<tr>
<td>AND</td>
<td>Logical AND</td>
<td>AND, ORR, EOR, BIC, and ORN on page 3-38</td>
</tr>
<tr>
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<td>Arithmetic Shift Right</td>
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</tr>
<tr>
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</tr>
<tr>
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</tr>
<tr>
<td>LSL</td>
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</tr>
<tr>
<td>LSR</td>
<td>Logical Shift Right</td>
<td>ASR, LSL, LSR, ROR, and RRX on page 3-40</td>
</tr>
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<td>Move</td>
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<td>MOV and MVN on page 3-44</td>
</tr>
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<td>MVN</td>
<td>Move NOT</td>
<td>MOV and MVN on page 3-44</td>
</tr>
<tr>
<td>ORN</td>
<td>Logical OR NOT</td>
<td>AND, ORR, EOR, BIC, and ORN on page 3-38</td>
</tr>
<tr>
<td>ORR</td>
<td>Logical OR</td>
<td>AND, ORR, EOR, BIC, and ORN on page 3-38</td>
</tr>
<tr>
<td>RBIT</td>
<td>Reverse Bits</td>
<td>REV, REV16, REVSH, and RBIT on page 3-47</td>
</tr>
<tr>
<td>REV</td>
<td>Reverse byte order in a word</td>
<td>REV, REV16, REVSH, and RBIT on page 3-47</td>
</tr>
<tr>
<td>REV16</td>
<td>Reverse byte order in each halfword</td>
<td>REV, REV16, REVSH, and RBIT on page 3-47</td>
</tr>
<tr>
<td>REVSH</td>
<td>Reverse byte order in bottom halfword and sign extend</td>
<td>REV, REV16, REVSH, and RBIT on page 3-47</td>
</tr>
<tr>
<td>ROR</td>
<td>Rotate Right</td>
<td>ASR, LSL, LSR, ROR, and RRX on page 3-40</td>
</tr>
<tr>
<td>RRX</td>
<td>Rotate Right with Extend</td>
<td>ASR, LSL, LSR, ROR, and RRX on page 3-40</td>
</tr>
<tr>
<td>RSB</td>
<td>Reverse Subtract</td>
<td>ADD, ADC, SUB, SBC, and RSB on page 3-35</td>
</tr>
<tr>
<td>SBC</td>
<td>Subtract with Carry</td>
<td>ADD, ADC, SUB, SBC, and RSB on page 3-35</td>
</tr>
<tr>
<td>SUB</td>
<td>Subtract</td>
<td>ADD, ADC, SUB, SBC, and RSB on page 3-35</td>
</tr>
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<td>SUBW</td>
<td>Subtract</td>
<td>ADD, ADC, SUB, SBC, and RSB on page 3-35</td>
</tr>
<tr>
<td>TEQ</td>
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</tr>
<tr>
<td>TST</td>
<td>Test</td>
<td>TST and TEQ on page 3-48</td>
</tr>
</tbody>
</table>
3.5.1 ADD, ADC, SUB, SBC, and RSB

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

Syntax

\[ \text{op\{S\}\{cond\}\{Rd,\} \; Rn, \; \text{Operand2}} \]

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 Conditional execution on page 3-14.

- **cond** Is an optional condition code, see Conditional execution on page 3-14.

- **Rd** Specifies the destination register. If Rd is omitted, the destination register is Rn.

- **Rn** Specifies the register holding the first operand.

- **Operand2** Is a flexible second operand. See Flexible second operand on page 3-9 for details of the options.

- **imm12** This is any value in the range 0-4095.

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 Multiword arithmetic examples on page 3-36.

See also ADR on page 3-18.

--- 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.
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.

Condition flags

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

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.
```

Multiword arithmetic examples

Example 3-4 on page 3-37 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 3-4 64-bit addition

```
ADD 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 3-5 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 3-5 96-bit subtraction

```
SUB R6, R6, R9 ; subtract the least significant words
SBC R9, R2, R1 ; subtract the middle words with carry
SBC R2, R8, R11 ; subtract the most significant words with carry
```
3.5.2 AND, ORR, EOR, BIC, and ORN

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

**Syntax**

\[ op\{S\}{\{cond\}} {\{Rd,\}} Rn, \text{Operand2} \]

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 *Conditional execution* on page 3-14.

- **cond** Is an optional condition code, see *Conditional execution* on page 3-14.

- **Rd** Specifies the destination register.

- **Rn** Specifies the register holding the first operand.

- **Operand2** Is a flexible second operand. See *Flexible second operand* on page 3-9 for details of the options.

**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.

**Restrictions**

Do not use SP and do not use PC.

**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 3-9
- do not affect the V flag.
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
3.5.3  ASR, LSL, LSR, ROR, and RRX

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

Syntax

\[
\text{op}\{S\}\{\text{cond}\} \ Rd, \ Rm, \ Rs \\
\text{op}\{S\}\{\text{cond}\} \ Rd, \ Rm, \ #n \\
\text{RRX}\{S\}\{\text{cond}\} \ Rd, \ Rm
\]

where:

\(\text{op}\)  Is one of:
  - \text{ASR}  Arithmetic Shift Right.
  - \text{LSL}  Logical Shift Left.
  - \text{LSR}  Logical Shift Right.
  - \text{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 Conditional execution on page 3-14.

\(Rd\)  Specifies the destination register.

\(Rm\)  Specifies the register holding the value to be shifted.

\(Rs\)  Specifies 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.

\(n\)  Specifies the shift length. The range of shift length depends on the instruction:
  - \text{ASR}  shift length from 1 to 32
  - \text{LSL}  shift length from 0 to 31
  - \text{LSR}  shift length from 1 to 32
  - \text{ROR}  shift length from 1 to 31.

--- Note ---

\text{MOVS} \ Rd, \ Rm \ is the preferred syntax for \text{LSLS} \ Rd, \ Rm, \ #0.

--- Operation ---

\(\text{ASR}, \text{LSL}, \text{LSR}, \text{ROR}\) move the bits in the register \(Rm\) to the left or right by the number of places specified by constant \(n\) or register \(Rs\).

\(\text{RRX}\) 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 3-10.

--- Restrictions ---

Do not use SP and do not use PC.
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 3-10.

Examples

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Operand</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ASR</td>
<td>R7, R8, #9</td>
<td>Arithmetic shift right by 9 bits</td>
</tr>
<tr>
<td>LSLS</td>
<td>R1, R2, #3</td>
<td>Logical shift left by 3 bits with flag update</td>
</tr>
<tr>
<td>LSR</td>
<td>R4, R5, #6</td>
<td>Logical shift right by 6 bits</td>
</tr>
<tr>
<td>ROR</td>
<td>R4, R5, R6</td>
<td>Rotate right by the value in the bottom byte of R6</td>
</tr>
<tr>
<td>RRX</td>
<td>R4, R5</td>
<td>Rotate right with extend.</td>
</tr>
</tbody>
</table>
3.5.4 CLZ

Count Leading Zeros.

**Syntax**

CLZ{cond} Rd, Rm

where:

cond Is an optional condition code, see *Conditional execution on page 3-14.*
Rd Specifies the destination register.
Rm Specifies the operand register.

**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 and zero if bit[31] is set.

**Restrictions**

Do not use SP and do not use PC.

**Condition flags**

This instruction does not change the flags.

**Examples**

- CLZ R4, R9
- CLZNE R2, R3
3.5.5 CMP and CMN

Compare and Compare Negative.

Syntax

CMP{cond} Rn, Operand2
CMN{cond} Rn, Operand2

where:
cond Is an optional condition code, see Conditional execution on page 3-14.
Rn Specifies the register holding the first operand.
Operand2 Is a flexible second operand. See Flexible second operand on page 3-9 for details of the options.

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.

Restrictions

In these instructions:
• do not use PC
• Operand2 must not be SP.

Condition flags

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

Examples

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>CMP</td>
<td>R2, R9</td>
</tr>
<tr>
<td>CMN</td>
<td>R0, #6400</td>
</tr>
<tr>
<td>CMPGT</td>
<td>SP, R7, LSL #2</td>
</tr>
</tbody>
</table>
3.5.6 MOV and MVN

Move and Move NOT.

Syntax

\[
\text{MOV}\{S\}\{\text{cond}\} \quad \text{Rd}, \text{Operand2}
\]

\[
\text{MOV}\{\text{cond}\} \quad \text{Rd}, \#\text{imm16}
\]

\[
\text{MVN}\{S\}\{\text{cond}\} \quad \text{Rd}, \text{Operand2}
\]

where:

- \(S\) is an optional suffix. If \(S\) is specified, the condition code flags are updated on the result of the operation, see Conditional execution on page 3-14.
- \(\text{cond}\) is an optional condition code, see Conditional execution on page 3-14.
- \(\text{Rd}\) specifies the destination register.
- \(\text{Operand2}\) is a flexible second operand. See Flexible second operand on page 3-9 for details of the options.
- \(\text{imm16}\) This is any value in the range 0-65535.

Operation

The \text{MOV} instruction copies the value of \(\text{Operand2}\) into \(\text{Rd}\).

When \(\text{Operand2}\) in a \text{MOV} instruction is a register with a shift other than LSL #0, the preferred syntax is the corresponding shift instruction:

- ASR{S}{cond} Rd, Rm, #n is the preferred syntax for \text{MOV}{S}{cond} Rd, Rm, ASR #n
- LSL{S}{cond} Rd, Rm, #n is the preferred syntax for \text{MOV}{S}{cond} Rd, Rm, LSL #n if \(n \neq 0\)
- LSR{S}{cond} Rd, Rm, #n is the preferred syntax for \text{MOV}{S}{cond} Rd, Rm, LSR #n
- ROR{S}{cond} Rd, Rm, #n is the preferred syntax for \text{MOV}{S}{cond} Rd, Rm, ROR #n
- RRX{S}{cond} Rd, Rm is the preferred syntax for \text{MOV}{S}{cond} Rd, Rm, RRX.

Also, the \text{MOV} instruction permits additional forms of \(\text{Operand2}\) as synonyms for shift instructions:

- \text{MOV}{S}{cond} Rd, Rm, ASR Rs is a synonym for ASR{S}{cond} Rd, Rm, Rs
- \text{MOV}{S}{cond} Rd, Rm, LSL Rs is a synonym for LSL{S}{cond} Rd, Rm, Rs
- \text{MOV}{S}{cond} Rd, Rm, LSR Rs is a synonym for LSR{S}{cond} Rd, Rm, Rs
- \text{MOV}{S}{cond} Rd, Rm, ROR Rs is a synonym for ROR{S}{cond} Rd, Rm, Rs

See \texttt{ASR, LSL, LSR, ROR, and RRX} on page 3-40.

The \text{MVN} instruction takes the value of \(\text{Operand2}\), performs a bitwise logical NOT operation on the value, and places the result into \(\text{Rd}\).

\[\text{Note}\]

The \text{MOVW} instruction provides the same function as \text{MOV}, but is restricted to using the \text{imm16} operand.
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, ARM strongly recommends the use of a BX or BLX instruction to branch for software portability to the ARM instruction set.

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 3-9
- do not affect the V flag.

Example

MOV R11, #0x000B ; Write value of 0x000B to R11, flags get updated
MOV R1, #0xFA05 ; Write value of 0xFA05 to R1, flags are not updated
MOV 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 0xFFFFFFF0 (bitwise inverse of 0xF) to the R2 and update flags.
3.5.7  MOVT

Move Top.

Syntax

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

where:

- **cond** Is an optional condition code, see *Conditional execution on page 3-14*.
- **Rd** Specifies the destination register.
- **imm16** Is a 16-bit immediate constant.

Operation

**MOVT** 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, MOVT** instruction pair enables you to generate any 32-bit constant.

Restrictions

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

Condition flags

This instruction does not change the flags.

Examples

```
MOVT  R3, #0xF123 ; Write 0xF123 to upper halfword of R3, lower halfword
       ; and APSR are unchanged.
```
3.5.8  REV, REV16, REVSH, and RBIT

Reverse bytes and Reverse bits.

**Syntax**

\[
\text{op} \{\text{cond}\} \ R_d, \ R_n
\]

where:

- \( \text{op} \) 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.

- \( \text{cond} \) is an optional condition code, see *Conditional execution on page 3-14*.

- \( \text{R}_d \) specifies the destination register.

- \( \text{R}_n \) specifies the register holding the operand.

**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.

**Restrictions**

Do not use SP and do not use PC.

**Condition flags**

These instructions do not change the flags.

**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
- REVSH R3, R7 ; Reverse with Higher or Same condition
- RBIT R7, R8 ; Reverse bit order of value in R8 and write the result to R7.
3.5.9 TST and TEQ

Test bits and Test Equivalence.

Syntax

TST{cond} Rn, Operand2
TEQ{cond} Rn, Operand2

where:
cond Is an optional condition code, see Conditional execution on page 3-14.
Rn Specifies the register holding the first operand.
Operand2 Is a flexible second operand. See Flexible second operand on page 3-9 for details of the options.

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.

Restrictions

Do not use SP and do not use PC.

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 3-9
• do not affect the V flag.

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.
### 3.6 Multiply and divide instructions

Table 3-9 shows the multiply and divide instructions.

<table>
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<th>Brief description</th>
<th>See</th>
</tr>
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<td>Multiply with Accumulate, 32-bit result</td>
<td><em>MUL, MLA, and MLS</em> on page 3-50</td>
</tr>
<tr>
<td>MLS</td>
<td>Multiply and Subtract, 32-bit result</td>
<td><em>MUL, MLA, and MLS</em> on page 3-50</td>
</tr>
<tr>
<td>MUL</td>
<td>Multiply, 32-bit result</td>
<td><em>MUL, MLA, and MLS</em> on page 3-50</td>
</tr>
<tr>
<td>SDIV</td>
<td>Signed Divide</td>
<td><em>SDIV and UDIV</em> on page 3-53</td>
</tr>
<tr>
<td>SMLAL</td>
<td>Signed Multiply with Accumulate (32x32+64), 64-bit result</td>
<td><em>UMULL, UMLAL, SMULL, and SMLAL</em> on page 3-52</td>
</tr>
<tr>
<td>SMULL</td>
<td>Signed Multiply (32x32), 64-bit result</td>
<td><em>UMULL, UMLAL, SMULL, and SMLAL</em> on page 3-52</td>
</tr>
<tr>
<td>UDIV</td>
<td>Unsigned Divide</td>
<td><em>SDIV and UDIV</em> on page 3-53</td>
</tr>
<tr>
<td>UMLAL</td>
<td>Unsigned Multiply with Accumulate (32x32+64), 64-bit result</td>
<td><em>UMULL, UMLAL, SMULL, and SMLAL</em> on page 3-52</td>
</tr>
<tr>
<td>UMULL</td>
<td>Unsigned Multiply (32x32), 64-bit result</td>
<td><em>UMULL, UMLAL, SMULL, and SMLAL</em> on page 3-52</td>
</tr>
</tbody>
</table>
3.6.1 MUL, MLA, and MLS

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

Syntax

\[
\text{MUL}\{S\}\{\text{cond}\} \{Rd,\} Rn, Rm ; \text{Multiply}
\]
\[
\text{MLA}\{\text{cond}\} Rd, Rn, Rm, Ra ; \text{Multiply with accumulate}
\]
\[
\text{MLS}\{\text{cond}\} Rd, Rn, Rm, Ra ; \text{Multiply with subtract}
\]

where:

\begin{align*}
\text{cond} & \quad \text{Is an optional condition code, see } \text{Conditional execution on page 3-14.} \\
S & \quad \text{Is an optional suffix. If } S \text{ is specified, the condition code flags are updated on the result of the operation, see } \text{Conditional execution on page 3-14.} \\
Rd & \quad \text{Specifies the destination register. If } Rd \text{ is omitted, the destination register is } Rn. \\
Rn, Rm & \quad \text{Are registers holding the values to be multiplied.} \\
Ra & \quad \text{Is a register holding the value to be added or subtracted from.}
\end{align*}

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 the value 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.

Restrictions

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

If you use the \(S\) suffix with the \text{MUL} instruction:

\begin{itemize}
\item \(Rd, Rn, \text{and } Rm\) must all be in the range \(R0\) to \(R7\)
\item \(Rd\) must be the same as \(Rm\)
\item you must not use the \text{cond} suffix.
\end{itemize}

Condition flags

If \(S\) is specified, the \text{MUL} instruction:

\begin{itemize}
\item updates the N and Z flags according to the result
\item does not affect the C and V flags.
\end{itemize}
### Examples

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Description</th>
<th>Assembly Code</th>
</tr>
</thead>
<tbody>
<tr>
<td>MUL R10, R2, R5</td>
<td>Multiply, R10 = R2 x R5</td>
<td>MUL R10, R2, R5</td>
</tr>
<tr>
<td>MLA R10, R2, R1, R5</td>
<td>Multiply with accumulate, R10 = (R2 x R1) + R5</td>
<td>MLA R10, R2, R1, R5</td>
</tr>
<tr>
<td>MULS R0, R2, R2</td>
<td>Multiply with flag update, R0 = R2 x R2</td>
<td>MULS R0, R2, R2</td>
</tr>
<tr>
<td>MULLT R2, R3, R2</td>
<td>Conditionally multiply, R2 = R3 x R2</td>
<td>MULLT R2, R3, R2</td>
</tr>
<tr>
<td>MLS R4, R5, R6, R7</td>
<td>Multiply with subtract, R4 = R7 - (R5 x R6)</td>
<td>MLS R4, R5, R6, R7</td>
</tr>
</tbody>
</table>
3.6.2 UMULL, UMLAL, SMULL, and SMLAL

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

Syntax

\[ \text{op}\{\text{cond}\}\ RdLo,\ RdHi,\ Rn,\ Rm \]

where:

- \( \text{op} \) is one of:
  - UMULL Unsigned Long Multiply.
  - UMLAL Unsigned Long Multiply, with Accumulate.
  - SMULL Signed Long Multiply.
  - SMLAL Signed Long Multiply, with Accumulate.

