

# ARM Cortex-M3/M4 instruction set mini-quickref

Mnemonic	Operands	Action	Flags	Brief description
<b>Move instructions</b>				
MOV{S}	Rd, Op2	Rd = Op2	N, Z, C	Move
				Op2 = #0x000000XY   #0x00XY00XY   #0xXY00XY00   #0xXYXYXYXY
				Op2 = Rm {, ASR #n} Arithmetic Shift Right
				Rm {, LSL #n} Logical Shift Left
				Rm {, LSR #n} Logical shift right n bits, n=1..32
				Rm {, ROR #n} Rotate right n bits, n=1..31
MVN{S}	Rd, Op2	Rd = ~Op2	N, Z, C	Move NOT. Op2, see mov
MOVW	Rd, #imm16	Rd[31:0] = imm16	N, Z, C	Move 16-bit constant
MOVT	Rd, #imm16	Rd[31:16] = imm16	-	Move Top, don't change bottom half-word
LDR	Rd, =value	Rd=value	-	Load register with value, immediate or PC-relative
<b>Arithmetic processing instructions</b>				
ADD{S}	{Rd,} Rn, Op2	Rd = Rn + Op2	N, Z, C, V	Add. Op2, see mov
ADC{S}	{Rd,} Rn, Op2	Rd = Rn + Op2 + C	N, Z, C, V	Add with Carry. Op2, see mov
SUB{S}	{Rd,} Rn, Op2	Rd = Rn - Op2	N, Z, C, V	Subtract. Op2, see mov
SBC{S}	{Rd,} Rn, Op2	Rd = Rn - Op2 - not C	N, Z, C, V	Subtract with Carry. Op2, see mov
MUL{S}	{Rd,} Rn, Rm	Rd = Rn * Rm	N, Z	Multiply, 32-bit result
MLA	Rd, Rn, Rm, Ra	Rd = Ra + (Rn * Rm)	-	Multiply with Accumulate, 32-bit result
SDIV	{Rd,} Rn, Rm	Rd = Rn / Rm	-	Signed integer Divide
UDIV	{Rd,} Rn, Rm	Rd = Rn / Rm	-	Unsigned integer Divide
<b>Logical and shift instructions</b>				
AND{S}	{Rd,} Rn, Op2	Rd = Rn & Op2	N, Z, C	Logical AND. Op2, see mov
BIC{S}	{Rd,} Rn, Op2	Rd = Rn & (~Op2)	N, Z, C	Bit Clear. Op2, see mov
ORR{S}	{Rd,} Rn, Op2	Rd = Rn   Op2	N, Z, C	Logical OR. Op2, see mov
EOR{S}	{Rd,} Rn, Op2	Rd = Rn ^ Op2	N, Z, C	Exclusive OR. Op2, see mov
LSL{S}	Rd, Rm, <Rs  #n>	Rd = Rm << <Rs  #n>	N, Z, C	Logical Shift Left
LSR{S}	Rd, Rm, <Rs  #n>	Rd = Rm >> <Rs  #n>	N, Z, C	Logical Shift Right
ASR{S}	Rd, Rm, <Rs  #n>	Rd = Rm >> <Rs  #n>, Rd[31] = Rm[31]	N, Z, C	Arithmetic Shift Right
ROR{S}	Rd, Rm, <Rs  #n>	Rd = Rm rotate <Rs  #n>	N, Z, C	Rotate Right

Mnemonic	Operands	Action	Flags	Brief description
<b>Memory access instructions</b>				
LDR{B SB H SH}{T}	Rt, [Rn, {#offset}]	Rt = *(Rn {+ offset})	-	Load Register with word   byte   signed byte   halfword   signed halfword, indirect addressing with immediate offset
LDR{B SB H SH}{T}	Rt, [Rn, #offset]!	Rt = *(Rn {+ offset}), Rn+=offset	-	Load Register, indirect addressing, pre-indexed
LDR{B SB H SH}{T}	Rt, [Rn], #offset	Rt = *(Rn), Rn+=offset	-	Load Register, indirect addressing, post-indexed
STR{B H}{T}	Rt, [Rn, {#offset}]	*(Rn {+ offset}) = Rt	-	Store Register word   byte   halfword, with immediate offset
STR{B H}{T}	Rt, [Rn, #offset]!	*(Rn {+ offset}) = Rt, Rn+=offset	-	Store Register word   byte   halfword, pre-indexed
STR{B H}{T}	Rt, [Rn], #offset	*(Rn) = Rt, Rn+=offset	-	Store Register word   byte   halfword, post-indexed
LDR{B SB H SH}{T}	Rt, [Rn, Rm {, LSL #n}]	Rt = *(Rn + Rm {<<n})	-	Load Register with word   byte   signed byte   halfword   signed halfword, register offset with optional left shift, n=0..3
STR{B SB H SH}{T}	Rt, [Rn, Rm {, LSL #n}]	*(Rn + Rm {<<n}) = Rt	-	Store Register word   byte   halfword, register offset with optional shift, n=0..3
<b>Compare and {conditionnal} branch instructions</b>				
CMP	Rn, Op2	Rn - Op2 -> N,Z,C,V	N, Z, C, V	Compare. Op2, see mov
B{cc}	label	if (cc == true) PC=label	-	Branch {conditionally}
				cc                      test                      cc                      test
				EQ                      Rn == Op2                      NE                      Rn != Op2
				LT (signed)                      Rn < Op2                      GT (signed)                      Rn > Op2
				LE (signed)                      Rn <= Op2                      GE (signed)                      Rn >= Op2
				LO (unsigned)                      Rn < Op2                      HI (unsigned)                      Rn > Op2
				LS (unsigned)                      Rn <= Op2                      HS (unsigned)                      Rn >= Op2
<b>Function handling instructions</b>				
BL	label	LR = PC; PC = label	-	Branch with Link
BLX	Rm	LR = PC; PC = Rm	-	Branch indirect with Link
BX	Rm	PC = Rm	-	Branch indirect
POP	reglist	for reg in reglist do reg=*SP++ end	-	Pop registers from descending stack (sp). reglist example: {R0, R2-R5, PC}
PUSH	reglist	for reg in reglist do *(--SP)=reg end	-	Push registers onto descending stack (sp)
<b>Special instructions</b>				
MRS	Rd, spec_reg	Rd = spec_reg	-	Move from Special Register to general Register
MSR	spec_reg, Rm	spec_reg = Rm	N, Z, C, V	Move from general Register to Special Register
CPS<ID IE>	<i f>	-	-	Change Processor State, i = PRIMASK register, f = FAULTMASK register, ID = Interrupt Disable, IE = Inetruprt Enable
SVC	#imm	-	-	Supervisor Call
NOP	-	-	-	No Operation