- \( \text{cond} \) is an optional condition code, see \textit{Conditional execution on page 3-14}.

- \( \text{RdHi, RdLo} \) are the destination registers. For UMLAL and SMLAL they also hold the accumulating value.

- \( \text{Rn, Rm} \) are registers holding the operands.

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 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 \( RdLo \).

Restrictions

In these instructions:

- do not use SP and do not use PC
- \( RdHi \) and \( RdLo \) must be different registers.

Condition flags

These instructions do not affect the condition code flags.

Examples

For UMULL:

\[ \text{UMULL} \ R0, \ R4, \ R5, \ R6 ; \text{Unsigned (R4,R0) = R5 x R6} \]

For SMLAL:

\[ \text{SMLAL} \ R4, \ R3, \ R5, \ R8 ; \text{Signed (R5,R4) = (R5,R4) + R3 x R8} \]
3.6.3 SDIV and UDIV

Signed Divide and Unsigned Divide.

**Syntax**

SDIV{cond} {Rd,} Rn, Rm
UDIV{cond} {Rd,} Rn, Rm

where:

- **cond** Is an optional condition code, see *Conditional execution on page 3-14.*
- **Rd** Specifies the destination register. If **Rd** is omitted, the destination register is **Rn**.
- **Rn** Specifies the register holding the value to be divided.
- **Rm** Is a register holding the divisor.

**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.

**Restrictions**

Do not use SP and do not use PC.

**Condition flags**

These instructions do not change the flags.

**Examples**

SDIV R0, R2, R4 ; Signed divide, R0 = R2/R4
UDIV R8, R8, R1 ; Unsigned divide, R8 = R8/R1.
3.7 Saturating instructions

This section describes the saturating instructions, SSAT and USAT.

3.7.1 SSAT and USAT

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

Syntax

\[
\text{op}\{\text{cond}\} \text{ Rd}, \#n, \text{ Rm} \{, \text{ shift } \#s\}
\]

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 *Conditional execution* on page 3-14.
- **Rd** specifies 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** specifies 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.

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 3-75.*

To read the state of the Q flag, use the MRS instruction, see *MRS on page 3-74.*
Restrictions
Do not use SP and do not use PC.

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

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.
3.8 Bitfield instructions

Table 3-10 shows the instructions that operate on adjacent sets of bits in registers or bitfields.

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Brief description</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>BFC</td>
<td>Bit Field Clear</td>
<td>BFC and BFI on page 3-57</td>
</tr>
<tr>
<td>BFI</td>
<td>Bit Field Insert</td>
<td>BFC and BFI on page 3-57</td>
</tr>
<tr>
<td>SBFX</td>
<td>Signed Bit Field Extract</td>
<td>SBFX and UBFX on page 3-58</td>
</tr>
<tr>
<td>SXTB</td>
<td>Sign extend a byte</td>
<td>SXT and UXT on page 3-59</td>
</tr>
<tr>
<td>SXTH</td>
<td>Sign extend a halfword</td>
<td>SXT and UXT on page 3-59</td>
</tr>
<tr>
<td>UBFX</td>
<td>Unsigned Bit Field Extract</td>
<td>SBFX and UBFX on page 3-58</td>
</tr>
<tr>
<td>UXTB</td>
<td>Zero extend a byte</td>
<td>SXT and UXT on page 3-59</td>
</tr>
<tr>
<td>UXTH</td>
<td>Zero extend a halfword</td>
<td>SXT and UXT on page 3-59</td>
</tr>
</tbody>
</table>
3.8.1 BFC and BFI

Bit Field Clear and Bit Field Insert.

Syntax

BFC{cond} Rd, #lsb, #width
BFI{cond} Rd, Rn, #lsb, #width

where:

- **cond** Is an optional condition code, see *Conditional execution* on page 3-14.
- **Rd** Specifies the destination register.
- **Rn** Specifies the source register.
- **lsb** Specifies the position of the least significant bit of the bitfield. **lsb** must be in the range 0 to 31.
- **width** Specifies the width of the bitfield and must be in the range 1 to 32−lsb.

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.

Restrictions

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

Condition flags

These instructions do not affect the flags.

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.
```
3.8.2 SBFX and UBFX

Signed Bit Field Extract and Unsigned Bit Field Extract.

Syntax

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

where:

cond Is an optional condition code, see Conditional execution on page 3-14.
Rd Specifies the destination register.
Rn Specifies the source register.
lsb Specifies the position of the least significant bit of the bitfield. lsb must be in the range 0 to 31.
width Specifies the width of the bitfield and must be in the range 1 to 32−lsb.

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.

Restrictions

Do not use SP and do not use PC.

Condition flags

These instructions do not affect the flags.

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.
### 3.8.3 SXT and UXT

Sign extend and Zero extend.

**Syntax**

\[
\begin{align*}
\text{SXT} & \text{extend}\{\text{cond}\} \{\text{Rd},\} \{\text{Rm}, \text{ROR } #n\} \\
\text{UXT} & \text{extend}\{\text{cond}\} \{\text{Rd},\}, \{\text{Rm}, \text{ROR } #n\}
\end{align*}
\]

where:

- **extend** Is one of:
  - B Extends an 8-bit value to a 32-bit value.
  - H Extends a 16-bit value to a 32-bit value.

- **cond** Is an optional condition code, see *Conditional execution* on page 3-14.

- **Rd** Specifies the destination register.

- **Rm** Specifies the register holding the value to extend.

- **ROR #n** Is one of:
  - ROR #8 Value from \( \text{Rm} \) is rotated right 8 bits.
  - ROR #16 Value from \( \text{Rm} \) is rotated right 16 bits.
  - ROR #24 Value from \( \text{Rm} \) is rotated right 24 bits.
  - If **ROR #n** is omitted, no rotation is performed.

**Operation**

These instructions do the following:

1. Rotate the value from \( \text{Rm} \) 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.

**Restrictions**

Do not use SP and do not use PC.

**Condition flags**

These instructions do not affect the flags.

**Examples**

\[
\begin{align*}
\text{SXTH} & \text{ R4, R6, ROR #16} & \text{; Rotate R6 right by 16 bits, then obtain the lower halfword of the result and then sign extend to 32 bits and write the result to R4.} \\
\text{UXTB} & \text{ R3, R10} & \text{; Extract lowest byte of the value in R10 and zero extend it, and write the result to R3.}
\end{align*}
\]
3.9 Branch and control instructions

Table 3-11 shows the branch and control instructions.

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Brief description</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
<td>B</td>
<td>Branch</td>
<td>B, BL, BX, and BLX on page 3-61</td>
</tr>
<tr>
<td>BL</td>
<td>Branch with Link</td>
<td>B, BL, BX, and BLX on page 3-61</td>
</tr>
<tr>
<td>BLX</td>
<td>Branch indirect with Link</td>
<td>B, BL, BX, and BLX on page 3-61</td>
</tr>
<tr>
<td>BX</td>
<td>Branch indirect</td>
<td>B, BL, BX, and BLX on page 3-61</td>
</tr>
<tr>
<td>CBNZ</td>
<td>Compare and Branch if Non Zero</td>
<td>CBZ and CBNZ on page 3-63</td>
</tr>
<tr>
<td>CBZ</td>
<td>Compare and Branch if Zero</td>
<td>CBZ and CBNZ on page 3-63</td>
</tr>
<tr>
<td>IT</td>
<td>If-Then</td>
<td>IT on page 3-64</td>
</tr>
<tr>
<td>TBB</td>
<td>Table Branch Byte</td>
<td>TBB and TBH on page 3-66</td>
</tr>
<tr>
<td>TBH</td>
<td>Table Branch Halfword</td>
<td>TBB and TBH on page 3-66</td>
</tr>
</tbody>
</table>
3.9.1 B, BL, BX, and BLX

Branch instructions.

**Syntax**

B{\textit{cond}} \textit{label}  
BL{\textit{cond}} \textit{label}  
BX{\textit{cond}} \textit{Rm}  
BLX{\textit{cond}} \textit{Rm} 

where:

\textbf{B}  
Is a branch (immediate).

\textbf{BL}  
Is a branch with link (immediate).

\textbf{BX}  
Is a branch indirect (register).

\textbf{BLX}  
Is a branch indirect with link (register).

\textit{cond}  
Is an optional condition code, see \textit{Conditional execution} on page 3-14.

\textit{label}  
Is a PC-relative expression. See \textit{PC-relative expressions} on page 3-13.

\textit{Rm}  
Is a register that indicates an address to branch to. Bit[0] of the value in \textit{Rm} must be 1, but the address to branch to is created by changing bit[0] to 0.

**Operation**

All these instructions cause a branch to \textit{label}, or to the address indicated in \textit{Rm}. In addition:

- The BL and BLX instructions write the address of the next instruction to LR (the link register, R14).
- The BX and BLX instructions result in a UsageFault exception if bit[0] of \textit{Rm} is 0.

\textit{B\textit{cond} label} is the only conditional instruction that can be either inside or outside an IT block. All other branch instructions can only be conditional inside an IT block, and are always unconditional otherwise, see \textit{IT} on page 3-64.

Table 3-12 shows the ranges for the various branch instructions.

<table>
<thead>
<tr>
<th>Instruction</th>
<th>Branch range</th>
</tr>
</thead>
<tbody>
<tr>
<td>B \textit{label}</td>
<td>−16 MB to +16 MB</td>
</tr>
<tr>
<td>B\textit{cond} \textit{label} (outside IT block)</td>
<td>−1 MB to +1 MB</td>
</tr>
<tr>
<td>B\textit{cond} \textit{label} (inside IT block)</td>
<td>−16 MB to +16 MB</td>
</tr>
<tr>
<td>BL{\textit{cond}} \textit{label}</td>
<td>−16 MB to +16 MB</td>
</tr>
<tr>
<td>BX{\textit{cond}} \textit{Rm}</td>
<td>Any value in register</td>
</tr>
<tr>
<td>BLX{\textit{cond}} \textit{Rm}</td>
<td>Any value in register</td>
</tr>
</tbody>
</table>
Note

You might have to use the .W suffix to get the maximum branch range. See Instruction width selection on page 3-16.

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

Bcond 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.

Condition flags

These instructions do not change the flags.

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.
3.9.2 CBZ and CBNZ

Compare and Branch on Zero, Compare and Branch on Non-Zero.

Syntax

\[ \text{CBZ } Rn, \text{ label} \]
\[ \text{CBNZ } Rn, \text{ label} \]

where:
\[ Rn \] Specifies the register holding the operand.
\[ \text{label} \] Specifies the branch destination.

Operation

Use the CBZ or CBNZ instructions to avoid changing the condition code flags and to reduce the number of instructions.

\[ \text{CBZ } Rn, \text{ label} \] does not change condition flags but is otherwise equivalent to:
\[ \text{CMP } Rn, \#0 \]
\[ \text{BEQ } \text{label} \]

\[ \text{CBNZ } Rn, \text{ label} \] does not change condition flags but is otherwise equivalent to:
\[ \text{CMP } Rn, \#0 \]
\[ \text{BNE } \text{label} \]

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.

Condition flags

These instructions do not change the flags.

Examples

\[ \text{CBZ } R5, \text{ target} \]; Forward branch if \[ R5 \] is zero
\[ \text{CBNZ } R0, \text{ target} \]; Forward branch if \[ R0 \] is not zero.
3.9.3 IT

If-Then condition instruction.

Syntax

\[ \text{IT}\{x\{y\{z\}\}\} \text{ cond} \]

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.
- \(\text{cond}\) 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:

- \(\text{T}\) Then. Applies the condition \(\text{cond}\) to the instruction.
- \(\text{E}\) Else. Applies the inverse condition of \(\text{cond}\) to the instruction.

**Note**

It is possible to use \(\text{AL}\) (the always condition) for \(\text{cond}\) 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 \(\text{T}\) or omitted but not \(\text{E}\).

**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 \(\{\text{cond}\}\) 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 \(\text{BKPT}\) 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.

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.

**Restrictions**

The following instructions are not permitted in an IT block:

- IT
- CBZ and CBNZ
- CPSID and CPSIE
- MOVs.N Rd,Rm.
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 logical inverse as for the other instructions in the block.

---

**Note**

Your assembler might place extra restrictions on the use of IT blocks, such as prohibiting the use of assembler directives within them.

---

**Condition flags**

This instruction does not change the flags.

**Example**

```
ITTE NE ; Next 3 instructions are conditional
ANDNE R0, R0, R1 ; ANDNE does not update condition flags
ADDNE R2, R2, #1 ; ADDNE 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
ADDCT 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.
```
3.9.4 TBB and TBH

Table Branch Byte and Table Branch Halfword.

Syntax

TBB [Rn, Rm]
TBH [Rn, Rm, LSL #1]

where:

Rn Specifies the register containing the address of the table of branch lengths.
If Rn is PC, then the address of the table is the address of the byte immediately following the TBB or TBH instruction.

Rm Specifies 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.

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. and 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.

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.

Condition flags

These instructions do not change the flags.
Examples

ADR.W R0, BranchTable_Hbyte
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_Hbyte
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
### 3.10 Miscellaneous instructions

Table 3-13 shows the remaining Cortex-M3 instructions.

<table>
<thead>
<tr>
<th>Mnemonic</th>
<th>Brief description</th>
<th>See</th>
</tr>
</thead>
<tbody>
<tr>
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<td>Breakpoint</td>
<td>BKPT on page 3-69</td>
</tr>
<tr>
<td>CPSID</td>
<td>Change Processor State, Disable Interrupts</td>
<td>CPS on page 3-70</td>
</tr>
<tr>
<td>CPSIE</td>
<td>Change Processor State, Enable Interrupts</td>
<td>CPS on page 3-70</td>
</tr>
<tr>
<td>DMB</td>
<td>Data Memory Barrier</td>
<td>DMB on page 3-71</td>
</tr>
<tr>
<td>DSB</td>
<td>Data Synchronization Barrier</td>
<td>DSB on page 3-72</td>
</tr>
<tr>
<td>ISB</td>
<td>Instruction Synchronization Barrier</td>
<td>ISB on page 3-73</td>
</tr>
<tr>
<td>MRS</td>
<td>Move from special register to register</td>
<td>MRS on page 3-74</td>
</tr>
<tr>
<td>MSR</td>
<td>Move from register to special register</td>
<td>MSR on page 3-75</td>
</tr>
<tr>
<td>NOP</td>
<td>No Operation</td>
<td>NOP on page 3-76</td>
</tr>
<tr>
<td>SEV</td>
<td>Send Event</td>
<td>SEV on page 3-77</td>
</tr>
<tr>
<td>SVC</td>
<td>Supervisor Call</td>
<td>SVC on page 3-78</td>
</tr>
<tr>
<td>WFE</td>
<td>Wait For Event</td>
<td>WFE on page 3-79</td>
</tr>
<tr>
<td>WFI</td>
<td>Wait For Interrupt</td>
<td>WFI on page 3-80</td>
</tr>
</tbody>
</table>
3.10.1  BKPT

Breakpoint.

Syntax

BKPT #imm

where:

imm is an expression evaluating to an integer in the range 0-255 (8-bit value).

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.

Condition flags

This instruction does not change the flags.

Examples

BKPT #0x3 ; Breakpoint with immediate value set to 0x3 (debugger can; extract the immediate value by locating it using the PC)

Note

ARM does not recommend the use of the BKPT instruction with an immediate value set to 0xAB for any purpose other than Semi-hosting.
3.10.2 CPS

Change Processor State.

Syntax

CPS<effect> 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 PRIMASK.
f   Set or clear FAULTMASK.

Operation

CPS changes the PRIMASK and FAULTMASK special register values. See Exception mask registers on page 2-7 for more information about these registers.

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.

Condition flags

This instruction does not change the condition flags.

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).
3.10.3 DMB

Data Memory Barrier.

Syntax

DMB{cond};

where:

cond Is an optional condition code, see Conditional execution on page 3-14.

Operation

DMB acts as a data memory barrier. It ensures that all explicit memory accesses that appear, in program order, before the DMB instruction are completed before any explicit memory accesses that appear, in program order, after the DMB instruction. DMB does not affect the ordering or execution of instructions that do not access memory.

Condition flags

This instruction does not change the flags.

Examples

DMB ; Data Memory Barrier
3.10.4 DSB

Data Synchronization Barrier.

**Syntax**

DSB{cond}

where:

cond Is an optional condition code, see *Conditional execution on page 3-14*.

**Operation**

DSB acts as a special data synchronization memory barrier. Instructions that come after the DSB, in program order, do not execute until the DSB instruction completes. The DSB instruction completes when all explicit memory accesses before it complete.

**Condition flags**

This instruction does not change the flags.

**Examples**

    DSB ; Data Synchronisation Barrier
3.10.5 ISB

Instruction Synchronization Barrier.

Syntax

ISB{cond}

where:

cond Is an optional condition code, see Conditional execution on page 3-14.

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.

Condition flags

This instruction does not change the flags.

Examples

ISB ; Instruction Synchronisation Barrier
3.10.6 MRS

Move the contents of a special register to a general-purpose register.

**Syntax**

```
MRS{cond} Rd, spec_reg
```

where:

- **cond** Is an optional condition code, see *Conditional execution* on page 3-14.
- **Rd** Specifies the destination register.
- **spec_reg** can be any of: APSR, IPSR, EPSR, IAPSR, EAPSR, PSR, MSP, PSP, PRIMASK, BASEPRI, BASEPRI_MAX, FAULTMASK, or CONTROL.

**Note**

All the EPSR and IPSR fields are zero when read by the MRS instruction.

**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.

**Note**

BASEPRI_MAX is an alias of BASEPRI when used with the MRS instruction.

See MSR on page 3-75.

**Restrictions**

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

**Condition flags**

This instruction does not change the flags.

**Examples**

```
MRS R0, PRIMASK ; Read PRIMASK value and write it to R0.
```
3.10.7 MSR

Move the contents of a general-purpose register into the specified special register.

Syntax

\[
\text{MSR}\{\text{cond}\} \hspace{0.1em} \text{spec\_reg}, \hspace{0.1em} \text{Rn}
\]

where:

- \(\text{cond}\) Is an optional condition code, see Conditional execution on page 3-14.
- \(\text{Rn}\) Specifies the source register.
- \(\text{spec\_reg}\) can be any of: APSR, IPSR, EPSR, IEPSPR, IAPSR, EAPSR, PSR, MSP, PSP, PRIMASK, BASEPRI, BASEPRI\_MAX, FAULTMASK, or CONTROL.

\[\text{—— Note ———}
\]

The processor ignores MSR writes to the EPSR and IPSR fields.

Operation

The register access operation in MSR depends on the privilege level. Unprivileged software can only access the APSR, see Table 2-4 on page 2-5. Privileged software can access all special registers.

In unprivileged software writes to unallocated or execution state bits in the PSR are ignored.

\[\text{—— Note ———}
\]

When you write to BASEPRI\_MAX, the instruction writes to BASEPRI only if either:

- \(\text{Rn}\) is non-zero and the current BASEPRI value is 0
- \(\text{Rn}\) is non-zero and less than the current BASEPRI value.

\[\text{—— ———}
\]

See MRS on page 3-74.

Restrictions

\(\text{Rn}\) must not be SP and must not be PC.

Condition flags

This instruction updates the flags explicitly based on the value in \(\text{Rn}\).

Examples

\[
\text{MSR} \hspace{0.1em} \text{CONTROL, R1} ; \text{Read R1 value and write it to the CONTROL register.}
\]
3.10.8  NOP

No Operation.

Syntax

NOP{cond}

where:

cond Is an optional condition code, see Conditional execution on page 3-14.

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 adjust the alignment of a following instruction.

Condition flags

This instruction does not change the flags.

Examples

NOP ; No operation
3.10.9 SEV

Send Event.

**Syntax**

\[
\text{SEV}\{\text{cond}\}\\
\]

where:

\[
\text{cond} \quad 
\text{Is an optional condition code, see } \text{Conditional execution on page 3-14.}
\]

**Operation**

SEV is a hint instruction that causes an event to be signaled to all processors within a multiprocessor system. It also sets the local event register to 1, see *Power management on page 2-31.*

**Condition flags**

This instruction does not change the flags.

**Examples**

\[
\text{SEV} \; \text{; Send Event}
\]
3.10.10 SVC

Supervisor Call.

**Syntax**

```
SVC{cond} #imm
```

where:

- `cond` Is an optional condition code, see *Conditional execution on page 3-14*.
- `imm` Is an expression evaluating to an integer in the range 0-255 (8-bit value).

**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.

**Condition flags**

This instruction does not change the flags.

**Examples**

```
SVC #0x32 ; Supervisor Call (SVCall handler can extract the immediate value
          ; by locating it via the stacked PC)
```
3.10.11 WFE

Wait For Event.

Syntax

WFE{cond}

where:

cond Is an optional condition code, see Conditional execution on page 3-14.

Operation

WFE is a hint instruction.

If the event register is 0, WFE suspends execution until one of the following events occurs:

• an exception, unless masked by the exception mask registers or the current priority level
• an exception enters the Pending state, if SEVONPEND in the System Control Register 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 on page 2-31.

Condition flags

This instruction does not change the flags.

Examples

    WFE ; Wait For Event
3.10.12 WFI

Wait For Interrupt.

Syntax

WFI{cond}

where:

cond Is an optional condition code, see Conditional execution on page 3-14.

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.

Condition flags

This instruction does not change the flags.

Examples

WFI ; Wait For Interrupt
Chapter 4
Cortex-M3 Peripherals

This chapter describes the ARM Cortex-M3 core peripherals. It contains the following sections:

- *About the Cortex-M3 peripherals* on page 4-2
- *Nested Vectored Interrupt Controller* on page 4-3
- *System control block* on page 4-11
- *System timer, SysTick* on page 4-33.
- *Optional Memory Protection Unit* on page 4-37.
4.1 About the Cortex-M3 peripherals

Table 4-1 shows the address map of the *Private Peripheral Bus* (PPB).

<table>
<thead>
<tr>
<th>Address</th>
<th>Core peripheral</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xE000E008-0xE000E00F</td>
<td>System control block</td>
<td>Table 4-12 on page 4-11</td>
</tr>
<tr>
<td>0xE000E010-0xE000E01F</td>
<td>System timer</td>
<td>Table 4-32 on page 4-33</td>
</tr>
<tr>
<td>0xE000E100-0xE000E4EF</td>
<td>Nested Vectored Interrupt Controller</td>
<td>Table 4-2 on page 4-3</td>
</tr>
<tr>
<td>0xE000E000-0xE000ED3F</td>
<td>System control block</td>
<td>Table 4-12 on page 4-11</td>
</tr>
<tr>
<td>0xE000ED90-0xE000ED93</td>
<td>MPU Type Register</td>
<td>Reads as zero, indicating MPU is not implemented(^a)</td>
</tr>
<tr>
<td>0xE000ED90-0xE000EDB8</td>
<td>Memory Protection Unit</td>
<td>Table 4-38 on page 4-38</td>
</tr>
<tr>
<td>0xE000EF00-0xE000EF03</td>
<td>Nested Vectored Interrupt Controller</td>
<td>Table 4-2 on page 4-3</td>
</tr>
</tbody>
</table>

\(^a\) Software can read the MPU Type Register at 0xE000ED90 to test for the presence of a *Memory Protection Unit* (MPU).

In register descriptions:

- the register *type* is described as follows:
  - RW  Read and write.
  - RO  Read-only.
  - WO  Write-only.
- the *required privilege* gives the privilege level required to access the register, as follows:
  - **Privileged**
    - Only privileged software can access the register.
  - **Unprivileged**
    - Both unprivileged and privileged software can access the register.
4.2 Nested Vectored Interrupt Controller

This section describes the NVIC and the registers it uses. The NVIC supports:

- An implementation-defined number of interrupts, in the range 1-240 interrupts.
- A programmable priority level of 0-255 for each interrupt. A higher level corresponds to a lower priority, so level 0 is the highest interrupt priority.
- Level and pulse detection of interrupt signals.
- Dynamic reprioritization of interrupts.
- Grouping of priority values into group priority and subpriority fields.
- Interrupt tail-chaining.
- An external Non-Maskable Interrupt (NMI)
- Optional WIC, providing ultra-low power sleep mode support.

The processor automatically stacks its state on exception entry and unstacks this state on exception exit, with no instruction overhead. This provides low latency exception handling. Table 4-2 shows the hardware implementation of the NVIC registers.

<table>
<thead>
<tr>
<th>Address</th>
<th>Name</th>
<th>Type</th>
<th>Required privilege</th>
<th>Reset value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xE000E100-0xE000E11C</td>
<td>NVIC_ISER0-NVIC_ISER7</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>Interrupt Set-enable Registers on page 4-4</td>
</tr>
<tr>
<td>0xE000E180-0xE000E19C</td>
<td>NVIC_ICER0-NVIC_ICER7</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>Interrupt Clear-enable Registers on page 4-5</td>
</tr>
<tr>
<td>0xE000E200-0xE000E21C</td>
<td>NVIC_ISPR0-NVIC_ISPR7</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>Interrupt Set-pending Registers on page 4-5</td>
</tr>
<tr>
<td>0xE000E280-0xE000E29C</td>
<td>NVIC_ICPR0-NVIC_ICPR7</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>Interrupt Clear-pending Registers on page 4-6</td>
</tr>
<tr>
<td>0xE000E300-0xE000E31C</td>
<td>NVIC_IABR0-NVIC_IABR7</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>Interrupt Active Bit Registers on page 4-7</td>
</tr>
<tr>
<td>0xE000E400-0xE000E4EF</td>
<td>NVIC_IPR0-NVIC_IPR59</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>Interrupt Priority Registers on page 4-7</td>
</tr>
<tr>
<td>0xE000EF00</td>
<td>STIR</td>
<td>WO</td>
<td>Configurable(^a)</td>
<td>0x00000000</td>
<td>Software Trigger Interrupt Register on page 4-8</td>
</tr>
</tbody>
</table>

\(^a\) See the register description for more information.
4.2.1 Accessing the Cortex-M3 NVIC registers using CMSIS

CMSIS functions enable software portability between different Cortex-M profile processors. To access the NVIC registers when using CMSIS, use the following functions:

<table>
<thead>
<tr>
<th>CMSIS function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>void NVIC_EnableIRQ(IRQn_Type IRQn)</td>
<td>Enables an interrupt or exception.</td>
</tr>
<tr>
<td>void NVIC_DisableIRQ(IRQn_Type IRQn)</td>
<td>Disables an interrupt or exception.</td>
</tr>
<tr>
<td>void NVIC_SetPendingIRQ(IRQn_Type IRQn)</td>
<td>Sets the pending status of interrupt or exception to 1.</td>
</tr>
<tr>
<td>void NVIC_ClearPendingIRQ(IRQn_Type IRQn)</td>
<td>Clears the pending status of interrupt or exception to 0.</td>
</tr>
<tr>
<td>uint32_t NVIC_GetPendingIRQ(IRQn_Type IRQn)</td>
<td>Reads the pending status of interrupt or exception. This function returns non-zero value if the pending status is set to 1.</td>
</tr>
<tr>
<td>void NVIC_SetPriority(IRQn_Type IRQn, uint32_t priority)</td>
<td>Sets the priority of an interrupt or exception with configurable priority level to 1.</td>
</tr>
<tr>
<td>uint32_t NVIC_GetPriority(IRQn_Type IRQn)</td>
<td>Reads the priority of an interrupt or exception with configurable priority level. This function return the current priority level.</td>
</tr>
</tbody>
</table>

a. The input parameter IRQn is the IRQ number, see Table 2-16 on page 2-22 for more information.

4.2.2 Interrupt Set-enable Registers

The NVIC_ISER0-NVIC_ISER7 registers enable interrupts, and show which interrupts are enabled. See the register summary in Table 4-2 on page 4-3 for the register attributes.

The bit assignments are:

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

Table 4-4 ISER bit assignments

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:0]</td>
<td>SETENA</td>
<td>Interrupt set-enable bits. Write: 0 = no effect 1 = enable interrupt. Read: 0 = interrupt disabled 1 = interrupt enabled.</td>
</tr>
</tbody>
</table>

If a pending interrupt is enabled, the NVIC activates the interrupt based on its priority. If an interrupt is not enabled, asserting its interrupt signal changes the interrupt state to pending, but the NVIC never activates the interrupt, regardless of its priority.
4.2.3 Interrupt Clear-enable Registers

The NVIC_ICER0-NVIC_ICER7 registers disable interrupts, and show which interrupts are enabled. See the register summary in Table 4-2 on page 4-3 for the register attributes.

The bit assignments are:

![CLRENA bits diagram]

### Table 4-5 ICER bit assignments

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:0]</td>
<td>CLRENA</td>
<td>Interrupt clear-enable bits.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Write:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>$0 =$no effect</td>
</tr>
<tr>
<td></td>
<td></td>
<td>$1 =$disable interrupt.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Read:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>$0 =$interrupt disabled</td>
</tr>
<tr>
<td></td>
<td></td>
<td>$1 =$interrupt enabled</td>
</tr>
</tbody>
</table>

4.2.4 Interrupt Set-pending Registers

The NVIC_ISPR0-NVIC_ISPR7 registers force interrupts into the pending state, and show which interrupts are pending. See the register summary in Table 4-2 on page 4-3 for the register attributes.

The bit assignments are:

![SETPEND bits diagram]

### Table 4-6 ISPR bit assignments

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:0]</td>
<td>SETPEND</td>
<td>Interrupt set-pending bits.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Write:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>$0 =$no effect</td>
</tr>
<tr>
<td></td>
<td></td>
<td>$1 =$changes interrupt state to pending.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Read:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>$0 =$interrupt is not pending</td>
</tr>
<tr>
<td></td>
<td></td>
<td>$1 =$interrupt is pending</td>
</tr>
</tbody>
</table>

---

**Note**

Writing 1 to the ISPR bit corresponding to:
- an interrupt that is pending has no effect
- a disabled interrupt sets the state of that interrupt to pending.
4.2.5 Interrupt Clear-pending Registers

The NVIC_ICPR0-NCVIC_ICPR7 registers remove the pending state from interrupts, and show which interrupts are pending. See the register summary in Table 4-2 on page 4-3 for the register attributes.

The bit assignments are:

Table 4-7 ICPR bit assignments

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:0]</td>
<td>CLRPEND</td>
<td>Interrupt clear-pending bits. Write: [0 = no effect, 1 = removes pending state an interrupt. Read: [0 = interrupt is not pending, 1 = interrupt is pending.</td>
</tr>
</tbody>
</table>

--- Note ---

Writing 1 to an ICPR bit does not affect the active state of the corresponding interrupt.
### 4.2.6 Interrupt Active Bit Registers

The NVIC_IABR0-NVIC_IABR7 registers indicate which interrupts are active. See the register summary in Table 4-2 on page 4-3 for the register attributes.

The bit assignments are:

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
</table>
| [31:0] | ACTIVE | Interrupt active flags:  
| | | 0 = interrupt not active  
| | | 1 = interrupt active. |

### 4.2.7 Interrupt Priority Registers

The NVIC_IPR0-NVIC_IPR59 registers provide an 8-bit priority field for each interrupt and each register holds four priority fields. These registers are byte-accessible. See the register summary in Table 4-2 on page 4-3 for their attributes. Each register holds four priority fields as shown:

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:24]</td>
<td>Priority, byte offset 3</td>
<td>Each implementation-defined priority field can hold a priority value, 0-255. The lower the value, the greater the priority of the corresponding interrupt. Register priority value fields are 8 bits wide, and un-implemented low-order bits read as zero and ignore writes.</td>
</tr>
<tr>
<td>[23:16]</td>
<td>Priority, byte offset 2</td>
<td></td>
</tr>
<tr>
<td>[15:8]</td>
<td>Priority, byte offset 1</td>
<td></td>
</tr>
<tr>
<td>[7:0]</td>
<td>Priority, byte offset 0</td>
<td></td>
</tr>
</tbody>
</table>

See **Accessing the Cortex-M3 NVIC registers using CMSIS** on page 4-4 for more information about the access to the interrupt priority array, which provides the software view of the interrupt priorities.
Find the IPR number and byte offset for interrupt \( m \) as follows:
- the corresponding IPR number, see Table 4-8 on page 4-7 is given by \( n = m \div 4 \)
- the byte offset of the required Priority field in this register is \( m \mod 4 \), where:
  - byte offset 0 refers to register bits [7:0]
  - byte offset 1 refers to register bits [15:8]
  - byte offset 2 refers to register bits [23:16]
  - byte offset 3 refers to register bits [31:24].

### 4.2.8 Software Trigger Interrupt Register

Write to the STIR to generate an interrupt from software. See the register summary in Table 4-2 on page 4-3 for the STIR attributes.

When the USERSETPEND bit in the SCR is set to 1, unprivileged software can access the STIR, see System Control Register on page 4-19.

**Note**

Only privileged software can enable unprivileged access to the STIR.

The bit assignments are:

\[
\begin{array}{cccccccccc}
31 & 30 & 29 & 28 & 27 & 26 & 25 & 24 & 9 & 8 & 7 & 6 & 5 & 4 & 3 & 2 & 1 & 0 \\
\hline
\text{Reserved} & & & & & & & & & & & & & & & & & \\
\hline
\text{INTID} & & & & & & & & & & & & & & & & & \\
\end{array}
\]

**Table 4-10 STIR bit assignments**

<table>
<thead>
<tr>
<th>Bits</th>
<th>Field</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:9]</td>
<td>-</td>
<td>Reserved.</td>
</tr>
<tr>
<td>[8:0]</td>
<td>INTID</td>
<td>Interrupt ID of the interrupt to trigger, in the range 0-239. For example, a value of 0x03 specifies interrupt IRQ3.</td>
</tr>
</tbody>
</table>

### 4.2.9 Level-sensitive and pulse interrupts

A Cortex-M3 device can support both level-sensitive and pulse interrupts. Pulse interrupts are also described as edge-triggered interrupts.

A level-sensitive interrupt is held asserted until the peripheral deasserts the interrupt signal. Typically this happens because the ISR accesses the peripheral, causing it to clear the interrupt request. A pulse interrupt is an interrupt signal sampled synchronously on the rising edge of the processor clock. To ensure the NVIC detects the interrupt, the peripheral must assert the interrupt signal for at least one clock cycle, during which the NVIC detects the pulse and latches the interrupt.

When the processor enters the ISR, it automatically removes the pending state from the interrupt, see Hardware and software control of interrupts on page 4-9. For a level-sensitive interrupt, if the signal is not deasserted before the processor returns from the ISR, the interrupt becomes pending again, and the processor must execute its ISR again. This means that the peripheral can hold the interrupt signal asserted until it no longer requires servicing.

See the documentation supplied by your device vendor for details of which interrupts are level-based and which are pulsed.
Hardware and software control of interrupts

The Cortex-M3 latches all interrupts. A peripheral interrupt becomes pending for one of the following reasons:

- the NVIC detects that the interrupt signal is HIGH and the interrupt is not active
- the NVIC detects a rising edge on the interrupt signal
- software writes to the corresponding interrupt set-pending register bit, see Interrupt Set-pending Registers on page 4-5, or to the STIR to make an interrupt pending, see Software Trigger Interrupt Register on page 4-8.

A pending interrupt remains pending until one of the following:

- The processor enters the ISR for the interrupt. This changes the state of the interrupt from pending to active. Then:
  - For a level-sensitive interrupt, when the processor returns from the ISR, the NVIC samples the interrupt signal. If the signal is asserted, the state of the interrupt changes to pending, which might cause the processor to immediately re-enter the ISR. Otherwise, the state of the interrupt changes to inactive.
  - For a pulse interrupt, the NVIC continues to monitor the interrupt signal, and if this is pulsed the state of the interrupt changes to pending and active. In this case, when the processor returns from the ISR the state of the interrupt changes to pending, which might cause the processor to immediately re-enter the ISR.
    If the interrupt signal is not pulsed while the processor is in the ISR, when the processor returns from the ISR the state of the interrupt changes to inactive.

- Software writes to the corresponding interrupt clear-pending register bit.

  For a level-sensitive interrupt, if the interrupt signal is still asserted, the state of the interrupt does not change. Otherwise, the state of the interrupt changes to inactive.
  For a pulse interrupt, state of the interrupt changes to:
    - inactive, if the state was pending
    - active, if the state was active and pending.

4.2.10 NVIC usage hints and tips

Ensure software uses correctly aligned register accesses. The processor does not support unaligned accesses to NVIC registers. See the individual register descriptions for the supported access sizes.

A interrupt can enter pending state even if it is disabled. Disabling an interrupt only prevents the processor from taking that interrupt.

Before programming VTOR to relocate the vector table, ensure the vector table entries of the new vector table are setup for fault handlers, NMI and all enabled exception like interrupts. For more information see Vector Table Offset Register on page 4-16.

NVIC programming hints

Software uses the CPSIE I and CPSID I instructions to enable and disable interrupts. The CMSIS provides the following intrinsic functions for these instructions:

```c
void __disable_irq(void) // Disable Interrupts
void __enable_irq(void) // Enable Interrupts
```
In addition, the CMSIS provides a number of functions for NVIC control, including:

<table>
<thead>
<tr>
<th>CMSIS interrupt control function</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>void NVIC_SetPriorityGrouping(uint32_t priority_grouping)</td>
<td>Set the priority grouping</td>
</tr>
<tr>
<td>void NVIC_EnableIRQ(IRQn_t IRQn)</td>
<td>Enable IRQn</td>
</tr>
<tr>
<td>void NVIC_DisableIRQ(IRQn_t IRQn)</td>
<td>Disable IRQn</td>
</tr>
<tr>
<td>uint32_t NVIC_GetPendingIRQ (IRQn_t IRQn)</td>
<td>Return true (IRQ-Number) if IRQn is pending</td>
</tr>
<tr>
<td>void NVIC_SetPendingIRQ (IRQn_t IRQn)</td>
<td>Set IRQn pending</td>
</tr>
<tr>
<td>void NVIC_ClearPendingIRQ (IRQn_t IRQn)</td>
<td>Clear IRQn pending status</td>
</tr>
<tr>
<td>uint32_t NVIC_GetActive (IRQn_t IRQn)</td>
<td>Return the IRQ number of the active interrupt</td>
</tr>
<tr>
<td>void NVIC_SetPriority (IRQn_t IRQn, uint32_t priority)</td>
<td>Set priority for IRQn</td>
</tr>
<tr>
<td>uint32_t NVIC_GetPriority (IRQn_t IRQn)</td>
<td>Read priority of IRQn</td>
</tr>
<tr>
<td>void NVIC_SystemReset (void)</td>
<td>Reset the system</td>
</tr>
</tbody>
</table>

The input parameter IRQn is the IRQ number, see Table 2-16 on page 2-22. For more information about these functions see the CMSIS documentation.
4.3 System control block

The System control block (SCB) provides system implementation information, and system control. This includes configuration, control, and reporting of the system exceptions. The system control block registers are:

### Table 4-12 Summary of the system control block registers

<table>
<thead>
<tr>
<th>Address</th>
<th>Name</th>
<th>Type</th>
<th>Required privilege</th>
<th>Reset value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xE000E008</td>
<td>ACTLR</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>Auxiliary Control Register</td>
</tr>
<tr>
<td>0xE000ED00</td>
<td>CPUID</td>
<td>RO</td>
<td>Privileged</td>
<td>0x412FC230</td>
<td>CPUID Base Register on page 4-12</td>
</tr>
<tr>
<td>0xE000ED04</td>
<td>ICSR</td>
<td>RW^a</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>Interrupt Control and State Register on page 4-13</td>
</tr>
<tr>
<td>0xE000ED08</td>
<td>VTOR</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>Vector Table Offset Register on page 4-16</td>
</tr>
<tr>
<td>0xE000ED0C</td>
<td>AIRCR</td>
<td>RW^a</td>
<td>Privileged</td>
<td>0xFA050000</td>
<td>Application Interrupt and Reset Control Register on page 4-16</td>
</tr>
<tr>
<td>0xE000ED10</td>
<td>SCR</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>System Control Register on page 4-19</td>
</tr>
<tr>
<td>0xE000ED14</td>
<td>CCR</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000200</td>
<td>Configuration and Control Register on page 4-19</td>
</tr>
<tr>
<td>0xE000ED18</td>
<td>SHPR1</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>System Handler Priority Register 1 on page 4-21</td>
</tr>
<tr>
<td>0xE000ED1C</td>
<td>SHPR2</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>System Handler Priority Register 2 on page 4-22</td>
</tr>
<tr>
<td>0xE000ED20</td>
<td>SHPR3</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>System Handler Priority Register 3 on page 4-22</td>
</tr>
<tr>
<td>0xE000ED24</td>
<td>SHCRS</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>System Handler Control and State Register on page 4-23</td>
</tr>
<tr>
<td>0xE000ED28</td>
<td>CFSR</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>Configurable Fault Status Register on page 4-24</td>
</tr>
<tr>
<td>0xE000ED28</td>
<td>MMSR^b</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00</td>
<td>MemManage Fault Status Register on page 4-25</td>
</tr>
<tr>
<td>0xE000ED29</td>
<td>BFSR^b</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00</td>
<td>BusFault Status Register on page 4-26</td>
</tr>
<tr>
<td>0xE000ED2A</td>
<td>UFSR^b</td>
<td>RW</td>
<td>Privileged</td>
<td>0x0000</td>
<td>UsageFault Status Register on page 4-28</td>
</tr>
<tr>
<td>0xE000ED2C</td>
<td>HFSR</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>HardFault Status Register on page 4-30</td>
</tr>
<tr>
<td>0xE000ED34</td>
<td>MMAR</td>
<td>RW</td>
<td>Privileged</td>
<td>Unknown</td>
<td>MemManage Fault Address Register on page 4-30</td>
</tr>
<tr>
<td>0xE000ED38</td>
<td>BFAR</td>
<td>RW</td>
<td>Privileged</td>
<td>Unknown</td>
<td>BusFault Address Register on page 4-31</td>
</tr>
<tr>
<td>0xE000ED3C</td>
<td>AFSR</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>Auxiliary Fault Status Register on page 4-31</td>
</tr>
</tbody>
</table>

- a. See the register description for more information.
- b. A subregister of the CFSR.

4.3.1 Auxiliary Control Register

The ACTLR provides disable bits for the following processor functions:
- IT folding
- write buffer use for accesses to the default memory map
- interruption of multi-cycle instructions.

By default this register is set to provide optimum performance from the Cortex-M3 processor, and does not normally require modification.
See the register summary in Table 4-12 on page 4-11 for the ACTLR attributes. The bit assignments are:

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:3]</td>
<td>-</td>
<td>Reserved</td>
</tr>
<tr>
<td>[2]</td>
<td>DISFOLD</td>
<td>When set to 1, disables IT folding. See About IT folding for more information.</td>
</tr>
</tbody>
</table>
| [1] | DISDEFWBUF | When set to 1, disables write buffer use during default memory map accesses. This causes all BusFaults to be precise BusFaults but decreases performance because any store to memory must complete before the processor can execute the next instruction.  

*Note*  
This bit only affects write buffers implemented in the Cortex-M3 processor. |
| [0] | DISMCYCINT | When set to 1, disables interruption of load multiple and store multiple instructions. This increases the interrupt latency of the processor because any LDM or STM must complete before the processor can stack the current state and enter the interrupt handler. |

### About IT folding

In some situations, the processor can start executing the first instruction in an IT block while it is still executing the IT instruction. This behavior is called IT folding, and improves performance. However, IT folding can cause jitter in looping. If a task must avoid jitter, set the DISFOLD bit to 1 before executing the task, to disable IT folding.

### 4.3.2 CPUID Base Register

The CPUID register contains the processor part number, version, and implementation information. See the register summary in Table 4-12 on page 4-11 for its attributes. The bit assignments are:

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
</table>
| [31:24] | Implementer | Implementer code:  
0x41 = ARM |
| [23:20] | Variant | Variant number, the r value in the \( \text{mpn} \) product revision identifier:  
0x2 = Revision 2 |
4.3.3 Interrupt Control and State Register

The ICSR:

• provides:
  — a set-pending bit for the Non-Maskable Interrupt (NMI) exception
  — set-pending and clear-pending bits for the PendSV and SysTick exceptions
• indicates:
  — the exception number of the exception being processed
  — whether there are preempted active exceptions
  — the exception number of the highest priority pending exception
  — whether any interrupts are pending.

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[19:16]</td>
<td>Constant</td>
<td>Reads as 0xF</td>
</tr>
<tr>
<td>[15:4]</td>
<td>PartNo</td>
<td>Part number of the processor:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0xC23 = Cortex-M3</td>
</tr>
<tr>
<td>[3:0]</td>
<td>Revision</td>
<td>Revision number, the p value in the mpn product revision identifier:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0x0 = Patch 0</td>
</tr>
</tbody>
</table>

*Table 4-14 CPUID register bit assignments (continued)*
See the register summary in Table 4-12 on page 4-11, and the Type descriptions in Table 4-15, for the ICSR attributes. The bit assignments are:

Table 4-15 ICSR bit assignments

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Type</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td>Write:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>0 = no effect</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1 = changes NMI exception state to pending.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Read:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>0 = NMI exception is not pending</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1 = NMI exception is pending.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Because NMI is the highest-priority exception, normally the processor enter the NMI exception handler as soon as it registers a write of 1 to this bit, and entering the handler clears this bit to 0. A read of this bit by the NMI exception handler returns 1 only if the NMI signal is reasserted while the processor is executing that handler.</td>
</tr>
<tr>
<td>[30:29]</td>
<td>-</td>
<td>-</td>
<td>Reserved.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Write:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>0 = no effect</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1 = changes PendSV exception state to pending.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Read:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>0 = PendSV exception is not pending</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1 = PendSV exception is pending.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Writing 1 to this bit is the only way to set the PendSV exception state to pending.</td>
</tr>
<tr>
<td>[27]</td>
<td>PENDSVCLR</td>
<td>WO</td>
<td>PendSV clear-pending bit.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Write:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>0 = no effect</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1 = removes the pending state from the PendSV exception.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Write:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>0 = no effect</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1 = changes SysTick exception state to pending.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>Read:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>0 = SysTick exception is not pending</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1 = SysTick exception is pending.</td>
</tr>
</tbody>
</table>
When you write to the ICSR, the effect is Unpredictable if you:
- write 1 to the PENDSVSET bit and write 1 to the PENDSVCLR bit
- write 1 to the PENDSTSET bit and write 1 to the PENDSTCLR bit.

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Type</th>
<th>Function</th>
</tr>
</thead>
</table>
Write:  
0 = no effect  
1 = removes the pending state from the SysTick exception.  
This bit is WO. On a register read its value is unknown. |
| [23] | Reserved for Debug use | RO | This bit is reserved for Debug use and reads-as-zero when the processor is not in Debug. |
| [22] | ISRPENDING         | RO   | Interrupt pending flag, excluding NMI and Faults:  
0 = interrupt not pending  
1 = interrupt pending. |
| [17:12] | VECTPENDING      | RO   | Indicates the exception number of the highest priority pending enabled exception:  
0 = no pending exceptions  
Nonzero = the exception number of the highest priority pending enabled exception.  
The value indicated by this field includes the effect of the BASEPRI and FAULTMASK registers, but not any effect of the PRIMASK register. |
| [11]  | RETTOBASE          | RO   | Indicates whether there are preempted active exceptions:  
0 = there are preempted active exceptions to execute  
1 = there are no active exceptions, or the currently-executing exception is the only active exception. |
| [8:0] | VECTACTIVE<sup>a</sup> | RO | Contains the active exception number:  
0 = Thread mode  
Nonzero = The exception number<sup>a</sup> of the currently active exception.  

--- Note  
Subtract 16 from this value to obtain the CMSIS IRQ number required to index into the Interrupt Clear-Enable, Set-Enable, Clear-Pending, Set-Pending, or Priority Registers, see Table 2-5 on page 2-6.  

---

<sup>a</sup> This is the same value as IPSR bits[8:0], see *Interrupt Program Status Register* on page 2-6.
4.3.4 Vector Table Offset Register

The VTOR indicates the offset of the vector table base address from memory address 0x00000000. See the register summary in Table 4-12 on page 4-11 for its attributes. The bit assignments are:

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
</table>

**Note**

Bit[29] determines whether the vector table is in the code or SRAM memory region:
- 0 = code
- 1 = SRAM.

In implementations bit[29] is sometimes called the TBLBASE bit.

| [6:0] -    | Reserved. |

When setting TBLOFF, you must align the offset to the number of exception entries in the vector table. The minimum alignment is 32 words, enough for up to 16 interrupts. For more interrupts, adjust the alignment by rounding up to the next power of two. For example, if you require 21 interrupts, the alignment must be on a 64-word boundary because the required table size is 37 words, and the next power of two is 64. See your vendor documentation for the alignment details for your device.

**Note**

Table alignment requirements mean that bits[6:0] of the table offset are always zero.

4.3.5 Application Interrupt and Reset Control Register

The AIRCR provides priority grouping control for the exception model, endian status for data accesses, and reset control of the system. See the register summary in Table 4-12 on page 4-11 and Table 4-17 on page 4-17 for its attributes.

To write to this register, you must write 0x5FA to the VECTKEY field, otherwise the processor ignores the write.
The bit assignments are:

![Diagram showing bit assignments]

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Type</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:16]</td>
<td>Write: VECTKEYSTAT</td>
<td>RW</td>
<td>Reads as 0xFA05</td>
</tr>
<tr>
<td></td>
<td>Read: VECTKEY</td>
<td></td>
<td>On write, write 0x5FA to VECTKEY, otherwise the write is ignored.</td>
</tr>
<tr>
<td>[15]</td>
<td>ENDIANNESS</td>
<td>RO</td>
<td>Data endianness bit is implementation defined:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>0 = Little-endian</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1 = Big-endian.</td>
</tr>
<tr>
<td>[14:11]</td>
<td>-</td>
<td>-</td>
<td>Reserved</td>
</tr>
<tr>
<td>[10:8]</td>
<td>PRIGROUP</td>
<td>R/W</td>
<td>Interrupt priority grouping field is implementation defined. This field</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>determines the split of group priority from subpriority, see Binary</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>point on page 4-18.</td>
</tr>
<tr>
<td>[7:3]</td>
<td>-</td>
<td>-</td>
<td>Reserved</td>
</tr>
<tr>
<td>[2]</td>
<td>SYSRESETREQ</td>
<td>WO</td>
<td>System reset request bit is implementation defined:</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>0 = no system reset request</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1 = asserts a signal to the outer system that requests a reset.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>This is intended to force a large system reset of all major components</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>except for debug.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>This bit reads as 0.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>See you vendor documentation for more information about the use of this</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>signal in your implementation.</td>
</tr>
<tr>
<td>[1]</td>
<td>VECTCLRACTIVE</td>
<td>WO</td>
<td>Reserved for Debug use. This bit reads as 0. When writing to the register</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>you must write 0 to this bit, otherwise behavior is Unpredictable.</td>
</tr>
<tr>
<td>[0]</td>
<td>VECTRESET</td>
<td>WO</td>
<td>Reserved for Debug use. This bit reads as 0. When writing to the register</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>you must write 0 to this bit, otherwise behavior is Unpredictable.</td>
</tr>
</tbody>
</table>
**Binary point**

The PRIGROUP field indicates the position of the binary point that splits the PRI_n fields in the Interrupt Priority Registers into separate group priority and subpriority fields. Table 4-18 shows how the PRIGROUP value controls this split. Implementations having fewer than 8-bits of interrupt priority treat the least significant bits as zero.

<table>
<thead>
<tr>
<th>PRIGROUP</th>
<th>Binary pointa</th>
<th>Group priority bits</th>
<th>Subpriority bits</th>
<th>Group priorities</th>
<th>Subpriorities</th>
</tr>
</thead>
<tbody>
<tr>
<td>0b000</td>
<td>bxxxxxxx.y</td>
<td>[7:1]</td>
<td>[0]</td>
<td>128</td>
<td>2</td>
</tr>
<tr>
<td>0b001</td>
<td>bxxxxxx.yy</td>
<td>[7:2]</td>
<td>[1:0]</td>
<td>64</td>
<td>4</td>
</tr>
<tr>
<td>0b010</td>
<td>bxxxxx.yyy</td>
<td>[7:3]</td>
<td>[2:0]</td>
<td>32</td>
<td>8</td>
</tr>
<tr>
<td>0b011</td>
<td>bxxxx.yyyyy</td>
<td>[7:4]</td>
<td>[3:0]</td>
<td>16</td>
<td>16</td>
</tr>
<tr>
<td>0b100</td>
<td>bxxx.yyyyyy</td>
<td>[7:5]</td>
<td>[4:0]</td>
<td>8</td>
<td>32</td>
</tr>
<tr>
<td>0b101</td>
<td>bxx.yyyyyyyy</td>
<td>[7:6]</td>
<td>[5:0]</td>
<td>4</td>
<td>64</td>
</tr>
<tr>
<td>0b110</td>
<td>bx.yyyyyyyyy</td>
<td>[7]</td>
<td>[6:0]</td>
<td>2</td>
<td>128</td>
</tr>
<tr>
<td>0b111</td>
<td>b.yyyyyyyyy</td>
<td>None</td>
<td>[7:0]</td>
<td>1</td>
<td>256</td>
</tr>
</tbody>
</table>

a. PRI_n[7:0] field showing the binary point. x denotes a group priority field bit, and y denotes a subpriority field bit.

---

**Note**

Determining preemption of an exception uses only the group priority field, see *Interrupt priority grouping* on page 2-25.
4.3.6 System Control Register

The SCR controls features of entry to and exit from low power state. See the register summary in Table 4-12 on page 4-11 for its attributes. The bit assignments are:

```
<table>
<thead>
<tr>
<th>Bit</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:5]</td>
<td>-</td>
<td>Reserved.</td>
</tr>
<tr>
<td>[4]</td>
<td>SEVONPEND</td>
<td>Send Event on Pending bit:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = only enabled interrupts or events can wakeup the processor, disabled interrupts are excluded</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = enabled events and all interrupts, including disabled interrupts, can wakeup the processor.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>When an event or interrupt enters pending state, the event signal wakes up the processor from WFE. If the processor is not waiting for an event, the event is registered and affects the next WFE.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>The processor also wakes up on execution of an SEV instruction or an external event.</td>
</tr>
<tr>
<td>[2]</td>
<td>SLEEPDEEP</td>
<td>Controls whether the processor uses sleep or deep sleep as its low power mode:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = sleep</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = deep sleep.</td>
</tr>
<tr>
<td>[1]</td>
<td>SLEEPONEXIT</td>
<td>Indicates sleep-on-exit when returning from Handler mode to Thread mode:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = do not sleep when returning to Thread mode</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = enter sleep, or deep sleep, on return from an ISR.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Setting this bit to 1 enables an interrupt driven application to avoid returning to an empty main application.</td>
</tr>
<tr>
<td>[0]</td>
<td>-</td>
<td>Reserved.</td>
</tr>
</tbody>
</table>
```

4.3.7 Configuration and Control Register

The CCR controls entry to Thread mode and enables:

- the handlers for NMI, hard fault and faults escalated by FAULTMASK to ignore BusFaults
- trapping of divide by zero and unaligned accesses
- access to the STIR by unprivileged software, see Software Trigger Interrupt Register on page 4-8.

See the register summary in Table 4-12 on page 4-11 for the CCR attributes.
The bit assignments are:

![Image of bit assignments]

**Table 4-20 CCR bit assignments**

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:10]</td>
<td>-</td>
<td>Reserved.</td>
</tr>
<tr>
<td>[9]</td>
<td>STKALIGN</td>
<td>Indicates stack alignment on exception entry:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = 4-byte aligned</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = 8-byte aligned</td>
</tr>
<tr>
<td></td>
<td></td>
<td>On exception entry, the processor uses bit[9] of the stacked PSR to indicate the stack alignment. On return from the exception it uses this stacked bit to restore the correct stack alignment.</td>
</tr>
<tr>
<td>[8]</td>
<td>BFHFNMIGN</td>
<td>Enables handlers with priority -1 or -2 to ignore data BusFaults caused by load and store instructions. This applies to the hard fault, NMI, and FAULTMASK escalated handlers:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = data bus faults caused by load and store instructions cause a lock-up</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = handlers running at priority -1 and -2 ignore data bus faults caused by load and store instructions.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Set this bit to 1 only when the handler and its data are in absolutely safe memory.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>The normal use of this bit is to probe system devices and bridges to detect control path problems and fix them.</td>
</tr>
<tr>
<td>[7:5]</td>
<td>-</td>
<td>Reserved.</td>
</tr>
<tr>
<td>[4]</td>
<td>DIV_0_TRP</td>
<td>Enables faulting or halting when the processor executes an SDIV or UDIV instruction with a divisor of 0:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = do not trap divide by 0</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = trap divide by 0.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>When this bit is set to 0, a divide by zero returns a quotient of 0.</td>
</tr>
<tr>
<td>[3]</td>
<td>UNALIGN_TRP</td>
<td>Enables unaligned access traps:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = do not trap unaligned halfword and word accesses</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = trap unaligned halfword and word accesses.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>If this bit is set to 1, an unaligned access generates a UsageFault.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Unaligned LDM, STM, LDRD, and STRD instructions always fault irrespective of whether UNALIGN_TRP is set to 1.</td>
</tr>
</tbody>
</table>
4.3.8 System Handler Priority Registers

The SHPR1-SHPR3 registers set the priority level, 0 to 255, of the exception handlers that have configurable priority.

SHPR1-SHPR3 are byte accessible. See the register summary in Table 4-12 on page 4-11 for their attributes.

To access to the system exception priority level using CMSIS, use the following CMSIS functions:

- `uint32_t NVIC_GetPriority(IRQn_Type IRQn)`
- `void NVIC_SetPriority(IRQn_Type IRQn, uint32_t priority)`

The input parameter IRQn is the IRQ number, see Table 2-16 on page 2-22 for more information.

**System Handler Priority Register 1**

The bit assignments are:

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:24]</td>
<td>PRI_7</td>
<td>Reserved</td>
</tr>
<tr>
<td>[23:16]</td>
<td>PRI_6</td>
<td>Priority of system handler 6, UsageFault</td>
</tr>
<tr>
<td>[15:8]</td>
<td>PRI_5</td>
<td>Priority of system handler 5, BusFault</td>
</tr>
<tr>
<td>[7:0]</td>
<td>PRI_4</td>
<td>Priority of system handler 4, MemManage</td>
</tr>
</tbody>
</table>
System Handler Priority Register 2

The bit assignments are:

```
 31 | 24 | 23 |       |       |       | 0
|PRI_11|       |       | Reserved
```

Table 4-22 SHPR2 register bit assignments

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:24]</td>
<td>PRI_11</td>
<td>Priority of system handler 11, SVCall</td>
</tr>
<tr>
<td>[23:0]</td>
<td>-</td>
<td>Reserved</td>
</tr>
</tbody>
</table>

System Handler Priority Register 3

The bit assignments are:

```
 31 | 24 | 23 | 16 | 15 |       |       |       | 0
|PRI_15|PRI_14|       |       | Reserved
```

Table 4-23 SHPR3 register bit assignments

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:24]</td>
<td>PRI_15</td>
<td>Priority of system handler 15, SysTick exception</td>
</tr>
<tr>
<td>[23:16]</td>
<td>PRI_14</td>
<td>Priority of system handler 14, PendSV</td>
</tr>
<tr>
<td>[15:0]</td>
<td>-</td>
<td>Reserved</td>
</tr>
</tbody>
</table>
4.3.9 System Handler Control and State Register

The SHCSR enables the system handlers, and indicates:
- the pending status of the BusFault, MemManage fault, and SVC exceptions
- the active status of the system handlers.

See the register summary in Table 4-12 on page 4-11 for the SHCSR attributes. The bit assignments are:

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:19]</td>
<td></td>
<td>Reserved</td>
</tr>
<tr>
<td>[18]</td>
<td>USGFAULTENA</td>
<td>UsageFault enable bit, set to 1 to enable(^a)</td>
</tr>
<tr>
<td>[17]</td>
<td>BUSFAULTENA</td>
<td>BusFault enable bit, set to 1 to enable(^a)</td>
</tr>
<tr>
<td>[16]</td>
<td>MEMFAULTENA</td>
<td>MemManage enable bit, set to 1 to enable(^a)</td>
</tr>
<tr>
<td>[15]</td>
<td>SVCALLPENDED</td>
<td>SVCall pending bit, reads as 1 if exception is pending(^b)</td>
</tr>
<tr>
<td>[14]</td>
<td>BUSFAULTPENDED</td>
<td>BusFault exception pending bit, reads as 1 if exception is pending(^b)</td>
</tr>
<tr>
<td>[13]</td>
<td>MEMFAULTPENDED</td>
<td>MemManage exception pending bit, reads as 1 if exception is pending(^b)</td>
</tr>
<tr>
<td>[12]</td>
<td>USGFAULTPENDED</td>
<td>UsageFault exception pending bit, reads as 1 if exception is pending(^b)</td>
</tr>
<tr>
<td>[11]</td>
<td>SYSTICKACT</td>
<td>SysTick exception active bit, reads as 1 if exception is active(^c)</td>
</tr>
<tr>
<td>[10]</td>
<td>PENDSVACT</td>
<td>PendSV exception active bit, reads as 1 if exception is active</td>
</tr>
<tr>
<td>[9]</td>
<td></td>
<td>Reserved</td>
</tr>
<tr>
<td>[8]</td>
<td>MONITORACT</td>
<td>Debug monitor active bit, reads as 1 if Debug monitor is active</td>
</tr>
<tr>
<td>[7]</td>
<td>SVCALLACT</td>
<td>SVCall active bit, reads as 1 if SVC call is active</td>
</tr>
<tr>
<td>[6:4]</td>
<td></td>
<td>Reserved</td>
</tr>
<tr>
<td>[3]</td>
<td>USGFAULTACT</td>
<td>UsageFault exception active bit, reads as 1 if exception is active</td>
</tr>
</tbody>
</table>
If you disable a system handler and the corresponding fault occurs, the processor treats the fault as a hard fault.

You can write to this register to change the pending or active status of system exceptions. An OS kernel can write to the active bits to perform a context switch that changes the current exception type.

**Caution**

- Software that changes the value of an active bit in this register without correct adjustment to the stacked content can cause the processor to generate a fault exception. Ensure software that writes to this register retains and subsequently restores the current active status.
- After you have enabled the system handlers, if you have to change the value of a bit in this register you must use a read-modify-write procedure to ensure that you change only the required bit.

### 4.3.10 Configurable Fault Status Register

The CFSR indicates the cause of a MemManage fault, BusFault, or UsageFault. See the register summary in Table 4-12 on page 4-11 for its attributes. The bit assignments are:

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31]</td>
<td>31:16</td>
<td>Memory Management Fault Status Register</td>
</tr>
<tr>
<td>[15]</td>
<td>15:8</td>
<td>Bus Fault Status Register</td>
</tr>
<tr>
<td>[7]</td>
<td>7:0</td>
<td>Usage Fault Status Register</td>
</tr>
</tbody>
</table>

The following subsections describe the subregisters that make up the CFSR:

- [MemManage Fault Status Register on page 4-25](#)
- [BusFault Status Register on page 4-26](#)
- [UsageFault Status Register on page 4-28](#)

The CFSR is byte accessible. You can access the CFSR or its subregisters as follows:

- access the complete CFSR with a word access to 0xE000ED28
- access the MMFSR with a byte access to 0xE000ED28
- access the MMFSR and BFSR with a halfword access to 0xE000ED28
- access the BFSR with a byte access to 0xE000ED29
- access the UFSR with a halfword access to 0xE000ED2A.
### MemManage Fault Status Register

The flags in the MMFSR indicate the cause of memory access faults. The bit assignments are:

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[7]</td>
<td>MMARVALID</td>
<td><em>MemManage Fault Address Register (MMFAR)</em> valid flag:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = value in MMAR is not a valid fault address</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = MMAR holds a valid fault address.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>If a MemManage fault occurs and is escalated to a HardFault because of priority, the HardFault handler must set this bit to 0. This prevents problems on return to a stacked active MemManage fault handler whose MMAR value has been overwritten.</td>
</tr>
<tr>
<td>[6:5]</td>
<td>Reserved</td>
<td></td>
</tr>
<tr>
<td>[4]</td>
<td>MSTKERR</td>
<td>MemManage fault on stacking for exception entry:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = no stacking fault</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = stacking for an exception entry has caused one or more access violations.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>When this bit is 1, the SP is still adjusted but the values in the context area on the stack might be incorrect. The processor has not written a fault address to the MMAR.</td>
</tr>
<tr>
<td>[3]</td>
<td>MUNSTKERR</td>
<td>MemManage fault on unstacking for a return from exception:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = no unstacking fault</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = unstack for an exception return has caused one or more access violations.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>This fault is chained to the handler. This means that when this bit is 1, the original return stack is still present. The processor has not adjusted the SP from the failing return, and has not performed a new save. The processor has not written a fault address to the MMAR.</td>
</tr>
<tr>
<td>[2]</td>
<td>Reserved</td>
<td></td>
</tr>
<tr>
<td>[1]</td>
<td>DACCVIOL</td>
<td>Data access violation flag:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = no data access violation fault</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = the processor attempted a load or store at a location that does not permit the operation.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>When this bit is 1, the PC value stacked for the exception return points to the faulting instruction. The processor has loaded the MMAR with the address of the attempted access.</td>
</tr>
<tr>
<td>[0]</td>
<td>IACCVIOL</td>
<td>Instruction access violation flag:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = no instruction access violation fault</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = the processor attempted an instruction fetch from a location that does not permit execution.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>This fault occurs on any access to an XN region, even when the MPU is disabled or not present.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>When this bit is 1, the PC value stacked for the exception return points to the faulting instruction. The processor has not written a fault address to the MMAR.</td>
</tr>
</tbody>
</table>
BusFault Status Register

The flags in the BFSR indicate the cause of a bus access fault. The bit assignments are:

![10-bit register diagram]

Table 4-26 BFSR bit assignments

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[7]</td>
<td>BFARVALID</td>
<td>BusFault Address Register (BFAR) valid flag:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = value in BFAR is not a valid fault address</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = BFAR holds a valid fault address.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>The processor sets this bit to 1 after a BusFault where the address is known. Other faults can set this bit to 0, such as a MemManage fault occurring later. If a BusFault occurs and is escalated to a hard fault because of priority, the hard fault handler must set this bit to 0. This prevents problems if returning to a stacked active BusFault handler whose BFAR value has been overwritten.</td>
</tr>
<tr>
<td>[4]</td>
<td>STKERR</td>
<td>BusFault on stacking for exception entry:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = no stacking fault</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = stacking for an exception entry has caused one or more BusFaults.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>When the processor sets this bit to 1, the SP is still adjusted but the values in the context area on the stack might be incorrect. The processor does not write a fault address to the BFAR.</td>
</tr>
<tr>
<td>[3]</td>
<td>UNSTKERR</td>
<td>BusFault on unstacking for a return from exception:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = no unstacking fault</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = unstack for an exception return has caused one or more BusFaults.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>This fault is chained to the handler. This means that when the processor sets this bit to 1, the original return stack is still present. The processor does not adjust the SP from the failing return, does not performed a new save, and does not write a fault address to the BFAR.</td>
</tr>
</tbody>
</table>
**Table 4-26 BFSR bit assignments (continued)**

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[2]</td>
<td>IMPRECISERR</td>
<td>Imprecise data bus error:&lt;br&gt;0 = no imprecise data bus error&lt;br&gt;1 = a data bus error has occurred, but the return address in the stack frame is not related to the instruction that caused the error.&lt;br&gt;When the processor sets this bit to 1, it does not write a fault address to the BFAR.&lt;br&gt;This is an asynchronous fault. Therefore, if it is detected when the priority of the current process is higher than the BusFault priority, the BusFault becomes pending and becomes active only when the processor returns from all higher priority processes. If a precise fault occurs before the processor enters the handler for the imprecise BusFault, the handler detects both IMPRECISERR set to 1 and one of the precise fault status bits set to 1.</td>
</tr>
<tr>
<td>[1]</td>
<td>PRECISERR</td>
<td>Precise data bus error:&lt;br&gt;0 = no precise data bus error&lt;br&gt;1 = a data bus error has occurred, and the PC value stacked for the exception return points to the instruction that caused the fault.&lt;br&gt;When the processor sets this bit is 1, it writes the faulting address to the BFAR.</td>
</tr>
<tr>
<td>[0]</td>
<td>IBUSERR</td>
<td>Instruction bus error:&lt;br&gt;0 = no instruction bus error&lt;br&gt;1 = instruction bus error.&lt;br&gt;The processor detects the instruction bus error on prefetching an instruction, but it sets the IBUSERR flag to 1 only if it attempts to issue the faulting instruction.&lt;br&gt;When the processor sets this bit is 1, it does not write a fault address to the BFAR.</td>
</tr>
</tbody>
</table>
UsageFault Status Register

The UFSR indicates the cause of a UsageFault. The bit assignments are:

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[15:10]</td>
<td>Reserved</td>
<td>Reserved.</td>
</tr>
<tr>
<td>[9]</td>
<td>DIVBYZERO</td>
<td>Divide by zero UsageFault:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = no divide by zero fault, or divide by zero trapping not enabled</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = the processor has executed an SDIV or UDIV instruction with a divisor of 0.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>When the processor sets this bit to 1, the PC value stacked for the exception return points to the instruction that performed the divide by zero.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Enable trapping of divide by zero by setting the DIV_0_TRP bit in the CCR to 1, see Configuration and Control Register on page 4-19.</td>
</tr>
<tr>
<td>[8]</td>
<td>UNALIGNED</td>
<td>Unaligned access UsageFault:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = no unaligned access fault, or unaligned access trapping not enabled</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = the processor has made an unaligned memory access.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Enable trapping of unaligned accesses by setting the UNALIGN_TRP bit in the CCR to 1, see Configuration and Control Register on page 4-19.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Unaligned LDM, STM, LDRD, and STRD instructions always fault irrespective of the setting of UNALIGN_TRP.</td>
</tr>
<tr>
<td>[3]</td>
<td>NOCP</td>
<td>No coprocessor UsageFault. The processor does not support coprocessor instructions:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = no UsageFault caused by attempting to access a coprocessor</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = the processor has attempted to access a coprocessor.</td>
</tr>
</tbody>
</table>
The UFSR bits are sticky. This means as one or more fault occurs, the associated bits are set to 1. A bit that is set to 1 is cleared to 0 only by writing 1 to that bit, or by a reset.

### Table 4-27 UFSR bit assignments (continued)

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[2]</td>
<td>INVPC</td>
<td>Invalid PC load UsageFault, caused by an invalid PC load by EXC_Return:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = no invalid PC load UsageFault</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = the processor has attempted an illegal load of EXC_Return to the PC,</td>
</tr>
<tr>
<td></td>
<td></td>
<td>as a result of an invalid context, or an invalid EXC_Return value.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>When this bit is set to 1, the PC value stacked for the exception return</td>
</tr>
<tr>
<td></td>
<td></td>
<td>points to the instruction that tried to perform the illegal load of the</td>
</tr>
<tr>
<td></td>
<td></td>
<td>PC.</td>
</tr>
<tr>
<td>[1]</td>
<td>INVSTATE</td>
<td>Invalid state UsageFault:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = no invalid state UsageFault</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = the processor has attempted to execute an instruction that makes</td>
</tr>
<tr>
<td></td>
<td></td>
<td>illegal use of the EPSR.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>When this bit is set to 1, the PC value stacked for the exception return</td>
</tr>
<tr>
<td></td>
<td></td>
<td>points to the instruction that attempted the illegal use of the EPSR.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>This bit is not set to 1 if an undefined instruction uses the EPSR.</td>
</tr>
<tr>
<td>[0]</td>
<td>UNDEFINSTR</td>
<td>Undefined instruction UsageFault:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = no undefined instruction UsageFault</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = the processor has attempted to execute an undefined instruction.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>When this bit is set to 1, the PC value stacked for the exception return</td>
</tr>
<tr>
<td></td>
<td></td>
<td>points to the undefined instruction.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>An undefined instruction is an instruction that the processor cannot</td>
</tr>
<tr>
<td></td>
<td></td>
<td>decode.</td>
</tr>
</tbody>
</table>
4.3.11 HardFault Status Register

The HFSR gives information about events that activate the HardFault handler. See the register summary in Table 4-12 on page 4-11 for its attributes.

This register is read, write to clear. This means that bits in the register read normally, but writing 1 to any bit clears that bit to 0. The bit assignments are:

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

Table 4-28 HFSR bit assignments

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31]</td>
<td>DEBUGEVT</td>
<td>Reserved for Debug use. When writing to the register you must write 0 to this bit, otherwise behavior is Unpredictable.</td>
</tr>
<tr>
<td>[30]</td>
<td>FORCED</td>
<td>Indicates a forced hard fault, generated by escalation of a fault with configurable priority that cannot be handled, either because of priority or because it is disabled: 0 = no forced HardFault 1 = forced HardFault. When this bit is set to 1, the HardFault handler must read the other fault status registers to find the cause of the fault.</td>
</tr>
<tr>
<td>[29:2]</td>
<td>-</td>
<td>Reserved.</td>
</tr>
<tr>
<td>[1]</td>
<td>VECTTBL</td>
<td>Indicates a BusFault on a vector table read during exception processing: 0 = no BusFault on vector table read 1 = BusFault on vector table read. This error is always handled by the hard fault handler. When this bit is set to 1, the PC value stacked for the exception return points to the instruction that was preempted by the exception.</td>
</tr>
<tr>
<td>[0]</td>
<td>-</td>
<td>Reserved.</td>
</tr>
</tbody>
</table>

Note

The HFSR bits are sticky. This means as one or more fault occurs, the associated bits are set to 1. A bit that is set to 1 is cleared to 0 only by writing 1 to that bit, or by a reset.

4.3.12 MemManage Fault Address Register

The MMFAR contains the address of the location that generated a MemManage fault. See the register summary in Table 4-12 on page 4-11 for its attributes. The bit assignments are:

Table 4-29 MMFAR bit assignments

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:0]</td>
<td>ADDRESS</td>
<td>When the MMARVALID bit of the MMFSR is set to 1, this field holds the address of the location that generated the MemManage fault</td>
</tr>
</tbody>
</table>
When an unaligned access faults, the address is the actual address that faulted. Because a single read or write instruction can be split into multiple aligned accesses, the fault address can be any address in the range of the requested access size.

Flags in the MMFSR indicate the cause of the fault, and whether the value in the MMFAR is valid. See *MemManage Fault Status Register on page 4-25.*

### 4.3.13 BusFault Address Register

The BFAR contains the address of the location that generated a BusFault. See the register summary in Table 4-12 on page 4-11 for its attributes. The bit assignments are:

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:0]</td>
<td>ADDRESS</td>
<td>When the BFARVALID bit of the BFSR is set to 1, this field holds the address of the location that generated the BusFault</td>
</tr>
</tbody>
</table>

When an unaligned access faults the address in the BFAR is the one requested by the instruction, even if it is not the address of the fault.

Flags in the BFSR indicate the cause of the fault, and whether the value in the BFAR is valid. See *BusFault Status Register on page 4-26.*

### 4.3.14 Auxiliary Fault Status Register

The AFSR contains additional system fault information. See the register summary in Table 4-12 on page 4-11 for its attributes.

This register is read, write to clear. This means that bits in the register read normally, but writing 1 to any bit clears that bit to 0.

The bit assignments are:

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:0]</td>
<td>IMPDEF</td>
<td>Implementation defined. The bits map to the AUXFAULT input signals.</td>
</tr>
</tbody>
</table>

Each AFSR bit maps directly to an AUXFAULT input of the processor, and a single-cycle HIGH signal on the input sets the corresponding AFSR bit to one. It remains set to 1 until you write 1 to the bit to clear it to zero. See your vendor documentation for more information.

When an AFSR bit is latched as one, an exception does not occur. Use an interrupt if an exception is required.

### 4.3.15 System control block usage hints and tips

Ensure software uses aligned accesses of the correct size to access the system control block registers:

- except for the CFSR and SHPR1-SHPR3, it must use aligned word accesses
- for the CFSR and SHPR1-SHPR3 it can use byte or aligned halfword or word accesses.

The processor does not support unaligned accesses to system control block registers.
In a fault handler, to determine the true faulting address:

1. Read and save the MMFAR or BFAR value.

2. Read the MMARVALID bit in the MMFSR, or the BFARVALID bit in the BFSR. The MMFAR or BFAR address is valid only if this bit is 1.

Software must follow this sequence because another higher priority exception might change the MMFAR or BFAR value. For example, if a higher priority handler preempts the current fault handler, the other fault might change the MMFAR or BFAR value.
4.4 System timer, SysTick

The processor has a 24-bit system timer, SysTick, that counts down from the reload value to zero, reloads, that is wraps to, the value in the SYST_RVR register on the next clock edge, then counts down on subsequent clocks.

Note

When the processor is halted for debugging the counter does not decrement.

The system timer registers are:

<table>
<thead>
<tr>
<th>Address</th>
<th>Name</th>
<th>Type</th>
<th>Required privilege</th>
<th>Reset value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xE000E010</td>
<td>SYST_CSR</td>
<td>RW</td>
<td>Privileged</td>
<td>a</td>
<td>SysTick Control and Status Register</td>
</tr>
<tr>
<td>0xE000E014</td>
<td>SYST_RVR</td>
<td>RW</td>
<td>Privileged</td>
<td>UNKNOWN</td>
<td>SysTick Reload Value Register on page 4-34</td>
</tr>
<tr>
<td>0xE000E018</td>
<td>SYST_CVR</td>
<td>RW</td>
<td>Privileged</td>
<td>UNKNOWN</td>
<td>SysTick Current Value Register on page 4-35</td>
</tr>
<tr>
<td>0xE000E01C</td>
<td>SYST_CALIB</td>
<td>RO</td>
<td>Privileged</td>
<td>a</td>
<td>SysTick Calibration Value Register on page 4-35</td>
</tr>
</tbody>
</table>

a. See the register description for more information.

4.4.1 SysTick Control and Status Register

The SysTick SYST_CSR register enables the SysTick features. The register resets to 0x00000000, or to 0x00000004 if your device does not implement a reference clock. See the register summary in Table 4-32 for its attributes. The bit assignments are:

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:17]</td>
<td>-</td>
<td>Reserved.</td>
</tr>
<tr>
<td>[16]</td>
<td>COUNTFLAG</td>
<td>Returns 1 if timer counted to 0 since last time this was read.</td>
</tr>
<tr>
<td>[15:3]</td>
<td>-</td>
<td>Reserved.</td>
</tr>
</tbody>
</table>
When ENABLE is set to 1, the counter loads the RELOAD value from the SYST_RVR register and then counts down. On reaching 0, it sets the COUNTFLAG to 1 and optionally asserts the SysTick depending on the value of TICKINT. It then loads the RELOAD value again, and begins counting.

4.4.2 SysTick Reload Value Register

The SYST_RVR register specifies the start value to load into the SYST_CVR register. See the register summary in Table 4-32 on page 4-33 for its attributes. The bit assignments are:

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[23:0]</td>
<td>RELOAD</td>
<td>Value to load into the SYST_CVR register when the counter is enabled and when it reaches 0, see Calculating the RELOAD value.</td>
</tr>
</tbody>
</table>

Calculating the RELOAD value

The RELOAD value can be any value in the range 0x00000001-0xFFFFFFFF. A start value of 0 is possible, but has no effect because the SysTick exception request and COUNTFLAG are activated when counting from 1 to 0.

The RELOAD value is calculated according to its use. For example, to generate a multi-shot timer with a period of N processor clock cycles, use a RELOAD value of N-1. If the SysTick interrupt is required every 100 clock pulses, set RELOAD to 99.
4.4.3 SysTick Current Value Register

The SYST_CVR register contains the current value of the SysTick counter. See the register summary in Table 4-32 on page 4-33 for its attributes. The bit assignments are:

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[23:0]</td>
<td>CURRENT</td>
<td>Reads return the current value of the SysTick counter. A write of any value clears the field to 0, and also clears the SYST_CSR COUNTFLAG bit to 0.</td>
</tr>
</tbody>
</table>

Table 4-35 SYST_CVR register bit assignments

4.4.4 SysTick Calibration Value Register

The SYST_CALIB register indicates the SysTick calibration properties. See the register summary in Table 4-32 on page 4-33 for its attributes. The reset value of this register is implementation-defined. See the documentation supplied by your device vendor for more information about the meaning of the SYST_CALIB field values. The bit assignments are:

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31]</td>
<td>NOREF</td>
<td>Indicates whether the device provides a reference clock to the processor:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = reference clock provided</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = no reference clock provided</td>
</tr>
<tr>
<td></td>
<td></td>
<td>If your device does not provide a reference clock, the SYST_CSR.CLKSOURCE bit reads-as-one and ignores writes.</td>
</tr>
<tr>
<td>[30]</td>
<td>SKEW</td>
<td>Indicates whether the TENMS value is exact:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = TENMS value is exact</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = TENMS value is inexact, or not given.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>An inexact TENMS value can affect the suitability of SysTick as a software real time clock.</td>
</tr>
<tr>
<td>[23:0]</td>
<td>TENMS</td>
<td>Reload value for 10ms (100Hz) timing, subject to system clock skew errors. If the value reads as zero, the calibration value is not known.</td>
</tr>
</tbody>
</table>

Table 4-36 SYST_CALIB register bit assignments

If calibration information is not known, calculate the calibration value required from the frequency of the processor clock or external clock.
4.4.5 SysTick usage hints and tips

Some implementations stop all the processor clock signals during deep sleep mode. If this happens, the SysTick counter stops.

Ensure software uses aligned word accesses to access the SysTick registers.

The SysTick counter reload and current value are not initialized by hardware. This means the correct initialization sequence for the SysTick counter is:
1. Program reload value.
2. Clear current value.
3. Program Control and Status register.
4.5 Optional Memory Protection Unit

This section describes the optional Memory Protection Unit (MPU).

The MPU divides the memory map into a number of regions, and defines the location, size, access permissions, and memory attributes of each region. It supports:

- independent attribute settings for each region
- overlapping regions
- export of memory attributes to the system.

The memory attributes affect the behavior of memory accesses to the region. The Cortex-M3 MPU defines:

- eight separate memory regions, 0-7
- a background region.

When memory regions overlap, a memory access is affected by the attributes of the region with the highest number. For example, the attributes for region 7 take precedence over the attributes of any region that overlaps region 7.

The background region has the same memory access attributes as the default memory map, but is accessible from privileged software only.

The Cortex-M3 MPU memory map is unified. This means instruction accesses and data accesses have same region settings.

If a program accesses a memory location that is prohibited by the MPU, the processor generates a MemManage fault. This causes a fault exception, and might cause termination of the process in an OS environment. In an OS environment, the kernel can update the MPU region setting dynamically based on the process to be executed. Typically, an embedded OS uses the MPU for memory protection.

Configuration of MPU regions is based on memory types, see Memory regions, types and attributes on page 2-12.

Table 4-37 shows the possible MPU region attributes. These include Shareability and cache behavior attributes are not relevant to most microcontroller implementations. See MPU configuration for a microcontroller on page 4-47 and your vendor documentation for programming guidelines if implemented.

<table>
<thead>
<tr>
<th>Memory type</th>
<th>Shareability</th>
<th>Other attributes</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Strongly- ordered</td>
<td>-</td>
<td>-</td>
<td>All accesses to Strongly-ordered memory occur in program order. All Strongly-ordered regions are assumed to be shared.</td>
</tr>
<tr>
<td>Device</td>
<td>Shared</td>
<td>-</td>
<td>Memory-mapped peripherals that several processors share.</td>
</tr>
<tr>
<td></td>
<td>Non-shared</td>
<td>-</td>
<td>Memory-mapped peripherals that only a single processor uses.</td>
</tr>
<tr>
<td>Normal</td>
<td>Shared</td>
<td>Non-cacheable, Write-through, Cacheable, Write-back Cacheable</td>
<td>Normal memory that is shared between several processors.</td>
</tr>
<tr>
<td></td>
<td>Non-shared</td>
<td>Non-cacheable, Write-through, Cacheable, Write-back Cacheable</td>
<td>Normal memory that only a single processor uses.</td>
</tr>
</tbody>
</table>
Use the MPU registers to define the MPU regions and their attributes. The MPU registers are:

### Table 4-38 MPU registers summary

<table>
<thead>
<tr>
<th>Address</th>
<th>Name</th>
<th>Type</th>
<th>Required privilege</th>
<th>Reset value</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>0xE000ED90</td>
<td>MPU_TYPE</td>
<td>RO</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>MPU Type Register</td>
</tr>
<tr>
<td>0xE000ED94</td>
<td>MPU_CTRL</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>MPU Control Register on page 4-39</td>
</tr>
<tr>
<td>0xE000ED98</td>
<td>MPU_RNR</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>MPU Region Number Register on page 4-40</td>
</tr>
<tr>
<td>0xE000ED9C</td>
<td>MPU_RBAR</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>MPU Region Base Address Register on page 4-40</td>
</tr>
<tr>
<td>0xE000EDA0</td>
<td>MPU_RASR</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>MPU Region Attribute and Size Register on page 4-41</td>
</tr>
<tr>
<td>0xE000EDA4</td>
<td>MPU_RBAR_A1</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>Alias of RBAR, see MPU Region Base Address Register on page 4-40</td>
</tr>
<tr>
<td>0xE000EDA8</td>
<td>MPU_RASR_A1</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>Alias of RASR, see MPU Region Attribute and Size Register on page 4-41</td>
</tr>
<tr>
<td>0xE000EDAC</td>
<td>MPU_RBAR_A2</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>Alias of RBAR, see MPU Region Base Address Register on page 4-40</td>
</tr>
<tr>
<td>0xE000EDB0</td>
<td>MPU_RASR_A2</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>Alias of RASR, see MPU Region Attribute and Size Register on page 4-41</td>
</tr>
<tr>
<td>0xE000EDB4</td>
<td>MPU_RBAR_A3</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>Alias of RBAR, see MPU Region Base Address Register on page 4-40</td>
</tr>
<tr>
<td>0xE000EDB8</td>
<td>MPU_RASR_A3</td>
<td>RW</td>
<td>Privileged</td>
<td>0x00000000</td>
<td>Alias of RASR, see MPU Region Attribute and Size Register on page 4-41</td>
</tr>
</tbody>
</table>

#### 4.5.1 MPU Type Register

The MPU_TYPE register indicates whether the MPU is present, and if so, how many regions it supports. See the register summary in Table 4-38 for its attributes. The bit assignments are:

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[23:16]</td>
<td>IREGION</td>
<td>Indicates the number of supported MPU instruction regions. Always contains 0x00. The MPU memory map is unified and is described by the DREGION field.</td>
</tr>
<tr>
<td>[15:8]</td>
<td>DREGION</td>
<td>Indicates the number of supported MPU data regions: 0x08 = eight MPU regions.</td>
</tr>
<tr>
<td>[7:1]</td>
<td>-</td>
<td>Reserved.</td>
</tr>
<tr>
<td>[0]</td>
<td>SEPARATE</td>
<td>Indicates support for unified or separate instruction and date memory maps: 0 = unified.</td>
</tr>
</tbody>
</table>
4.5.2 MPU Control Register

The MPU_CTRL register enables:

- the MPU
- the default memory map background region
- the use of the MPU when in the hard fault, Non-maskable Interrupt (NMI), and FAULTMASK escalated handlers.

See the register summary in Table 4-38 on page 4-38 for the MPU_CTRL attributes. The bit assignments are:

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:3]</td>
<td>-</td>
<td>Reserved.</td>
</tr>
<tr>
<td>[2]</td>
<td>PRIVDEFENA</td>
<td>Enables privileged software access to the default memory map:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = If the MPU is enabled, disables use of the default memory map. Any memory access to a location not covered by any enabled region causes a fault.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = If the MPU is enabled, enables use of the default memory map as a background region for privileged software accesses.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>When enabled, the background region acts as if it is region number -1. Any region that is defined and enabled has priority over this default map.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>If the MPU is disabled, the processor ignores this bit.</td>
</tr>
<tr>
<td>[1]</td>
<td>HFNMIENA</td>
<td>Enables the operation of MPU during hard fault, NMI, and FAULTMASK handlers.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>When the MPU is enabled:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = MPU is disabled during hard fault, NMI, and FAULTMASK handlers, regardless of the value of the ENABLE bit</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = the MPU is enabled during hard fault, NMI, and FAULTMASK handlers.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>When the MPU is disabled, if this bit is set to 1 the behavior is Unpredictable.</td>
</tr>
<tr>
<td>[0]</td>
<td>ENABLE</td>
<td>Enables the MPU:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = MPU disabled</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = MPU enabled.</td>
</tr>
</tbody>
</table>

When ENABLE and PRIVDEFENA are both set to 1:

- For privileged accesses, the default memory map is as described in Memory model on page 2-12. Any access by privileged software that does not address an enabled memory region behaves as defined by the default memory map.
- Any access by unprivileged software that does not address an enabled memory region causes a MemManage fault.

XN and Strongly-ordered rules always apply to the System Control Space regardless of the value of the ENABLE bit.
When the ENABLE bit is set to 1, at least one region of the memory map must be enabled for the system to function unless the PRIVDEFENA bit is set to 1. If the PRIVDEFENA bit is set to 1 and no regions are enabled, then only privileged software can operate.

When the ENABLE bit is set to 0, the system uses the default memory map. This has the same memory attributes as if the MPU is not implemented, see Table 2-11 on page 2-14. The default memory map applies to accesses from both privileged and unprivileged software.

When the MPU is enabled, accesses to the System Control Space and vector table are always permitted. Other areas are accessible based on regions and whether PRIVDEFENA is set to 1.

Unless HFNMIENA is set to 1, the MPU is not enabled when the processor is executing the handler for an exception with priority –1 or –2. These priorities are only possible when handling a hard fault or NMI exception, or when FAULTMASK is enabled. Setting the HFNMIENA bit to 1 enables the MPU when operating with these two priorities.

### 4.5.3 MPU Region Number Register

The MPU_RNR selects which memory region is referenced by the MPU_RBAR and MPU_RASR registers. See the register summary in Table 4-38 on page 4-38 for its attributes. The bit assignments are:

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:8]</td>
<td>Reserved.</td>
<td></td>
</tr>
<tr>
<td>[7:0]</td>
<td>REGION</td>
<td>Indicates the MPU region referenced by the MPU_RBAR and MPU_RASR registers. The MPU supports 8 memory regions, so the permitted values of this field are 0-7.</td>
</tr>
</tbody>
</table>

Normally, you write the required region number to this register before accessing the MPU_RBAR or MPU_RASR. However you can change the region number by writing to the MPU RBAR with the VALID bit set to 1, see *MPU Region Base Address Register*. This write updates the value of the REGION field.

### 4.5.4 MPU Region Base Address Register

The MPU_RBAR defines the base address of the MPU region selected by the MPU_RNR, and can update the value of the MPU_RNR. See the register summary in Table 4-38 on page 4-38 for its attributes.
Write MPU_RBAR with the VALID bit set to 1 to change the current region number and update the MPU_RNR. The bit assignments are:

![Bit assignments](image)

If the region size is 32B, the ADDR field is bits [31:5] and there is no Reserved field.

### Table 4-42 MPU_RBAR bit assignments

<table>
<thead>
<tr>
<th>Bits</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:N]</td>
<td>ADDR</td>
<td>Region base address field. The value of N depends on the region size. For more information see The ADDR field.</td>
</tr>
<tr>
<td>[4]</td>
<td>VALID</td>
<td>MPU Region Number valid bit: Write: 0 = MPU_RNR not changed, and the processor: • updates the base address for the region specified in the MPU_RNR • ignores the value of the REGION field 1 = the processor: • updates the value of the MPU_RNR to the value of the REGION field • updates the base address for the region specified in the REGION field. Always reads as zero.</td>
</tr>
<tr>
<td>[3:0]</td>
<td>REGION</td>
<td>MPU region field: For the behavior on writes, see the description of the VALID field. On reads, returns the current region number, as specified by the RNR.</td>
</tr>
</tbody>
</table>

**The ADDR field**

The ADDR field is bits[31:N] of the MPU_RBAR. The region size, as specified by the SIZE field in the MPU_RASR, defines the value of N:

\[
N = \log_2(\text{Region size in bytes}),
\]

If the region size is configured to 4GB, in the MPU_RASR, there is no valid ADDR field. In this case, the region occupies the complete memory map, and the base address is 0x00000000.

The base address is aligned to the size of the region. For example, a 64KB region must be aligned on a multiple of 64KB, for example, at 0x00010000 or 0x00020000.

### 4.5.5 MPU Region Attribute and Size Register

The MPU_RASR defines the region size and memory attributes of the MPU region specified by the MPU_RNR, and enables that region and any subregions. See the register summary in Table 4-38 on page 4-38 for its attributes.

MPU_RASR is accessible using word or halfword accesses:

- the most significant halfword holds the region attributes
- the least significant halfword holds the region size and the region and subregion enable bits.
The bit assignments are:

<table>
<thead>
<tr>
<th>Bit Field</th>
<th>Name</th>
<th>Function</th>
</tr>
</thead>
<tbody>
<tr>
<td>[31:29]</td>
<td>-</td>
<td>Reserved.</td>
</tr>
<tr>
<td>[28]</td>
<td>XN</td>
<td>Instruction access disable bit:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = instruction fetches enabled</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = instruction fetches disabled</td>
</tr>
<tr>
<td>[27]</td>
<td>-</td>
<td>Reserved.</td>
</tr>
<tr>
<td>[26:24]</td>
<td>AP</td>
<td>Access permission field, see Table 4-47 on page 4-44.</td>
</tr>
<tr>
<td>[21:19, 17, 16]</td>
<td>TEX, C, B</td>
<td>Memory access attributes, see Table 4-45 on page 4-43.</td>
</tr>
<tr>
<td>[18]</td>
<td>S</td>
<td>Shareable bit, see Table 4-45 on page 4-43.</td>
</tr>
<tr>
<td>[15:8]</td>
<td>SRD</td>
<td>Subregion disable bits. For each bit in this field:</td>
</tr>
<tr>
<td></td>
<td></td>
<td>0 = corresponding sub-region is enabled</td>
</tr>
<tr>
<td></td>
<td></td>
<td>1 = corresponding sub-region is disabled</td>
</tr>
<tr>
<td></td>
<td></td>
<td>See Subregions on page 4-46 for more information.</td>
</tr>
<tr>
<td></td>
<td></td>
<td>Region sizes of 128 bytes and less do not support subregions. When writing the attributes for such a region, write the SRD field as 0x00.</td>
</tr>
<tr>
<td>[5:1]</td>
<td>SIZE</td>
<td>Specifies the size of the MPU protection region. The minimum permitted value is 3 (0b00010), see SIZE field values for more information.</td>
</tr>
<tr>
<td>[0]</td>
<td>ENABLE</td>
<td>Region enable bit.</td>
</tr>
</tbody>
</table>

For information about access permission, see MPU access permission attributes on page 4-43.

**SIZE field values**

The SIZE field defines the size of the MPU memory region specified by the RNR. as follows:

\[(\text{Region size in bytes}) = 2^{(\text{SIZE}+1)}\]
The smallest permitted region size is 32B, corresponding to a SIZE value of 4. Table 4-44 gives example SIZE values, with the corresponding region size and value of \( N \) in the MPU_RBAR.

Table 4-44 Example SIZE field values

<table>
<thead>
<tr>
<th>SIZE value</th>
<th>Region size</th>
<th>Value of ( N )</th>
<th>Note</th>
</tr>
</thead>
<tbody>
<tr>
<td>0b00100 (4)</td>
<td>32B</td>
<td>5</td>
<td>Minimum permitted size</td>
</tr>
<tr>
<td>0b01001 (9)</td>
<td>1KB</td>
<td>10</td>
<td>-</td>
</tr>
<tr>
<td>0b10011 (19)</td>
<td>1MB</td>
<td>20</td>
<td>-</td>
</tr>
<tr>
<td>0b11101 (29)</td>
<td>1GB</td>
<td>30</td>
<td>-</td>
</tr>
<tr>
<td>0b11111 (31)</td>
<td>4GB</td>
<td>32</td>
<td>Maximum possible size</td>
</tr>
</tbody>
</table>

Note: In the MPU_RBAR, see MPU Region Base Address Register on page 4-40.

4.5.6 MPU access permission attributes

This section describes the MPU access permission attributes. The access permission bits, TEX, C, B, S, AP, and XN, of the RASR, control access to the corresponding memory region. If an access is made to an area of memory without the required permissions, then the MPU generates a permission fault. Table 4-45 shows encodings for the TEX, C, B, and S access permission bits.

Table 4-45 TEX, C, B, and S encoding

<table>
<thead>
<tr>
<th>TEX</th>
<th>C</th>
<th>B</th>
<th>S</th>
<th>Memory type</th>
<th>Shareability</th>
<th>Other attributes</th>
</tr>
</thead>
<tbody>
<tr>
<td>0b000</td>
<td>0</td>
<td>0</td>
<td>xa</td>
<td>Strongly-ordered</td>
<td>Shareable</td>
<td>-</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>xa</td>
<td></td>
<td>Device</td>
<td>Shareable</td>
<td>-</td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>0</td>
<td>Normal</td>
<td>Not shareable</td>
<td>Outer and inner write-through. No write allocate.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1</td>
<td></td>
<td>Shareable</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>0</td>
<td>Normal</td>
<td>Not shareable</td>
<td>Outer and inner write-back. No write allocate.</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1</td>
<td></td>
<td>Shareable</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0b001</td>
<td>0</td>
<td>0</td>
<td>0</td>
<td>Normal</td>
<td>Not shareable</td>
<td>Outer and inner noncacheable.</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td></td>
<td>Shareable</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>xa</td>
<td></td>
<td>Reserved encoding</td>
<td></td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>xa</td>
<td>Implementation defined attributes</td>
<td>-</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>0</td>
<td>Normal</td>
<td>Not shareable</td>
<td>Outer and inner write-back. Write and read allocate.</td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>Shareable</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>0b010</td>
<td>0</td>
<td>0</td>
<td>xa</td>
<td>Device</td>
<td>Not shareable</td>
<td>Nonshared Device.</td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>xa</td>
<td></td>
<td>Reserved encoding</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td></td>
<td>1</td>
<td>xa</td>
<td>xa</td>
<td>Reserved encoding</td>
<td>-</td>
<td></td>
</tr>
<tr>
<td>0b188</td>
<td>A</td>
<td>A</td>
<td>0</td>
<td>Normal</td>
<td>Not shareable</td>
<td>Cached memory, BB = outer policy, AA = inner policy.</td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td>1</td>
<td>Shareable</td>
<td></td>
<td>See Table 4-46 on page 4-44 for the encoding of the AA and BB bits.</td>
</tr>
</tbody>
</table>

Note: The MPU ignores the value of this bit.
Table 4-46 shows the cache policy for memory attribute encodings with a TEX value is in the range 4-7.

<table>
<thead>
<tr>
<th>Encoding, AA or BB</th>
<th>Corresponding cache policy</th>
</tr>
</thead>
<tbody>
<tr>
<td>0b00</td>
<td>Non-cacheable</td>
</tr>
<tr>
<td>0b01</td>
<td>Write back, write and read allocate</td>
</tr>
<tr>
<td>0b10</td>
<td>Write through, no write allocate</td>
</tr>
<tr>
<td>0b11</td>
<td>Write back, no write allocate</td>
</tr>
</tbody>
</table>

Table 4-47 shows the AP encodings that define the access permissions for privileged and unprivileged software.

<table>
<thead>
<tr>
<th>AP[2:0]</th>
<th>Privileged permissions</th>
<th>Unprivileged permissions</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>000</td>
<td>No access</td>
<td>No access</td>
<td>All accesses generate a permission fault</td>
</tr>
<tr>
<td>001</td>
<td>RW</td>
<td>No access</td>
<td>Access from privileged software only</td>
</tr>
<tr>
<td>010</td>
<td>RW</td>
<td>RO</td>
<td>Writes by unprivileged software generate a permission fault</td>
</tr>
<tr>
<td>011</td>
<td>RW</td>
<td>RW</td>
<td>Full access</td>
</tr>
<tr>
<td>100</td>
<td>Unpredictable</td>
<td>Unpredictable</td>
<td>Reserved</td>
</tr>
<tr>
<td>101</td>
<td>RO</td>
<td>No access</td>
<td>Reads by privileged software only</td>
</tr>
<tr>
<td>110</td>
<td>RO</td>
<td>RO</td>
<td>Read only, by privileged or unprivileged software</td>
</tr>
<tr>
<td>111</td>
<td>RO</td>
<td>RO</td>
<td>Read only, by privileged or unprivileged software</td>
</tr>
</tbody>
</table>

4.5.7 MPU mismatch

When an access violates the MPU permissions, the processor generates a MemManage fault, see Exceptions and interrupts on page 2-10. The MMFSR indicates the cause of the fault. See MemManage Fault Status Register on page 4-25 for more information.

4.5.8 Updating an MPU region

To update the attributes for an MPU region, update the MPU_RNR, MPU_RBAR and MPU_RASR registers. You can program each register separately, or use a multiple-word write to program all of these registers. You can use the MPU_RBAR and MPU_RASR aliases to program up to four regions simultaneously using an STM instruction.

**Updating an MPU region using separate words**

Simple code to configure one region:

```plaintext
; R1 = region number
; R2 = size/enable
; R3 = attributes
; R4 = address
LDR R0,,=MPU_RNR        ; 0xE000ED98, MPU region number register
```
Disable a region before writing new region settings to the MPU if you have previously enabled the region being changed. For example:

```assembly
; R1 = region number
; R2 = size/enable
; R3 = attributes
; R4 = address
LDR R0, =MPU_RNR ; 0xE000ED98, MPU region number register
STR R1, [R0, #0x0] ; Region Number
BIC R2, R2, #1 ; Disable
STRH R2, [R0, #0x8] ; Region Size and Enable
STR R4, [R0, #0x4] ; Region Base Address
STRH R3, [R0, #0xA] ; Region Attribute
ORR R2, #1 ; Enable
STRH R2, [R0, #0x8] ; Region Size and Enable
```

Software must use memory barrier instructions:

- before MPU setup if there might be outstanding memory transfers, such as buffered writes, that might be affected by the change in MPU settings
- after MPU setup if it includes memory transfers that must use the new MPU settings.

However, memory barrier instructions are not required if the MPU setup process starts by entering an exception handler, or is followed by an exception return, because the exception entry and exception return mechanism cause memory barrier behavior.

Software does not require any memory barrier instructions during MPU setup, because it accesses the MPU through the PPB, which is a Strongly-Ordered memory region.

For example, if you want all of the memory access behavior to take effect immediately after the programming sequence, use a DSB instruction and an ISB instruction. A DSB is required after changing MPU settings, such as at the end of context switch. An ISB is required if the code that programs the MPU region or regions is entered using a branch or call. If the programming sequence is entered using a return from exception, or by taking an exception, then you do not require an ISB.

### Updating an MPU region using multi-word writes

You can program directly using multi-word writes, depending on how the information is divided. Consider the following reprogramming:

```assembly
; R1 = region number
; R2 = address
; R3 = size, attributes in one
LDR R0, =MPU_RNR ; 0xE000ED98, MPU region number register
STR R1, [R0, #0x0] ; Region Number
STR R2, [R0, #0x4] ; Region Base Address
STR R3, [R0, #0x8] ; Region Attribute, Size and Enable
```

Use an STM instruction to optimize this:

```assembly
; R1 = region number
; R2 = address
; R3 = size, attributes in one
LDR R0, =MPU_RNR ; 0xE000ED98, MPU region number register
STM R0, {R1-R3} ; Region Number, address, attribute, size and enable
```
You can do this in two words for pre-packed information. This means that the MPU_RBAR contains the required region number and had the VALID bit set to 1, see *MPU Region Base Address Register on page 4-40*. Use this when the data is statically packed, for example in a boot loader:

```asm
; R1 = address and region number in one
; R2 = size and attributes in one
LDR R0, =MPU_RBAR ; 0xE000ED9C, MPU Region Base register
STR R1, [R0, #0x0] ; Region base address and
                    ; region number combined with VALID (bit 4) set to 1
STR R2, [R0, #0x4] ; Region Attribute, Size and Enable
```

### Subregions

Regions of 256 bytes or more are divided into eight equal-sized subregions. Set the corresponding bit in the SRD field of the MPU_RASR to disable a subregion, see *MPU Region Attribute and Size Register on page 4-41*. The least significant bit of SRD controls the first subregion, and the most significant bit controls the last subregion. Disabling a subregion means another region overlapping the disabled range matches instead. If no other enabled region overlaps the disabled subregion the MPU issues a fault.

Regions of 32, 64, and 128 bytes do not support subregions. With regions of these sizes, you must set the SRD field to 0x00, otherwise the MPU behavior is Unpredictable.

#### Example of SRD use

Two regions with the same base address overlap. Region one is 128KB, and region two is 512KB. To ensure the attributes from region one apply to the first 128KB region, set the SRD field for region two to 0b00000011 to disable the first two subregions, as the figure shows.

### 4.5.9 MPU usage hints and tips

To avoid unexpected behavior, disable the interrupts before updating the attributes of a region that the interrupt handlers might access.

Ensure software uses aligned accesses of the correct size to access MPU registers:
- except for the MPU_RASR, it must use aligned word accesses
- for the MPU_RASR it can use byte or aligned halfword or word accesses.

The processor does not support unaligned accesses to MPU registers.

When setting up the MPU, and if the MPU has previously been programmed, disable unused regions to prevent any previous region settings from affecting the new MPU setup.
 MPU configuration for a microcontroller

Usually, a microcontroller system has only a single processor and no caches. In such a system, program the MPU as follows:

<table>
<thead>
<tr>
<th>Memory region</th>
<th>TEX</th>
<th>C</th>
<th>B</th>
<th>S</th>
<th>Memory type and attributes</th>
</tr>
</thead>
<tbody>
<tr>
<td>Flash memory</td>
<td>0b00</td>
<td>1</td>
<td>0</td>
<td>0</td>
<td>Normal memory, Non-shareable, write-through</td>
</tr>
<tr>
<td>Internal SRAM</td>
<td>0b00</td>
<td>1</td>
<td>0</td>
<td>1</td>
<td>Normal memory, Shareable, write-through</td>
</tr>
<tr>
<td>External SRAM</td>
<td>0b00</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>Normal memory, Shareable, write-back, write-allocate</td>
</tr>
<tr>
<td>Peripherals</td>
<td>0b00</td>
<td>0</td>
<td>1</td>
<td>1</td>
<td>Device memory, Shareable</td>
</tr>
</tbody>
</table>

In most microcontroller implementations, the shareability and cache policy attributes do not affect the system behavior. However, using these settings for the MPU regions can make the application code more portable. The values given are for typical situations. In special systems, such as multiprocessor designs or designs with a separate DMA engine, the shareability attribute might be important. In these cases see the recommendations of the memory device manufacturer.
Appendix A

Cortex-M3 Options

The configuration options for a Cortex-M3 processor implementation are determined by the device manufacturer. This appendix describes what the configuration options are and the affect these have on this book. It contains the following section:

## A.1 Cortex-M3 implementation options

Table A-1 shows the Cortex-M3 implementation options.

<table>
<thead>
<tr>
<th>Option</th>
<th>Description, and affected documentation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Inclusion of MPU</td>
<td>The implementer decides whether to include the MPU. See the <em>Optional Memory Protection Unit</em> on page 4-37.</td>
</tr>
<tr>
<td>Number of interrupts</td>
<td>The implementer decides how many interrupts the Cortex-M3 implementation supports. In the range 1-240. This affects:</td>
</tr>
<tr>
<td></td>
<td>The range of IRQ values in Table 2-5 on page 2-6.</td>
</tr>
<tr>
<td></td>
<td>Entries in the last row of Table 2-16 on page 2-22, particularly if only one interrupt is implemented.</td>
</tr>
<tr>
<td></td>
<td>The maximum interrupt number, and associated information where appropriate, in:</td>
</tr>
<tr>
<td></td>
<td>• <em>Exception handlers</em> on page 2-23</td>
</tr>
<tr>
<td></td>
<td>• Figure 2-2 on page 2-24</td>
</tr>
<tr>
<td></td>
<td>• <em>Nested Vectored Interrupt Controller</em> on page 4-3.</td>
</tr>
<tr>
<td></td>
<td>The number of implemented <em>Nested Vectored Interrupt Controller</em> (NVIC) registers in:</td>
</tr>
<tr>
<td></td>
<td>• Table 4-2 on page 4-3</td>
</tr>
<tr>
<td></td>
<td>• The appropriate register descriptions in sections <em>Interrupt Set-enable Registers</em> on page 4-4 to</td>
</tr>
<tr>
<td></td>
<td>• <em>Interrupt Priority Registers</em> on page 4-7.</td>
</tr>
<tr>
<td></td>
<td><em>Vector Table Offset Register</em> on page 4-16, including the figure and Table 4-16 on page 4-16. See the</td>
</tr>
<tr>
<td></td>
<td>configuration information in the section for guidance on the required configuration.</td>
</tr>
<tr>
<td>Number of priority bits</td>
<td>The implementer decides how many priority bits are implemented in priority value fields, in the range 3-8. This affects The maximum priority level value in <em>Nested Vectored Interrupt Controller</em> on page 4-3.</td>
</tr>
<tr>
<td>Inclusion of the WIC</td>
<td>The implementer decides whether to include the <em>Wakeup interrupt Controller</em> (WIC), see <em>The optional</em></td>
</tr>
<tr>
<td>Sleep mode power-saving</td>
<td><em>Wakeup Interrupt Controller</em> on page 2-32.</td>
</tr>
<tr>
<td>Register reset values</td>
<td>The implementer decides whether all registers in the register bank can be reset. This affects the reset</td>
</tr>
<tr>
<td>Endianness</td>
<td>values, see Table 2-2 on page 2-3.</td>
</tr>
<tr>
<td>Memory features</td>
<td>Some features of the memory system are implementation-specific. This means that the <em>Memory model</em> on page 2-12 cannot completely describe the memory map for a specific Cortex-M3 implementation.</td>
</tr>
<tr>
<td>Bit-banding</td>
<td>The implementer decides whether bit-banding is implemented., see <em>Optional bit-banding</em> on page 2-16 and</td>
</tr>
<tr>
<td>SysTick timer</td>
<td><em>Memory model</em> on page 2-12.</td>
</tr>
</tbody>
</table>

The SYST\_CALIB register is implementation-defined. This can affect:

- *SysTick Calibration Value Register* on page 4-35
- The entry for SYST\_CALIB in Table 4-44 on page 4-43.
Glossary

This glossary describes some of the terms used in technical documents from ARM.

Abort
A mechanism that indicates to a processor that the value associated with a memory access is invalid. An abort can be caused by the external or internal memory system as a result of attempting to access invalid instruction or data memory.

Aligned
A data item stored at an address that is divisible by the number of bytes that defines the data size is said to be aligned. Aligned words and halfwords have addresses that are divisible by four and two respectively. The terms word-aligned and halfword-aligned therefore stipulate addresses that are divisible by four and two respectively.

Banked register
A register that has multiple physical copies, where the state of the processor determines which copy is used. The Stack Pointer, SP (R13) is a banked register.

Base register
In instruction descriptions, a register specified by a load or store instruction that is used to hold the base value for the address calculation for the instruction. Depending on the instruction and its addressing mode, an offset can be added to or subtracted from the base register value to form the address that is sent to memory.

See also Index register.

Big-endian (BE)
Byte ordering scheme in which bytes of decreasing significance in a data word are stored at increasing addresses in memory.

See also Byte-invariant, Endianness, Little-endian (LE).

Big-endian memory
Memory in which:

• a byte or halfword at a word-aligned address is the most significant byte or halfword within the word at that address
• a byte at a halfword-aligned address is the most significant byte within the halfword at that address.

See also Little-endian memory.

Breakpoint
A breakpoint is a mechanism provided by debuggers to identify an instruction at which program execution is to be halted. Breakpoints are inserted by the programmer to enable inspection of register contents, memory locations, variable values at fixed points in the program execution to test that the program is operating correctly. Breakpoints are removed after the program is successfully tested.

Byte-invariant
In a byte-invariant system, the address of each byte of memory remains unchanged when switching between little-endian and big-endian operation. When a data item larger than a byte is loaded from or stored to memory, the bytes making up that data item are arranged into the correct order depending on the endianness of the memory access. An ARM byte-invariant implementation also supports unaligned halfword and word memory accesses. It expects multi-word accesses to be word-aligned.

Cache
A block of on-chip or off-chip fast access memory locations, situated between the processor and main memory, used for storing and retrieving copies of often used instructions, data, or instructions and data. This is done to greatly increase the average speed of memory accesses and so improve processor performance.

Condition field
A four-bit field in an instruction that specifies a condition under which the instruction can execute.

Conditional execution
If the condition code flags indicate that the corresponding condition is true when the instruction starts executing, it executes normally. Otherwise, the instruction does nothing.

Context
The environment that each process operates in for a multitasking operating system. In ARM processors, this is limited to mean the physical address range that it can access in memory and the associated memory access permissions.

Coprocessor
A processor that supplements the main processor. The Cortex-M4 processor does not support any coprocessors.

Debugger
A debugging system that includes a program, used to detect, locate, and correct software faults, together with custom hardware that supports software debugging.

Direct Memory Access (DMA)
An operation that accesses main memory directly, without the processor performing any accesses to the data concerned.

Doubleword
A 64-bit data item. The contents are taken as being an unsigned integer unless otherwise stated.

Doubleword-aligned
A data item having a memory address that is divisible by eight.

Endianness
Byte ordering. The scheme that determines the order that successive bytes of a data word are stored in memory. An aspect of the system's memory mapping.

See also Little-endian and Big-endian

Exception
An event that interrupts program execution. When an exception occurs, the processor suspends the normal program flow and starts execution at the address indicated by the corresponding exception vector. The indicated address contains the first instruction of the handler for the exception.
An exception can be an interrupt request, a fault, or a software-generated system exception. Faults include attempting an invalid memory access, attempting to execute an instruction in an invalid processor state, and attempting to execute an undefined instruction.

**Exception service routine**

See [Interrupt handler](#).

**Exception vector**

See [Interrupt vector](#).

**Flat address mapping**

A system of organizing memory in which each physical address in the memory space is the same as the corresponding virtual address.

**Halfword**

A 16-bit data item.

**Illegal instruction**

An instruction that is architecturally Undefined.

**Implementation-defined**

The behavior is not architecturally defined, but is defined and documented by individual implementations.

**Implementation-specific**

The behavior is not architecturally defined, and does not have to be documented by individual implementations. Used when there are a number of implementation options available and the option chosen does not affect software compatibility.

**Index register**

In some load and store instruction descriptions, the value of this register is used as an offset to be added to or subtracted from the base register value to form the address that is sent to memory. Some addressing modes optionally enable the index register value to be shifted prior to the addition or subtraction.

See also [Base register](#).

**Instruction cycle count**

The number of cycles that an instruction occupies the Execute stage of the pipeline.

**Interrupt handler**

A program that control of the processor is passed to when an interrupt occurs.

**Interrupt vector**

One of a number of fixed addresses in low memory, or in high memory if high vectors are configured, that contains the first instruction of the corresponding interrupt handler.

**Little-endian (LE)**

Byte ordering scheme in which bytes of increasing significance in a data word are stored at increasing addresses in memory.

See also [Big-endian (BE), Byte-invariant, Endianness](#).

**Little-endian memory**

Memory in which:

- a byte or halfword at a word-aligned address is the least significant byte or halfword within the word at that address
- a byte at a halfword-aligned address is the least significant byte within the halfword at that address.

See also [Big-endian memory](#).

**Load/store architecture**

A processor architecture where data-processing operations only operate on register contents, not directly on memory contents.
Memory Protection Unit (MPU)

Hardware that controls access permissions to blocks of memory. An MPU does not perform any address translation.

Prefetching

In pipelined processors, the process of fetching instructions from memory to fill up the pipeline before the preceding instructions have finished executing. Prefetching an instruction does not mean that the instruction has to be executed.

Read

Reads are defined as memory operations that have the semantics of a load. Reads include the Thumb instructions LDM, LDR, LDRSH, LDRH, LDRSB, LDRB, and POP.

Region

A partition of memory space.

Reserved

A field in a control register or instruction format is reserved if the field is to be defined by the implementation, or produces Unpredictable results if the contents of the field are not zero. These fields are reserved for use in future extensions of the architecture or are implementation-specific. All reserved bits not used by the implementation must be written as 0 and read as 0.

Should Be One (SBO)

Write as 1, or all 1s for bit fields, by software. Writing as 0 produces Unpredictable results.

Should Be Zero (SBZ)

Write as 0, or all 0s for bit fields, by software. Writing as 1 produces Unpredictable results.

Should Be Zero or Preserved (SBZP)

Write as 0, or all 0s for bit fields, by software, or preserved by writing the same value back that has been previously read from the same field on the same processor.

Thread-safe

In a multi-tasking environment, thread-safe functions use safeguard mechanisms when accessing shared resources, to ensure correct operation without the risk of shared access conflicts.

Thumb instruction

One or two halfwords that specify an operation for a processor to perform. Thumb instructions must be halfword-aligned.

Unaligned

A data item stored at an address that is not divisible by the number of bytes that defines the data size is said to be unaligned. For example, a word stored at an address that is not divisible by four.

Undefined

Indicates an instruction that generates an Undefined instruction exception.

Unpredictable (UNP)

You cannot rely on the behavior. Unpredictable behavior must not represent security holes. Unpredictable behavior must not halt or hang the processor, or any parts of the system.

Warm reset

Also known as a core reset. Initializes the majority of the processor excluding the debug controller and debug logic. This type of reset is useful if you are using the debugging features of a processor.

WA

See Write-allocate (WA).

WB

See Write-back (WB).

Word

A 32-bit data item.

Write

 Writes are defined as operations that have the semantics of a store. Writes include the Thumb instructions STM, STR, STRH, STRB, and PUSH.

Write-allocate (WA)

In a write-allocate cache, a cache miss on storing data causes a cache line to be allocated into the cache.
<table>
<thead>
<tr>
<th>Term</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Write-back (WB)</strong></td>
<td>In a write-back cache, data is only written to main memory when it is forced out of the cache on line replacement following a cache miss. Otherwise, writes by the processor only update the cache. This is also known as copyback.</td>
</tr>
<tr>
<td><strong>Write buffer</strong></td>
<td>A block of high-speed memory, arranged as a FIFO buffer, between the data cache and main memory, whose purpose is to optimize stores to main memory.</td>
</tr>
<tr>
<td><strong>Write-through (WT)</strong></td>
<td>In a write-through cache, data is written to main memory at the same time as the cache is updated.</td>
</tr>
</tbody>
</table>